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Lexington, KY 40507

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### Pricing Information

Grade	Time	Price
Pre K	40 min	\$90
K-5	45 50min	\$120
6-7	50-60 min	\$130
Cultural Studies	60 min	\$150

For more information,  
about discounts and other  
pricing information call  
(859) 258-3253ext 11

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## Preschool—1st Grade

**Just Spinnin'** Meet Explorium's pet tarantula, Rosie! Discover fascinating tarantula facts and make your own spider to take home. Explore more geography, biology, and learn about some of Kentucky's unique arachnids.

**Diggin' It** Become a paleontologist as you dig up dinosaur fossils and learn all about the ancient past! Discover what they looked like, what they ate, and how their body parts helped protect them. Get up close and personal with a dino skull, but be careful...he may be hungry!

**Bugs Alive** Check out live insects from around the world! Look closely at bug body parts with magnifiers. Learn interesting facts about the life cycle, habitat and behavior of our creepy crawly friends.

## 2nd—3rd Grade

**Water, Water Everywhere** Learn about the water cycle as you make a cloud in a jar, sing the water cycle song, and travel through the clouds, ocean and plants as a water molecule in the water cycle game.

**Fossils Rock!** Make your own fossil and learn how real fossils form. Explore more geology and get hands-on with real Kentucky fossils.

**Planting the Seed** Learn about the 6 stages in the life cycle of a plant as you follow a seed on its journey to become a plant. Dissect a flower to see the parts inside with a magnifying glass.

**Native American Housing** Construct a tipi, wickiup and longhouse. Learn how differences in climate, culture, environment and natural resources affected the choices different tribes made in this "constructive" program.

**Physical Science!** There is no time to sit down as you get excited about Physical Science! Rotate through 3 stations of physical science fun: Force & Motion; Light, Color & Optics; and Electricity & Magnetism.

**Hands-On ECON** Work in teams in a search for clues about the factors of production as you learn about the development of the horse, tobacco, bourbon and coal industries in the early years of Kentucky statehood. *Most appropriate for 3rd grade and above.*

**Just Spinnin'** Meet the Explorium's pet tarantula, Rosie! Discover Rosie's life cycles and defense mechanisms with hands-on activities. Explore more geography and biology as you learn about Kentucky's unique arachnids.

## 4th—5th Grade

**Water, Water Everywhere** Learn about the water cycle as you make a cloud in a jar, sing the water cycle song, and travel through the clouds, ocean and plants as a water molecule in the water cycle game.

**Fossils Rock!** Learn how real fossils form. Classify rocks, and identify fossils. Get hands-on with real Kentucky fossils in the Fossil Find. Last but certainly not least, make your own fossil to keep.

**Sound Effects** Frequency, pitch, and intensity are just some of the things that come to life in this unique look at sound. Students will discover how the human ear works, as well as how sound can be applied to locating, navigating, and technology.

**Planting the Seed** Learn about the 6 stages in the life cycle

**Native American Housing** Construct a tipi, wickiup and longhouse. Learn why Woodlands Indians didn't live in igloos and why Inuits didn't live in Pueblos in this "constructive" program.

**Have SUM Fun!** Get active with math! Teams will work together in 'Round' the Room— a rounding game, Math Steal the Bacon and the Grocery Store Estimation Game.

**Making a Law** Take on the role of a senator, a representative and a Supreme Court justice as we work together to pass a law. Learn about the three branches of government and the system of checks and balances in this interactive program.

**Hands-On ECON** Land, Labor, Capitol and Entrepreneurship make sense when looked at through 4 of Kentucky's major industries. Work in teams in a search for clues about the four factors of production, as you learn about the development of the horse, tobacco, bourbon and coal industries in the early years of Kentucky history.

**Electric City** Explore electricity with this hands-on field trip. Work with circuits, learn how motors operate, and discover the use of magnets in everyday life in this intriguing and interactive program.

**Motion Commotion** Velocity, kinetic energy, force, and motion are just some of the things that come to life in this hands-on field trip.

**Light in Action!** Students will be intrigued with this unique presentation of light in action. Explore more with reflection, refraction, absorption, and optical illusions in this entertaining and interactive field trip.

## 6th—7th Grade

**Making a Law** Take on the role of a senator, a representative and a Supreme Court justice as we work together to pass a law. Learn about the three branches of government and the system of checks and balances in this interactive program.

**Hands-On ECON** Land, Labor, Capitol and Entrepreneurship make sense when looked at through 4 of Kentucky's major industries. Students work in teams in search for clues about the four factors of production, as they learn about the development of the horse, tobacco, bourbon and coal industries in their earliest stages in Kentucky.

**Native American Housing** Construct a tipi, wickiup and longhouse. Learn why Woodlands Indians didn't live in igloos and why Inuits didn't live in Pueblos in this "constructive" program.

## Cultural Studies

### 4th-7th grade

#### Appalachian Cultural Study

#### Native American Cultural Study

#### West African Cultural Study

#### Mexican Cultural Study

These four unique field trips highlight the history, traditions, and current issues involving each culture. Find out the significance of these cultures in the United States. You will explore the cultural significance of traditional arts and crafts with interactive presentations and hands-on activities. Make and take home a craft that reflects the rich culture being studied. These field trips require 60 minutes to present. \* \$150.00\*