



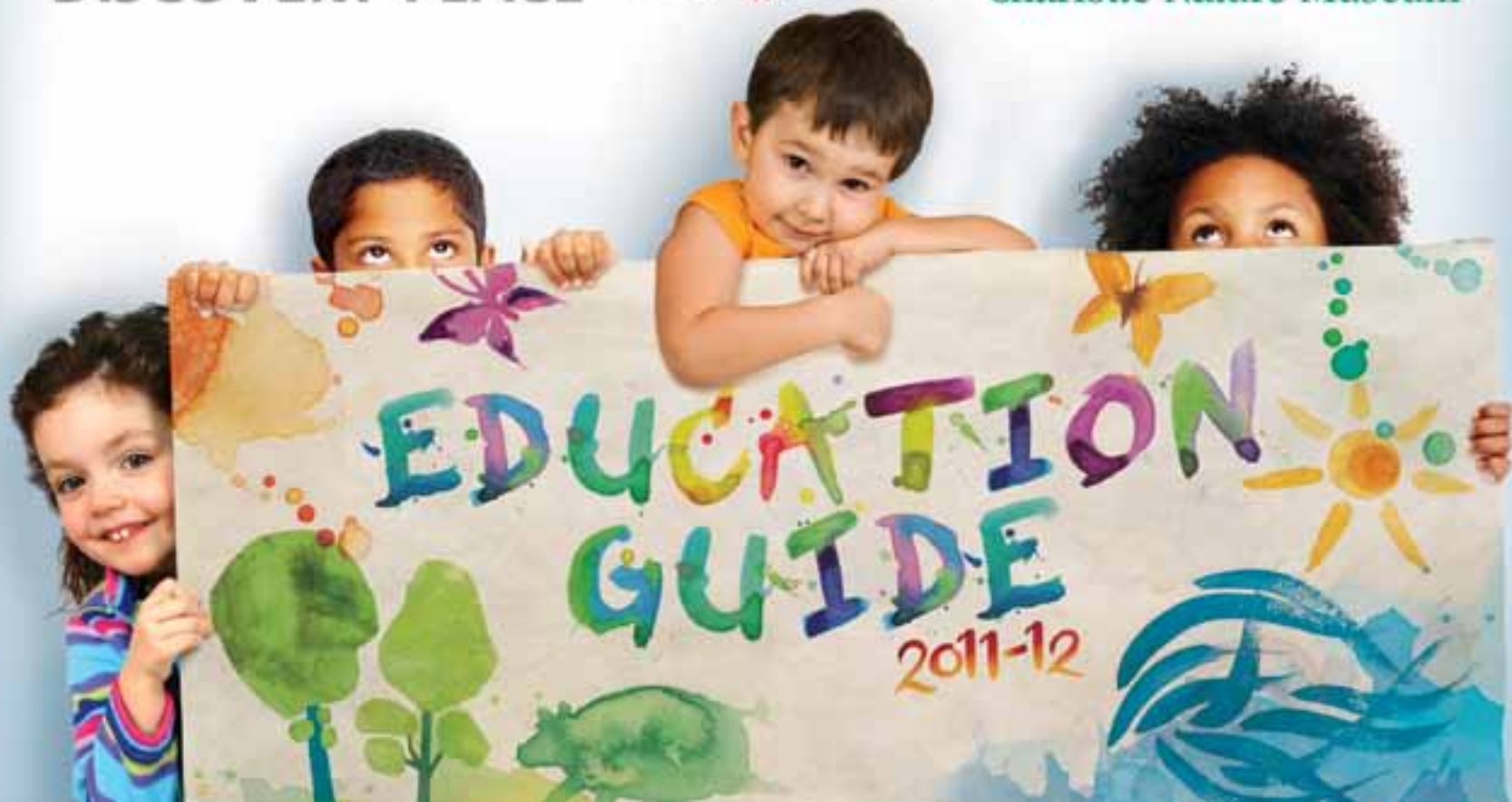
DISCOVERY PLACE


DISCOVERY PLACE

KIDS



Charlotte Nature Museum





Young learners can have their first experiences with **real scientific tools** and methods during a visit to Discovery Place.

Book Today: **704.372.6261 x300**



# DISCOVERY PLACE

Discovery Place is your partner in science education. We are dedicated to providing high-quality, high-energy science experiences that meet your educational goals. Programs and classes are available for all grades.

