



EDUCATORS' GUIDE

INSIDE YOU WILL FIND:

- Self-Guided Museum Field Trips
- Exhibits Correlated to Nevada State Standards
- Exhibits Correlated to 21st-Century Standards
- Exhibits Correlated to Next-Generation Science Standards
- Complimentary Admission Opportunities
- How to Bring the Museum to Your Class

TABLE OF CONTENTS

Introduction to Field Trips	1-3
Exhibits & Grade Level Correlations by Subject Area	4-12
Discovery On Wheels: House Calls	13-14



MEET YOUR CURRICULUM GOALS AT THE MUSEUM

DISCOVERY Children's Museum has nine ongoing, interactive exhibit galleries covering the arts, sciences, nature, early childhood development, and humanities. Every exhibit aligns with Nevada State Content Standards, Common Core, and Next Generation Science Standards, so your group can explore key concepts in hands-on ways while still meeting curriculum goals. Our Educators' Guide is designed to help you help you plan to do that in a way that's fun and engaging.

To make the most of your Field Trip, we encourage educators to preview the exhibit descriptions and curriculum correlations inside this guide. You'll find resources and additional information at www.DiscoveryKidsLV.org. By connecting classroom learning with immersive experiences at the museum, students will make lasting discoveries that extend beyond the school day.

CUSTOMIZE THE EXPERIENCE FOR YOUR CLASS

A Field Trip to DISCOVERY Children's Museum is all about DISCOVERY! Educators and students can explore the museum at their own pace, focusing on experiences that best support what's happening in the classroom. Throughout the day, our trained education team and volunteers also present shows and demonstrations, which are included with admission and vary daily.

For information about specific shows and program schedules, visit www.DiscoveryKidsLV.org/calendar.





MAKING GROUP RESERVATIONS

We're so happy you're interested in bringing your class to the museum! Please use this guide to help you plan a memorable visit.



SCHEDULING

Field Trips can be scheduled during the following times, depending on availability:

TUESDAYS - SATURDAYS

10:00 a.m. to 3:00 p.m.

*Closed on Easter, Thanksgiving, Christmas Eve, Christmas, New Year's Day

FIELD TRIPS ARE SPECIAL!

Field Trips are an important part of our mission, and we're proud to offer reduced group admission fees. In order to offer the benefit of a group rate, groups must comply with the following conditions:

- Reservations must be made in advance of the day of the visit.
- All members of the group must enter the museum at the same time. Visitors who arrive after the group enters the museum must pay the regular admission price for children and adults.
- The group must stay together for the check-in process and a brief orientation by a DISCOVERY team member before dispersing into the museum. This helps your group enter efficiently and avoid delays.

PLAN ACCORDINGLY: We recommend a minimum of two hours for most field trips.

Please keep in mind that your group will be sharing the museum with children of all ages.

CHAPERONES - A 1:5 ADULT-TO-CHILD RATIO IS REQUIRED

Chaperones are an important necessity for any Field Trip. Their own life experiences support meaningful group learning and that enriches a memorable visit. When you book a Field Trip, you'll receive a confirmation packet that includes a "So, you're going to be a chaperone" sheet with useful information. Please make copies and distribute to your chaperones.

- Chaperones are required to stay with and monitor the children throughout the Field Trip.
- Groups will be denied entry if the minimum number of chaperones required for your group are not present.
- For students with physical and mental disabilities, we recommend one adult for each child.

LUNCH FACILITIES

- Lunch space with tables and chairs is available for an additional fee and subject to availability.
- Lunch space must be requested in advance with the Reservationist.
- Food and beverages are permitted only in designated lunch areas.
- Cold drinks and snacks are available for purchase at the DISCOVERY Store. The museum does not have a café or restaurant on site.

READY TO BOOK YOUR FIELD TRIP?

All reservations must be made online. Please visit www.DiscoveryKidsLV.org/educators to submit your reservation request. Reservations are available Tuesday through Saturday from 10:00 a.m. to 3:00 p.m.

Please contact our Reservations Department at 702-382-3445 or contact us by email if you need online assistance. Phone reservations are not accepted.

PAYMENT

Fees are paid at the time of the visit in one full payment with cash, business checks, VISA, MasterCard, Discover, American Express, or an ATM debit card with VISA logo. Personal checks are not accepted.

