

EXPLOREUM

S C I E N C E C E N T E R



2024-25 FIELD TRIP GUIDE

CALL & BOOK TODAY!
251-208-6880



A MESSAGE FROM THE DIRECTOR OF EDUCATION

I look forward to your group's visit and the opportunity your students will have to explore the many exhibits spaces designed to inspire curiosity and interactivity. The Exploreum comes to life each day as students discover the world of science with our Education Team. Encouraging excellence in science, technology, engineering, art, and math education (STEAM) is the heart of what we do, and we are excited to continue to grow, explore, and learn with your group.

Savannah Holland
Director of Education
Hablo español
sholland@exploreum.com



THANK YOU TO OUR ONGOING SUPPORTERS:

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Thank you to these ongoing, annual sponsors: J.L. Bedsole Foundation, Infirmary Foundation, Ernest G. DeBaKey Charitable Foundation, and The Crampton Trust. And special thanks to the City of Mobile for the maintenance and care of our Exploreum building.

CONTENTS + EVENTS



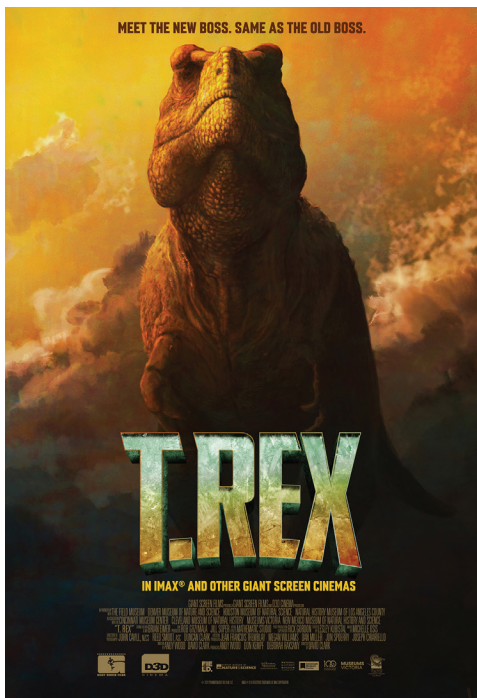
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UPCOMING EVENTS

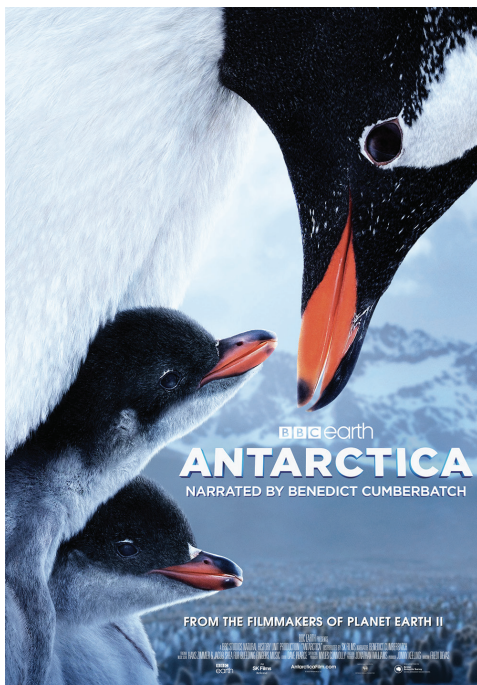
- Oct 13-19: Earth Science Week
- Oct 20-26: National Chemistry Week
- November 8: National STEM/STEAM Day
- December 6-10: Computer Science Education Week
- March 10-14: Brain Awareness Week
- April 3: National Robotics Week
- April 22: Earth Day
- May 7: National Space Day



T-REX - FALL/WINTER 2024

For more than a hundred years, dinosaurs have inspired and thrilled audiences, commanding blockbuster status in museums and at the box office. But among them towers a king—a tyrant lizard king. With leaps in CGI wizardry and revolutions in tyrannosaur paleontology over the past twenty-five years, the time has come to revisit rex in the world’s prestigious museum cinemas.