Now, there are two ways to bring Discovery Place to your students:

- 1. Visit Discovery Place** – Plan a field trip or register for a class at the Museum. Be sure to check out the engaging classes being offered in Kids U.
- 2. Let Discovery Place ScienceReach visit you** – Discovery Place educators can come to your school bringing interactive presentations and inquiry-based activities right to your classroom.

## Registration

Register by phone 800.935.0553  
or 704.372.6261 x300  
Monday – Friday, 8:00am – 4:00pm

Payment is required 3 weeks prior to program or visit date.

American Express, MasterCard, Discover and Visa are accepted. A check with your order number written in the memo section is also accepted.

## Cancellations and Refunds

Cancellation notice of 3 weeks is required for a full refund. Cancellations with less than 3 weeks notice are non-refundable but may be rescheduled within a 12-month period. There is no fee for rescheduling as long as the program or visit is completed within 12 months of the originally scheduled date.

Changes to the number of attendees must be made 3 days prior to the program or visit to receive a refund.

## PROGRAMS AT DISCOVERY PLACE Conditions and Information


**Chaperones:** 1 chaperone per 10 students required and admitted free. Additional chaperones, booked in advance, are admitted at the \$5 school rate.

**Parking:** Cars and vans with clearance less than 7'8" can park in the Discovery Place Parking Deck for an additional charge. Parking for larger vehicles is available at an off-site lot with shuttle service for bus/van drivers.

**Lunch:** Space for students to eat bag lunches is available but must be scheduled in advance. Box lunches also are available with advance purchase through the Museum's Community Café. Cost is \$5.50 per lunch. Box lunches include a sandwich, fruit or chips and a drink.

## SCIENCE REACH PROGRAMS Conditions and Information

- One designated location is required for all visits requiring multiple programs on one day.
- ScienceReach educators must have access to the program space 30 minutes prior and 30 minutes after each session to set up and take down programs. During this time, ScienceReach staff is not responsible for students.
- ScienceReach educators are not responsible for monitoring drop off and pick up times before or after programs.
- A mileage fee is applied to all ScienceReach programs. Mileage is charged at \$15 per Mecklenburg County visit and \$.75 per mile for all out of county visits. Travel requiring overnight lodging for the educator is billed at \$150 per educator per night in addition to the mileage fee.
- For class programs, the number of attendees communicated to ScienceReach must be accurate to ensure the optimal learning experience for your group.

A group of five children are seen from behind, looking into a large circular aquarium tank. The tank is filled with numerous jellyfish of various colors, including yellow, orange, and blue, swimming in clear blue water. The children are dressed in casual clothing, and the scene is brightly lit, creating a vibrant and educational atmosphere.

In the **Ocean Adventure class**, students learn about salt water habitats and can see an example in the **Museum's aquarium**.

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## EARLY CHILDHOOD CLASSES AT DISCOVERY PLACE

Early Childhood Classes are for young learners through grade 2. These inquiry-based classes will have your students exploring topics such as sound, weather, forces and the amazing world in which we live.

**CAPACITY:** 25 participants per class

**DURATION:** 50 minutes

**PRICE:** \$95 per class (Museum admission is required)

*All curriculum aligns with National Science Standards and North Carolina Standard Course of Study. Class content can be differentiated to meet curriculum standards for all grades Pre-K - Grade 2.*

### Ocean Adventure

Dive in and explore oceans and an amazing array of sealife. Navigate the differences between salt water and fresh water habitats. Discover symbiotic relationships of sea creatures and experience a guided tour of our aquarium habitats.

### Amazing Animals

Get up close with some amazing creatures and learn about the habitats, life cycles and adaptations of these lively Museum residents.

### Senses of Science

Experience the world in a whole new way using your five senses. Discover how our eyes and ears work, how our skin detects touch and how smell and taste react together.

### Mini Meteorology

Snow, rain, sunshine or clouds? What will the weather be like today? Use tools to develop skills including measuring, comparing, collecting data and making weather predictions.

### Operation Rainforest

Explore animal and insect life cycles and preservation. Participate in activities that highlight the importance of the world's rainforests. Meet some live rainforest animals in the class, then tour the Museum's rainforest habitat.