CANCELLATION POLICY

If you need to cancel your reservation, please contact us at least two days (48 hours) before your scheduled visit. The Museum is often fully booked for Field Trips, and your cancellation may allow us to schedule other groups in your place. We are happy to help you reschedule your visit for a future date.

PLEASE NOTE: Your reservation is not final until you have received an official confirmation form with the details and important logistics for your visit.



TODDLER TOWN

TARGET AGES / GRADE LEVELS

Birth to 5 years old / Pre-K - Kindergarten



EXHIBIT OVERVIEW

Toddler Town is a desert-themed exhibition specifically designed for children ages 0 to 5 years old and their adults. In Toddler Town, children are busy loading “rocks” into an overhead bucket system, discovering Nevada’s animals, and being train engineers. Children can roleplay, explore, collaborate and cooperate, make decisions, and problem solve as they play in structures designed to enhance their socialization and manipulative skills. The Crawl Zone provides a protected sensory area for children who aren’t yet walking but are actively exploring! Here, they can develop skills in tracking, self-recognition, and exploration while their adults sit nearby on a comfortable bench that surrounds the enclosure. The Art Zone features space for hands-on activities, plus a reading area and parent resource station. The Nursing Nook is also available for nursing mothers.



EDUCATION & EXPERIENCE GOALS

- Children (ages 5 and younger) explore and play in environments designed to nurture their social, physical, emotional and intellectual development.
- Children use and develop communication and language skills while playing with other students, their families or teachers.
- Children engage in dramatic play and create narratives around activities.
- Children take part in pre-reading or reading activities independently or with their adult(s).
- Children play independently or cooperatively, utilizing problem-solving and critical-thinking skills.
- Children learn more about Nevada’s animals and their habitats.
- Children express themselves creatively, using a variety of art materials.
- Parents and caregivers are supported in their roles through informational labels and resource materials.



FANTASY FESTIVAL



TARGET AGES / GRADE LEVELS

Ages 4 - 13 / Pre-K - 8th grade

EXHIBIT OVERVIEW

Imagination reigns in Fantasy Festival! This exhibit combines a ship, castle and stage to inspire new heights of creativity, dramatic play, and collaboration. In Discovery Castle, students enter the Medieval era and become queens, jesters, princes, kings, princesses, or other members of the royal community. In the castle's throne room, students can create a customized throne while enjoying a puppet show. On the upper level, they'll invent new castle models, don knight costumes, and dump "boiling oil" on attackers. On the stage, students can develop their own productions and choose from a variety of backdrops and props, as well as costumes and lighting. On board the ship, students will load cargo, use a map and compass to set a new course, raise a flag, and fire the cannons. For the smallest students, quiet nooks with books and activities await.

EDUCATION & EXPERIENCE GOALS

- Students experience three immersive environments that inspire imagination, creativity and dramatic play.
- Students engage in dramatic play/role-playing as a natural opportunity for expression and experimentation.
- Students understand the castle, stage and ship as "communities." Everyone has a role to play as part of a "team."
- Students create stories as part of their play.
- Students discover that certain activities can be divided into a set of sequential tasks. A coordinated group of people may be needed to complete the activity.
- Students encounter new topics (content) or information that prompts critical thinking.
- Students solve problems and make decisions individually or as part of a group.
- Students discover new interests or natural aptitudes. Some may find that they are natural actors, while others may discover they enjoy reading maps or that they'd like to learn more about Medieval history.



WATER WORLD

TARGET AGES / GRADE LEVELS

Ages 2 - 13 / Pre-K - 8th grade

EXHIBIT OVERVIEW

Water World tells the story of the Southern Nevada water cycle and highlights our region as a leader in water conservation efforts. Engaging, hands-on exhibits invite visitors to experiment with water through open-ended exploratory play: building dams, launching balls into a Las Vegas themed winding track, feeding a vortex, directing water flow through river channels, constructing water treatment pipelines, and fishing in Lake Mead. Other unique features include a kinetic ecosystem sculpture, bell fountains, and a desert-adapted landscape interactive. Floor-to-ceiling graphic illustrations feature geographic renderings representing the pathway of water from the Rocky Mountain snow melt to Lake Mead via the Colorado River. Bilingual signage guides visitors through our region's main water sources, uses, and conservation efforts. Water World content enables visitors to see themselves as part of a solution to local conservation efforts, reinforces the notion that individual behaviors shape collective efforts, and increases awareness of local organizations working to conserve water and combat climate change.