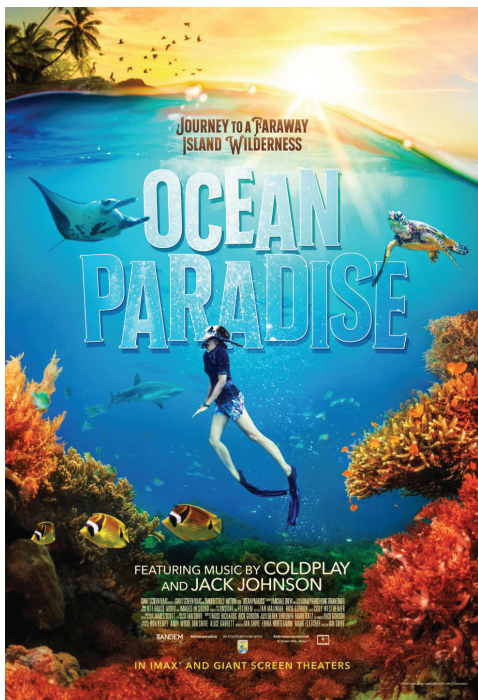
Working with top tyrannosaur scientists, a coalition of natural history institutions, and pioneering paleo and visual effects artists, GSF’s original giant screen production on this iconic dinosaur—and its carnivorous Cretaceous cousins—aims to be the most dazzling and accurate T. rex documentary ever made.



ANTARCTICA - FALL/WINTER 2024

It is a land of mystery, and yet what happens here affects every single one of us. With never-before-seen footage, our story brings audiences to the farthest reaches of this wild and majestic continent. It is the coldest, driest, and windiest place on Earth, with the roughest oceans, and yet weird and wonderful creatures thrive here in astounding abundance.

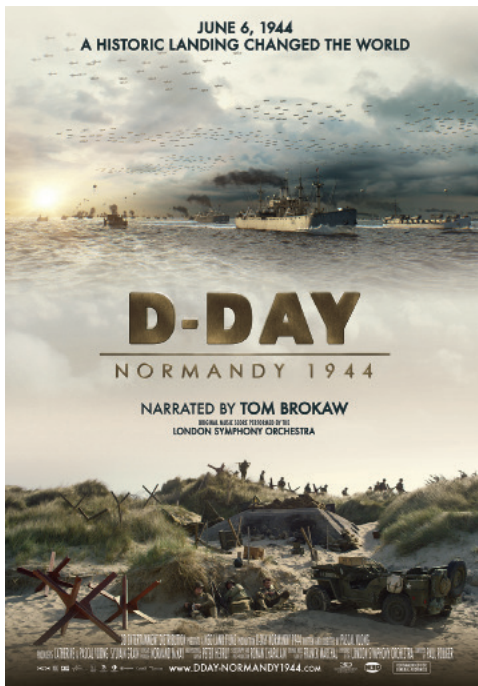
Using the latest underwater filming techniques, dive beneath sea ice, more than six feet thick, to experience the alien world of its seafloor—thousands of purple starfish scuttling to escape being entrapped by growing ice and elaborate jellyfish dancing a deadly dance. Swim alongside playful seals, soar above mountain peaks and vast penguin colonies, and witness the largest congregation of fin and humpback whales ever filmed.



OCEANS PARADISE - SPRING 2025

Ocean Paradise unveils the secrets of the Pacific Ocean’s most remote islands and marine national monuments, immersing viewers in the pristine beauty of distant landscapes and reefs that defy the encroachment of civilization. This spellbinding adventure provides audiences with new insights and appreciation for the wonders of nature, and our efforts to preserve these almost-sacred places for future generations.

Viewers will be transported via stunning cinematography to some of the most remote islands on Earth – Palmyra and Midway Atolls, and beyond – where the tumultuous echoes of World War II have lingered for decades, challenging the life on and around these islands. Uplifting stories of environmental recovery and ecological research initiatives provide a sense of the importance of the work going on there, and how these lessons will help us protect our planet as a whole.



D-DAY - SPRING 2025

June 6, 1944: The largest Allied operation of World War II began in Normandy, France. Yet, few know in detail exactly why and how, from the end of 1943 through August 1944, this region became the most important location in the world. Blending multiple cinematographic techniques, D-Day: Normandy 1944 brings this monumental event to the world’s largest screens for the first time.

Audiences of all ages will discover from a new perspective how this landing changed the world. Exploring history, military strategy, science, technology and human values, the film will educate and appeal to all. Narrated by Tom Brokaw, D-Day: Normandy 1944 pays tribute to those who gave their lives for our liberty...a duty of memory, a duty of gratitude.

SEPTEMBER 2024 – JANUARY 2025



As visitors explore The Amazing Castle and its eight themed areas, they will encounter graphic panels introducing seven citizens who are part of the castle community. From entertaining to sewing, each citizen has a special duty to do. As they move through the castle, visitors can playfully explore ideas related to community life. Children will experience the interconnectedness of individuals as they interact with friends, family and new acquaintances.