### I Like to Move It, Move It

Push and pull, go up and down, blast off, spin and race in this action-packed class for junior engineers. Move and explore balance and weight as you meet engineering design challenges.

### Rock On

Learn all about rocks and minerals and their fascinating properties. Become a geologist, follow the rock cycle from the breakdown of mountains to sand and find out about plants' role in this cycle.

### The Three Pigs Construction Co.

The big bad wolf is no match for the work of junior architects who meet design challenges while developing measurement and literacy skills. Design and plan a "wolf-proof school" and then learn to safely use real tools that bring the wolf's world to life. Also experience a guided tour through *Project Build*.

### Everything Matters

Discover and observe the properties of matter, solids, liquids and gases. Students will have first-hand experiences by conducting experiments involving mixing and changing matter.

### Smorgasbord of Science

This sampling of science themes highlights air, color, light, circuits, magnets, sound, introduction to simple machines, optical illusions and more. If science is your thing, then this class is for you.



Students mix and match colors in the new **Color Wonders** class.



Book Today: 704.372.6261 x300

## HOST THE CLASS AT YOUR LOCATION

ScienceReach Classes bring the Museum experience to your location... no travel for students or school buses required... it's extraordinary science delivered to your door.

**CAPACITY:** 20 participants per class

**DURATION:** 50 minutes

**PRICE:** \$135 per class/ \$100 each additional class (same class, same day)

*All curriculum aligns with National Science Standards and North Carolina Standard Course of Study. Class content can be differentiated to meet curriculum standards for all grades Pre-K - Grade 2.*

### **Animal Families**

Through active exploration, stories and activities, learn how scientists classify animals. Cool critters from the Museum's live collection enhance appreciation for all animals big and small.

### **Color Wonders - NEW!**

Through inquiry-based activities, students will explore the concept of color and color mixing using acetate squares, pipettes and colored water. In addition, students will test different combinations and strengths to make not only secondary colors, but every color that we can see.

### **Day and Night**

Navigate the solar system and learn what causes day and night inside the inflatable Starlab Planetarium.

*Note: Requires access to electricity and setup space of 11' in height x 22' in width. Maximum capacity inside the small dome: 30, large dome: 50. The large dome is an additional \$25 per program.*

### **Dino Time**

Young paleontologists will unearth dinosaur friends that lived long ago as they journey into the past, exploring through hands-on activities and fossil investigations.

### **Sound is Vibration**

Students will be heard as they uncover various ways to create sound while learning about the physical properties of sound including how sound waves travel, pitch and volume.

### **Sorting Sea Life - NEW!**

Classification comes to life in this fun, ocean-based class. Through direct interaction with ocean specimens, full-body movements and the use of various tools and grouping activities, students learn to classify living things.