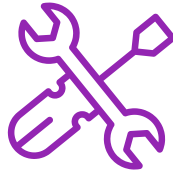


EDUCATION & EXPERIENCE GOALS

- Students discover and experiment with the properties, flow, power and speed of water through open-ended, exploratory play.
- Students engage with sensory qualities of water.
- Students are active learners. They use critical thinking and problem solving skills as they manipulate the flow and power of water at exhibit components. (Visitors utilize the scientific method: asking a question, researching, hypothesizing, testing the hypothesis by experimenting, analyzing data, creating a new/revised hypothesis and conducting another experiment [if needed], drawing a conclusion and communicating results.)
- Students create water “events” in which cause and effect are visible and use the flow of water to power activities.
- Students learn more about water phenomena, such as pressure, flow, surface tension and Bernoulli’s or Torricelli’s Law.
- Students explore the water cycle and discover how water travels from the Rocky Mountains to Lake Mead.
- Students connect what they’re doing in the exhibit to the real world as they see familiar landmarks like the Welcome to Las Vegas sign, Lake Mead and the Colorado River.



ECO CITY



TARGET AGES/GRADE LEVELS

Ages 4 - 9 / Pre-K - 4th grade

EXHIBIT OVERVIEW

Eco City is an environmentally friendly, kid-sized city filled with familiar buildings and businesses. Laid out along a boulevard, Eco City is all about how people live and work together in their community. Students experience and operate the city as an interconnected system. Key activities, such as working a job, buying groceries or withdrawing money from the bank, link businesses citywide and enable students to experience real-life sequences. The city's Wind Turbine is the symbol of Eco City as an eco-friendly city. Throughout Eco City, students have multiple opportunities to learn about green living and make choices that they, or their caregivers, can make in the real world.



EDUCATION & EXPERIENCE GOALS

- Students become members of the community living and working in Eco City and make connections between the exhibition and the “real world.”
- Students “try on” different occupations and role-play people in those lines of work.
- Students practice everyday living skills including earning a paycheck, depositing or withdrawing money from a bank, shopping at a market, building at a construction site, or brushing giant teeth at the dentist!
- Students make choices about “eco-friendly” behaviors and learn about “green” alternatives and lifestyles.
- Students use problem solving, critical thinking, communication, and planning skills.
- Students play individually or cooperatively with friends. Activities support both approaches.
- Students talk about what they’re doing and discovering with friends, family members or teachers. The experience launches conversations beyond the Museum.



DISCOVERY LAB

TARGET AGES/GRADE LEVELS

Ages 8 - 13 / 2nd grade – 7th grade

EXHIBIT OVERVIEW

DISCOVERY Lab is a unique makerspace environment designed to stimulate exploration, creativity, risk-taking, critical thinking, and collaboration through a hands-on approach. Featured programming and activities emphasize the design thinking process and encourage students to experiment without the fear of failure. An open-making area presents design materials that provoke inquiry, and a guided-making area provides cutting-edge technology through an interactive computer lab featuring coding and CAD software, and a workshop space featuring a laser cutter, real tools and 3-D printers.

Special resources available for use in the exhibition include tools for woodworking, circuitry, sewing, sculpting, and painting. DISCOVERY Lab offers a variety of interactive experiences that allow students to follow their ideas from conception to creation.



EDUCATION & EXPERIENCE GOALS

- Students explore in environments designed to nurture their social, emotional, and intellectual development.
- Students engage in large-scale collaborative projects while working with other families.
- Students reflect on the design thinking process while working independently and in a group setting.
- Students use no tech tools and high-tech tools to create original designs.
- Students experiment with raw materials and use real tools to complete projects.
- Students participate in programs highlighting educational concepts focused on STEAM.
- Students engage in guided workshops presented by community artists, engineers, and tinkerers. The experience launches conversations beyond the Museum.



YOUNG AT ART

TARGET AGES/GRADE LEVELS

Ages 4 - 13 / Pre-K - 8th grade

EXHIBIT OVERVIEW

In Young at Art, students engage in hands-on investigations of the elements of art: color, line, shape, texture, space, and form. Surrounded by whimsical wall murals, students explore each of the elements of art at interactive components and can combine the elements into unique, individual artworks at “creative stations” throughout the gallery.