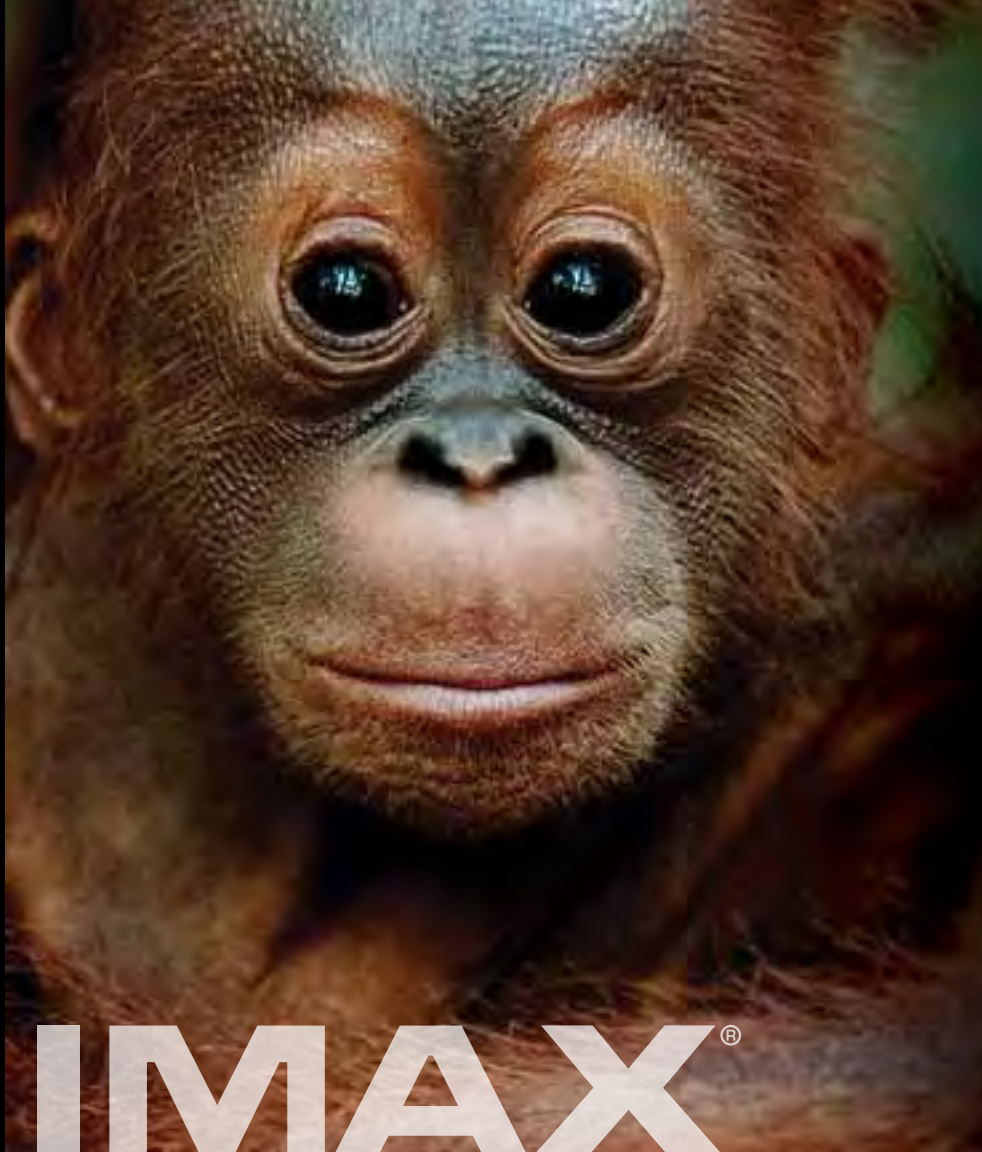
### **What's in a Bubble? - NEW!**

Students will learn about how bending light, surface tension and surface area apply to bubbles and bubble making. They will explore the shape of a bubble, why some bubbles are considered "unbreakable" and even make their own bubble print.

### **You Can Build It!**

Use the very popular Build It! blocks to work through engineering challenges and create fascinating buildings and structures such as high-rise towers, bridges, pyramids and more.





# IMAX BORN TO BE WILD

Now Showing through May 31, 2012

**DURATION:** Approximately 40 minutes  
**PRICE:** \$5 per student and chaperone  
(does not include Museum admission)

Narrated by Academy-Award® winner Morgan Freeman, *Born to be Wild* is an inspiring story of love, dedication and the remarkable bond between humans and animals. This film documents orphaned orangutans and elephants and the extraordinary people who rescue and raise them—saving endangered species one life at a time. Stunningly captured in IMAX, *Born to be Wild* is a heartwarming adventure transporting moviegoers into the lush rainforests of Borneo with world-renowned primatologist Dr. Biruté Mary Galdikas, and across the rugged Kenyan savannah with celebrated elephant authority Dame Daphne M. Sheldrick, as they and their teams rescue, rehabilitate and return these incredible animals back to the wild.

Pair the film with the Operation Rainforest class and visit the rainforest habitat in *World Alive*. Students can experience the real climate, fauna and plant life found in the rainforest as they view the rainforest at ground level and from above.

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## FIELD TRIPS

One of the top hands-on science museums in the nation and one of Charlotte's most popular attractions, Discovery Place provides ever-changing, entertaining facilities that engage students in the active exploration of science and nature. A recently completed renovation has filled the Museum with all-new interactive exhibitions and hands-on labs that engage visitors in real science.

**PRICE:** \$5 per student (1 adult chaperone for every 10 students required and admitted free.) Does not include admission to Mummies of the World.

**ADD-ON OPTION:** Treat your students to a long-lasting memory of their Discovery Place field trip with a Discovery Place School Group Kit. Each kit includes a Discovery Place pencil pouch, 2 pencils, 1 magnet, 1 happy face eraser and 1 ruler.  
*Price: \$5 per kit*

## EXHIBITS

Discovery Place's new exhibitions and activities provide opportunities for students to explore a wide range of science concepts in engaging and unforgettable ways. The Museum's new experiences include:

**Cool Stuff** - Discover why things do the things they do in a hands-on gallery of physical phenomena.

**Discovery 3D Theatre** - A state-of-the-art 3D movie experience featuring short films related to science and the natural world.

**KidScience** - Touch, test and tinker in a new area designed for children younger than 7.

**Science Buzz** - A multimedia experience blending topical science with interactive elements, artifact displays, blogs and community interaction.

**Think it Up** - Mix ideas, imagination and inspiration in an experience designed to bring out the innovator in everyone.

**Project Build** - Explore the concept of shelter and why we build what we build in a hands-on building environment.

**World Alive** - A celebration of the Earth's biodiversity featuring rainforest and aquatic habitats, a biodiversity gallery and two hands-on labs.

## MUMMIES OF THE WORLD Special Limited Engagement Exhibition November 11, 2011 - April 8, 2012

Mummies of the World, the largest exhibition of mummies and related artifacts ever assembled, presents a never-before-seen collection of naturally and intentionally preserved mummies. This compelling collection, presented with reverence and dignity, includes ancient mummies and important artifacts from Asia, Oceania, South America, Europe as well as ancient Egypt dating back as far as 6,500 years.

**FOR MORE INFORMATION:**  
mummiesoftheworld.com

**PRICE:** \$12 per student and chaperone  
(includes admission to Discovery Place).

Get close to wildlife in **Creature Cavern**, home to a variety of native species.



Book Today: **704.372.6261 x300**

#### Field Trips

Not booking a class? School group visits are welcome. School group visits are charged at \$5 per student.



## Charlotte Nature Museum

#### Registration

Register by phone 800.935.0553 or 704.372.6261 x300  
Monday - Friday, 8:00am - 4:00pm

#### Class Information

**Price:** \$95 plus \$3 Museum admission per student (Museum admission without a class is \$5 per student)

**Class Size:** 25 students per program

**Duration:** 50-minute presentation;  
50-minute Museum tour experience

**Dates:** Tuesday - Friday, October 2011 -  
May 2012, unless otherwise noted

**Choose a Time:** 9:30 a.m., 10:30 a.m.,  
11:30 a.m., and 12:30 p.m.

#### Payment

Payment is required 3 weeks prior to program or visit date.

American Express, MasterCard, Discover and Visa are accepted. A check with your order number written in the memo section also is accepted.

#### Cancellations and Refunds

Cancellation notice of 3 weeks is required for a full refund. Cancellations with less than 3 weeks notice are non-refundable but may be rescheduled within a 12-month period. There is no fee for rescheduling as long as the program or visit is completed within 12 months of the originally scheduled date.

Changes to the number of attendees must be made 3 days prior to the program or visit to receive a refund.

#### Conditions and Information

**Chaperones:** 1 chaperone per 10 students is required and admitted free. Additional chaperones are admitted at the group rate of \$3 when a class is booked. (Museum admission without a class is \$5).

**Parking:** Cars and vans can park free at the Museum. Onsite parking for larger vehicles also is available.

**Lunch:** Limited outdoor space for students to eat bag lunches is available. There are no indoor dining facilities. Picnic shelters are available within walking distance at nearby Freedom Park.

Walk the **Paw Paw Nature Trail** and experience the Museum's 100-year old forest.

Book Today: 704.372.6261 x300

## PRE-K - K CLASSES AT CHARLOTTE NATURE MUSEUM

Featuring live animals and plant life native to the Carolinas, Charlotte Nature Museum is a great place for students to develop a sense of wonder and appreciation of the natural world. Fun, hands-on exhibits, live animals and innovative programming create a unique learning experience bringing nature-based lessons to life.

### Curriculum Details

**Pre-K:** All Pre-K programs are aligned with Foundations: Early Learning Standards for North Carolina and Strategies for Guiding Their Success.