To fuel inspiration, students have a variety of media at their fingertips, including watercolor and fluorescent melted crayon. A playful watercolor “drying machine” and “puzzle maker” are available for students to use in the finishing process.

Young at Art sparks creativity and imagination while celebrating every child’s inherent artistic mindset. Three large signs in the gallery introduce students to the six elements of art to help guide them in the exhibition.

ART INTRODUCTION

Art is made of color, line, shape, texture, space and form. These are the “elements” of art and you can explore each of them in Young at Art. Look for symbols on the signs, and match them to activities around the gallery. At creative stations, you can combine the elements to create your own unique artwork!

LINE

Lines come in all sizes, lengths, directions, angles and curves. Lines make shapes, outlines or edges, and they can lead your eyes into and around an artwork. You can create different kinds of lines with different tools, and then combine them in your artwork.

TEXTURE

Texture is the way something feels – it might be smooth, bumpy, or rough. You can add texture to your artwork by gluing things to it, adding layers to it or using it to make a rubbing. If you find a texture you like, include it in your artwork.

SHAPE

Shapes are everywhere! Squares, triangles and circles are shapes you see every day, but you also can create unique shapes of your own. You can build your artwork with shapes or use them in a pattern. Look through a shape to frame what you see.

FORM

When a square becomes a cube, it has form. A shape takes up space on paper, but a form is different: it’s 3D and you can hold it. When you mix the other elements of art with form, you create sculpture. Without form, the other elements fall flat.

COLOR

Color makes the world vivid and bright. The colors you choose for your artwork show your personality or feelings. Those colors make your artwork original! Try mixing colors to make new ones, and experiment with different combinations in your artwork.

SPACE

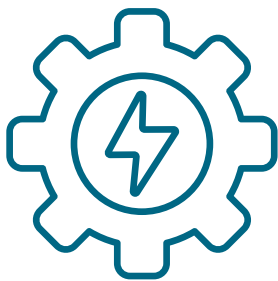
Space is the empty part between and inside things in your artwork. Space goes side-to-side, top-to-bottom and front-to-back. It helps your eyes understand what is close and far away. You can play with the space in your artwork until it looks right to your eye.

EDUCATION & EXPERIENCE GOALS

- Students engage with the elements of art (color, line, shape, texture, space and form) as ways of expressing themselves visually and creatively.
- Students become familiar and experiment with the elements of art as essential tools for 1) creating original artworks with greater level of skill and for 2) analyzing and understanding the works of others.
- Students follow their interests throughout the exhibition and discover their own artistic aptitudes. “Process” is emphasized over “product.”
- Students work individually or cooperatively with friends or family members. Activities support both approaches.
- Students draw inspiration from a variety of materials they can use to create and express themselves.
- Students develop or strengthen their own artistic mindset as a result of self-directed interaction with exhibit components. (Artistic mindset: you can see more art in the world and see more opportunities to be artistic.)
- Students discuss and reflect on their creations with friends, family members or teachers. The experience launches conversations beyond the Museum.



ENERGY/ ENERGÍA



TARGET AGES/GRADE LEVELS

Students ages 9 – 13 (4th – 8th grade)

EXHIBIT OVERVIEW

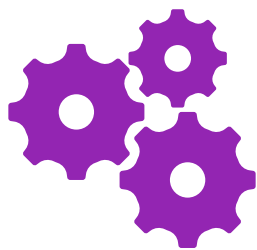
Energy/Energía introduces foundational energy concepts, inspiring visitors to solve BIG problems and become the next generation of innovators. Students can deepen their understanding of energy through hands-on explorations while working together to power a city, sharing ideas about the future of energy, and discovering career paths in the industry. Practice the engineering process while building circuits, designing solar-powered devices, and testing the performance of simulated electric vehicles on a racetrack.

EDUCATION AND EXPERIENCE GOALS:

- Students discover the core principles of energy science.
- Students explore how energy can be generated, stored, and transported through a series of hands-on experiments.
- Students learn about renewable and non-renewable energy and the challenges we face to convert to sustainable energy sources.
- Students discover a variety of careers in the energy industry and learn how innovators in the field of science and technology are shaping the future energy economy.