**Kindergarten:** All Kindergarten through Grade 2 programs align with National Science Standards and North Carolina Standard Course of Study for Science. Please see chart at the end of the Charlotte Nature Museum section for specific competency goals met by each program. Class content can be differentiated to meet curriculum standards for all grades Pre-K - Grade 2.

### PRE-K

#### Animal Encounters

Students will be introduced to live, native animal species from babies to adults and learn about their basic survival needs. Students will enjoy up close animal encounters, which make this a unique discovery experience.

#### Home Sweet Home

Shelter is a basic need of all animals. Students will discover the many places in our environment where animals make their homes. Live animals and preserved Museum specimens enhance this presentation.

#### Ponds & Puddles in Spring

Ponds are busy places in spring. Students learn why and how animals depend on ponds and puddles not just to drink but also for reproduction and habitat. This program includes live animals and natural artifacts.

### KINDERGARTEN

#### Animal Explorations

Students explore the similarities and differences among animals, gaining an understanding of structure, growth, locomotion and basic needs. During each presentation, students will observe a variety of live animals to gain a better understanding of how animals interact with their surroundings. Presentation utilizes live animals, Museum specimens and hands-on activities.

#### Nature's Babies

Through the observation of live baby animals and exploration of outdoor habitats, students will gain an understanding of the structure, growth and basic needs of young animals. During each presentation students will get close to a variety of animals in their infant and juvenile stages of development.

#### Fall and Winter Animals

*October 2011-February 2012*

Animals accomplish extraordinary feats to survive harsh winter weather. Students will learn how animals prepare for winter and how they meet their basic needs for food, water and shelter. Students will have an opportunity to examine live specimens that hibernate, pupate and migrate.

#### Spring and Summer Animals

*March - May 2012*

Animals are very active during the warm spring months. Students will learn how animals migrate to their native breeding grounds, find mates, rear their young, escape the heat and meet their basic needs for food, water and shelter to survive. Live animals, natural artifacts and exploration stations will be utilized during the presentation.

Experience the **wonder of live butterflies** in the Museum's *Butterfly Pavilion*.



Book Today: **704.372.6261 x300**

## GRADE 1 - 2 CLASSES AT CHARLOTTE NATURE MUSEUM

All Kindergarten through Grade 2 programs align with National Science Standards and North Carolina Standard Course of Study for Science. Please see chart at the end of the Charlotte Nature Museum section for specific competency goals met by each program. Class content can be differentiated to meet curriculum standards for all grades Pre-K - Grade 2.

### GRADE 1

#### **Butterflies and Other Arthropods**

Butterflies, worms and other creeping crawlers such as spiders, scorpions, cockroaches and centipedes have unique forms and functions. Students will examine several species of butterflies to learn their unique structure, life cycle and habitat and compare them to other arthropods to gain a deeper understanding of how they interact with their environment. Presentation utilizes live animals, preserved specimens and other hands-on activities.

#### **Reptiles and Amphibians**

Reptiles and amphibians have very specific habitat and nutritional needs. Students will observe several different species of live reptiles and amphibians to build an understanding of their basic needs and life cycles. Live animals, natural artifacts and exploration stations will be utilized during the presentation.

#### **Living Things**

All living things, both plants and animals, have a variety of needs. Students will examine several species of live animals including rabbits, birds, reptiles and amphibians to develop an understanding of the needs of living organisms. Live plants and animals, Museum specimens and exploration stations are utilized during this presentation.

### GRADE 2

#### **Animal Life Cycles**


This class introduces students to animal life cycles from birth through death using a variety of live animals, Museum specimens and interactive stations. Students observe a variety of live animals at different stages in their life cycles.

#### **Amazing Insects**

Students discover the fascinating life cycles, diversity and behaviors of insects. Live specimens, Museum collections, and exhibit tours of *Butterfly Pavilion* and *Insect Alley* help students learn more about the amazing world of insects.

#### **Animal Classification**

Discover the difference between vertebrates and invertebrates. Using live animals and Museum specimens, students gain an understanding of why scientists divide vertebrates into five groups: fish, amphibians, reptiles, birds and mammals.



Visit with **Charlotte's only talking tree** in the Nature Dome for a one-of-a-kind experience around the campfire.

Book Today: **704.372.6261 x300**

## GRANDPA TREE

Join Grandpa Tree around the 'campfire' and explore the plants and animals found in our nighttime woods. Museum collections and live animals enhance the learning experience by providing hands-on opportunities with nocturnal animals.

### **Autumn Woods** *September 23 - November 30, 2011*

Join Grandpa Tree around the 'campfire' as we learn about nocturnal animals that are busy preparing for winter. The forest is alive and filled with animals calling, slithering and scurrying as they prepare for the cold winter months ahead.

### **Woods in Winter** *December 6, 2011 - March 16, 2012*

Listen to the sounds of animals that not only survive but also prosper during the cold winter season. Grandpa Tree calls them in for a close-up view.

### **Creatures of the Night** *March 21 - May 30, 2012*

Immersed in a nighttime forest, students sit around the 'campfire' and listen for the sounds of different nocturnal animals. Grandpa Tree joins in the fun, introducing and sharing important facts about each animal.

## FIELD TRIPS

**PRICE:** \$5 per student

School groups are welcome in the Museum. Enjoy the live animals in *Creature Cavern* and *Butterfly Pavilion* or step outside and experience the *Paw Paw Nature Trail*. Students learn about the environment and gain an appreciation for the natural world through a day in the Museum.



Take your class on a **live animal encounter** at Charlotte Nature Museum.



Book Today: 704.372.6261 x300

NORTH CAROLINA STANDARD COURSE OF STUDY COMPETENCY GOALS

PROGRAM TITLES	GOALS	KINDERGARTEN		GRADE 1		GRADE 2
		Similarities and Differences Among Animals	Properties of Common Objects	Needs of Living Organisms	Solid Earth Materials	Animal Life Cycles
KINDERGARTEN	Animal Explorations	👁️	👁️	👁️		
	Nature's Babies	👁️	👁️	👁️		👁️
	Fall and Winter Animals	👁️		👁️		👁️
	Spring and Summer Animals	👁️		👁️		👁️
GRADE 1	Butterflies and Other Arthropods	👁️	👁️	👁️	👁️	👁️
	Reptiles and Amphibians	👁️	👁️	👁️		👁️
	Living Things	👁️	👁️	👁️		👁️
GRADE 2	Animal Life Cycles	👁️		👁️		👁️
	Amazing Insects	👁️	👁️	👁️		👁️
	Animal Classification	👁️	👁️	👁️		👁️
GRANDPA TREE	Autumn Woods	👁️		👁️		👁️
	Woods in Winter	👁️		👁️		
	Creatures of the Night	👁️		👁️		👁️

Things get going in the Museum's **I CAN Move** theme area.



Book Today: **704.372.6261 x300**

# DISCOVERY PLACE KIDS HUNTERSVILLE

## Field Trips

Not booking a class? School group visits are welcome. School group visits are charged at \$5 per student.

## Registration

Register by phone: 704.372.6261 x300  
Monday-Friday, 8:00am-4:00pm

## Class Information

**Price:** \$95 plus \$5 Museum admission per student

**Dates:** Classes are available Tuesday-Friday, September, 2011 through June, 2012

**Choose a Time:** 9:30 a.m., 10:30 a.m., 11:30 a.m., or 12:30 p.m.

**Duration:** Approximately 50 minutes

**Class Size:** Maximum 25 students

## Payment

Payment is required 3 weeks prior to the class date or visit.

American Express, Discover, MasterCard and Visa are accepted. A check with your order number written in the memo section also is accepted.

## Cancellations and Refunds

Cancellation notice of 3 weeks is required for a full refund. Cancellations with less than 3 weeks notice are non-refundable but may be rescheduled within a 12-month period. There is no fee for rescheduling as long as the program or visit is completed within 12 months of the originally scheduled date.

Changes to the number of attendees must be made 3 days prior to the program or visit to receive a refund.

## Conditions and Information

**Chaperones:** 1 chaperone per 5 students is required and admitted free. Additional chaperones, booked in advance, are admitted at the \$5 school rate. Chaperones that are not booked in advance must pay general admission.

**Parking:** Cars and vans park free in the Huntersville Town Center Parking Deck. Offsite parking for larger vehicles also is available.

**Lunch:** There are no indoor dining facilities. A picnic shelter is available at nearby Holbrook Park on Sherwood Drive across from Huntersville Elementary. Reservations for this space are not handled by Discovery Place KIDS. Please call 704.766.2220.