PATENTS PENDING



TARGET AGES/GRADE LEVELS

Students ages 6 - 13 (1st - 8th grade)

EXHIBIT OVERVIEW

Patents Pending is an environment devoted to experimentation, curiosity, invention, problem-solving and tinkering. It's a lively, eclectic laboratory atmosphere where students encounter design and engineering challenges, and then work to create and test their ideas. Using large-scale testing stations, students evaluate the performance and durability of their inventions. Some stations, such as Drop Zone, Air Towers or Quake Proof, pose specific design problems for students to address with materials available at work tables. Can you create something that will withstand a 14-foot drop? A sudden blast of air? An earthquake? Others, such as Contraption Challenge, combine construction and testing as students manipulate open-ended, mechanical cause and effect. The wide range of inventive opportunities engages both kids and adults in the eyeopening process of trial and error.



EDUCATION & EXPERIENCE GOALS

- Students engage with the process of invention while responding to a wide range of inventive challenges. Challenges are 1) open-ended (have multiple points of entry and support multiple outcomes) and 2) designed to appeal to different interests and learning styles.
- Students are active learners. They use critical thinking and problem-solving skills as they design “solutions” at exhibit components. (Students utilize the engineering design process: define the problem, research the issue, specify requirements, create alternative solutions, choose the best solution, build prototype, test and redesign.)
- Students are self-directed. They may choose from a variety of activities that are accessible and intuitive.
- Students connect inventive challenges and related information to scientific phenomena (like gravity or air flow) and real-world applications.
- Students work individually or collaborate with friends. Activities support both approaches.
- Students draw inspiration from a variety of materials with which to invent, create, tinker, build and assemble.
- Students discuss and reflect on their inventions with friends or teachers. The experience launches conversations beyond the Museum.



COMING SOON: DESERT TO THE STARS



TARGET AGES/GRADE LEVELS

Students ages 4 - 13 (Pre-K - 8th grade)

EXHIBIT OVERVIEW

Desert to the Stars will transform the Museum's centerpiece and largest exhibit into an immersive, multisensory journey through Southern Nevada's natural environment. Spanning 12 levels and 3,500-square-feet, the redesigned experience will take visitors from the desert to the forest, mountains and sky, incorporating immersive technology, hands-on experiences, storytelling and physical challenges inspired by the Mojave Desert.

During the transformation of the exhibit, students may still enjoy the play areas on the second and third floor levels.

EDUCATION & EXPERIENCE GOALS

Designed to promote curiosity, exploration, and conservation of the natural environment, Desert to the Stars aims to strengthen gross-motor skills and physical activity while providing a welcoming, safe, and accessible environment for all ages and abilities.

Beyond the physical experience, Desert to the Stars will support nature-based learning and nature literacy, helping children understand biodiversity, ecosystems, and environmental stewardship.

Desert to the Stars is targeted to open in Spring 2028. Stay tuned for more details as it continues to take shape.

DISCOVERY ON WHEELS:



House Calls, founded by Dr. Joe & Joan Lapan

**WHEN YOU CAN'T MAKE IT TO THE MUSEUM,
WE'LL BRING THE MUSEUM TO YOUR CLASSROOM!**

DISCOVERY On Wheels: House Calls is a FREE Health Science Educational Outreach Program brought directly to YOU by DISCOVERY Children's Museum.

ABOUT DISCOVERY ON WHEELS

Our hands-on, interactive Health Science programs align directly with Nevada State Content Standards and local curriculum goals, enhancing your curriculum through quality, exploratory experiences. In the intimate and familiar setting of your classroom, students engage with anatomically accurate models and real medical equipment, delivering high-quality programming with no transportation worries.

Programs are designed for Kindergarten through 8th-grade students at public and private schools in Clark County.

Each session accommodates approximately 30 participants. To accommodate entire grade levels, multiple sessions can be scheduled at a single school on the same date.

A professional Museum Educator brings the entire program directly to your classroom, providing everything needed for the learning experience.

REGISTER YOUR SCHOOL TODAY!

Reservations are open now and space is limited.

DISCOVERY on Wheels is offered at no cost to participating schools and organizations, ensuring all students have access to high-quality, hands-on health science education.



PROGRAM OFFERINGS AND GRADE LEVELS



PRE-K

LET'S GET MOVING! - MOVEMENT OF THE HUMAN BODY

How do our bodies move? Explore the bones and muscles that work together to help us walk, bend, stretch, and play. Learn how our bodies are fueled by oxygen through the practice of simple breathing exercises and yoga poses. *DISCOVERY on Wheels educators are trained mini yogis, yoga for kids certified.

KINDERGARTEN

LET'S EAT! - FOODS & NUTRITION

Explore why humans need food, the various food groups, and the nutrients foods contain. Learn about the importance of variety and moderation. Recognize healthy food choices.

FIRST GRADE

BRIGHT SMILES AND CLEAN BODIES - DENTAL HEALTH & HYGIENE

When proper hygiene is not obtained, it is very hard to maintain a healthy body. Thoroughly understanding what can happen as a result of not practicing proper hygiene will make it easier to understand the importance of good hygiene.

SECOND GRADE

MAKING SENSE OF OUR SENSES - THE FIVE SENSES

Things are not always what they seem. Why does food taste differently when you have a cold? Can you match different sounds? Every day we use our senses to explore the world around us. Explore the sense organs and how they are connected to the brain and spinal cord. Learn how it all works together to allow us to experience our world.

THIRD GRADE

WONDERFUL ME! - CELLS & GENETICS

The human body is an amazing machine that we must understand how to take care of properly. Take a close look at the smallest living unit of the body, the cell, and how we have developed into the person we are today. Examine the genes responsible for gender and physical characteristics.

FOURTH GRADE

YOUNG AT HEART – CIRCULATORY & RESPIRATORY SYSTEMS

Examine the heart, healthy versus unhealthy arteries and lungs, as well as the functions of the circulatory and respiratory systems. Use real stethoscopes to listen to your heart. Learn what blood is made of and how to correctly take a pulse. Prevention of heart disease will be addressed using models.

FIFTH GRADE

WHAT'S UP DOC? – MEDICAL PROFESSIONS & EQUIPMENT

How does a doctor diagnose what is wrong? What are all those gadgets and machines for? Through hands-on investigations, explore medical equipment used to take your blood pressure, measure your lung capacity, read an x-ray and more!

SIXTH GRADE

DECODING DNA - CELLS, ORGANELLES, AND WHAT THEY TELL

Cells are the smallest unit of living organism and contain the basic information needed to tell our bodies how to function-DNA. In this lesson students will explore the components of the cell and learn about the process of how DNA is unraveled in order to program our cells and telling them "what to do". The lesson also highlights potential career fields that focus on the study of cells and genes.

SEVENTH GRADE

IT'S YOUR CHOICE - UNDERSTANDING HEALTH & WELLNESS

What exactly does it mean to be healthy? Students will learn the many levels overall health such as nutrition, physical activity, and hygiene. In this lesson, explore how lifestyle choices can affect one's health including the development and transmission of various communicable and non-communicable diseases. This lesson also features information about potential careers that focus on disease control and prevention as well as health and wellness.

EIGHTH GRADE

THE HUMAN BODY AT WORK - ORGAN SYSTEMS AND FUNCTIONS

The human body is comprised of many organs and organ system that allow you to function each day. In this lesson students will learn to identify and understand the various organs of the body, how these organs work with other parts of the body within a system, and the purpose of each system.

TO REGISTER

You can register online at: www.discoverykidslv.org/educators

Programs are not confirmed until you receive confirmation. With your confirmation, you will also receive additional information on the programs, including curriculum alignments, the amount of space, and set-up needs for each program.

ADDITIONAL QUESTIONS?

Please email: outreach@discoverykidslv.org or call the Museum at (702) 382-3445 and ask for Outreach.



THANK YOU



360 Promenade Place
Las Vegas, NV 89106
(702) 382-3445

Located on The Smith Center Campus directly
across the street from World Market Center



FOR HELPING US PUT OUR KIDS FIRST.



DISCOVERYKIDSLV.ORG

     @DiscoveryLV

HOURS OF OPERATION

Tuesdays – Saturdays

10 am – 5 pm

Sundays

12 pm – 5 pm

*Open on Mondays only for holidays, summer,
spring, and winter break.

**Closed on the following holidays:
Easter, Thanksgiving, Christmas Eve, Christmas,
New Year's Day

SCHOOL GROUP ADMISSION

Group/Nonprofit Rates (25 or more) Ages 1 – 99:

\$12.50 per person | Children under 1: Free

CLARK COUNTY SCHOOL DISTRICT GROUPS

Pre-K – 8th Grade:

\$9 per student | Chaperones are FREE

Prices subject to change

Thank you to our generous donors who support admission subsidies,
which allows a discounted admission for CCSD school groups.