Discovery Place KIDS classes are appropriate for the following grade levels:

	PRE-K	K	GRADE 1	GRADE 2
<b>Builders Workshop</b>		✈	✈	
<b>Community Helpers</b>	✈	✈		
<b>Fairy Tale Fantasy</b>	✈	✈		
<b>The Five Senses</b>	✈	✈		
<b>International Play</b>		✈	✈	✈
<b>The Key to Mapping</b>			✈	✈
<b>Make it Move</b>			✈	
<b>Nutrition for Kids</b>		✈	✈	✈
<b>Plant Life Cycles</b>			✈	
<b>Safety Smart</b>		✈	✈	
<b>Sound Off</b>				✈
<b>Writers Workshop</b>			✈	✈



Book Today: 704.372.6261 x300

## PRE-K - GRADE 2 CLASSES AT DISCOVERY PLACE KIDS

In Discovery Place KIDS' interactive "small town" environment, students can imagine, create, explore and move. Classes cover a wide range of early childhood concepts and integrate with the Museum's unique exhibits.

**Curriculum Details:** All curriculum aligns with North Carolina Standard Course of Study and Foundations: Early Learning Standards for North Carolina and Strategies for Guiding Their Success.

### The Five Senses

Tantalize your taste buds, trick your eyes, test your touch, excite your ears and become a whiz with your whiffer in this fun, hands-on class. Continue the adventure in the Museum and see what sparks your senses.

### Community Helpers

Get to know the people who keep families healthy and safe including a police officer, a veterinarian, an ambulance EMT, a doctor and many more. Learn about what they do each day as you find out what it takes to be one of these community helpers. Continue the adventure in *I CAN Work*.

### Fairy Tale Fantasy

Explore the world of children's literature in this fun, interactive program. Students will be immersed in their imaginations as they take part in story telling by becoming characters from the books they love. Continue the adventure in *I CAN Create*.

### Safety Smart

Safety first! Get ready to buckle up and learn about why it's important to wear a seatbelt and a helmet, learn how to make an emergency call and fire safety. Role play your way to safety and continue your adventure in *I CAN Work*.

### Builders Workshop

Grab your hard hat and tool belt as you join our construction crew. Discover strength in structures, use real tools, explore measurement, make a blue print, build a 3D model and see real blue prints of Discovery Place KIDS. Continue your adventure in *I CAN Build*.

### International Play

Explore how play is different in different cultures. Learn about the traditions and customs behind popular children's play in a variety of places from around the world. Find out what children are doing in Australia, China, Africa and more.

### Nutrition for Kids

Learn about building a healthy new body as you munch on facts from the food pyramid and learn how to make healthy choices. Students will also discover the importance of physical activity. Continue your adventure in *I CAN Be Healthy*.

### Sound Off

Learn about the science of sound. Find out about vibrations while investigating the highs and lows of pitch. Create instruments from everyday materials. Continue the adventure in *I CAN Create*.

### Make it Move

What goes up must come down. Join us as we move through the world of motion. Learn what makes a ball fall to the ground, what's behind the pitch of a baseball and why your hat blows away on windy days. Continue your adventure in *I CAN Move*.

### The Key to Mapping

Where am I? Knowing how to draw and read a map is the key. Students will learn the importance of maps and how people use them. Learn about cartography as students create their own map. Continue the adventure in *I CAN Move*.

### Writers Workshop

Ignite creative writing skills while learning the components of writing a story as students become authors and illustrators. Get your creative juices flowing through storytelling and hands-on activities. Continue the adventure in *I CAN Create*.

### Plant Life Cycles

Explore the lifecycles of plants and learn about the importance of healthy soil for all living things. Continue your adventure in the outdoor *Learning Garden*.





ALSO AVAILABLE

## Discovery Place Education Guide

Energetic and exciting science programs are offered at

**Discovery Place** for **Grades 3 - 8**.

For more information: **704.372.6261 x300**  
or visit [discoveryplace.org/education](http://discoveryplace.org/education)

Produced using fibres from a well-managed forest.



### Our Mission

We exist to ignite wonder as a preeminent science education center providing extraordinary experiences that engage people in the active exploration of science and nature.

Discovery Place, Inc. is a private 501(c)(3) non-profit organization.



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