Exhibit Entry and Big Book – From the moment visitors walk through the entrance to The Amazing Castle, they are transported to a magical time and place—and the fantasy begins! “Lord Ben” and “Lady Evolent” welcome children and adults and make sure the castle is a safe and healthy place to live.

The Keep – The Keep is a fortress sure to be enjoyed by our youngest royals. Toddlers can create a miniature, magical community in a castle-inspired dollhouse, build their own fortress out of “stone” blocks, and play with a castle busy wall.

The Great Hall and Garden – Friends and family can take a seat at the royal table while children prepare a wonderful, magical meal with “Kipper the Cook.” They can put on an apron and select ingredients from a larder stocked with bread, vegetables and fruits, and choose a main course! Or, they can put on a garden smock and join “Posey the Gardener” in the royal garden, where visitors can pick and plant vegetables and gather eggs from a hen in the garden shed. To prepare and cook their meal, children can use wooden bowls, cooking utensils, and a fireplace complete with a glowing fire, a spit and a cauldron.

Royal Puppet Theatre – Children and adults will become castle entertainers when they visit “Hijinx the Jester” in the Royal Puppet Theatre. Visitors present a puppet show using castle character puppets. Children can pick out a fancy robe, pull up a throne and become the Lord or Lady, or don the jester’s costume and entertain the Lord and Lady.

The Royal Workshops – In the Tailor Shop, children and adults can try their hand at repairing and making clothing for all of the castle citizens with “Trim the Tailor.” Visitors play a game and design costumes, from sensible to ridiculous, by mixing and matching puzzle pieces. Children can also create their own outfits and discover how silly their costumes appear when they look at themselves in a distorted mirror!

After visiting the Tailor Shop, children and adults can head over to the Carpenter's Shop, grab a work apron, and help "Gable the Carpenter" build a simple table or chair using mortise and tenon construction, or put together something of their own design.

After assisting Gable, children can join "Synge the Blacksmith" in the Blacksmith Shop and help her affix a metal patch to the hole in Kipper's big iron cauldron. Children and adults can also pretend to repair iron tools using a stone forge with "glowing" coals, a water bucket, and Synge's anvil.

The Dragon Tower – The Dragon Tower is home to "Herald the Dragon," who announces important information to the citizens of The Amazing Castle. But Herald keeps falling asleep and needs to be awakened frequently. Visitors will love waking Herald, who rises from the top of the tower by matching each of the six electronic castle character puzzle pieces with his or her appropriate tool or symbol.

The Amazing Castle traveling exhibit is a bilingual exhibit (English and Spanish).



The World Inside the Frame



THIS BILINGUAL (ENGLISH AND SPANISH), 1500 SQUARE FOOT EXHIBITION TRANSFORMS THE WORKS OF WELL-KNOWN PAINTERS INTO INTERACTIVE ENVIRONMENTS. CHILDREN AGES 3-12, ENTER THE EXHIBIT BY STEPPING THOUGH AN OVERSIZED FRAME AND ARE IMMERSSED IN THE WORLDS CREATED BY WELL-KNOWN ARTISTS.

SEPTEMBER 2024 - JANUARY 2025!

Children and adults can enjoy a pretend noontime meal in Grant Wood’s “Dinner for Threshers,” climb into a tent and explore camping gear in John Singer Sargent’s “Camp at Lake O’Hara,” add corn husks to the flower tower in Diego Rivera’s “Corn Festival” and get behind the reins of a giant rooster in an area inspired by Clementine Hunter’s artwork. Visitors can also explore a collection of “Mona Lisa” prints and famous parodies, then step behind a cutout version and replace her famous face with their own.

Exhibit Details

“Dinner for Threshers” by Grant Wood

Enter Grant Wood’s “Dinner for Threshers” and learn about rural life at the turn of the century. Visitors tend to a chicken and eggs, prepare a meal in the kitchen, set the dining table, enjoy a pretend dinner and mix and match the farmers’ patterned shirts.

“Camp at Lake O’Hara” by John Singer Sargent

Visitors travel to the Canadian Rockies in 1916 at John Singer Sargent’s “Camp at Lake O’Hara.” Children climb inside a tent and explore camping gear like Sargent would have used. After cooking a pretend meal over the campfire, kids tell stories around the fire and arrange items in a magnetic frame to show what a painting of today’s campsite might look like.

“Corn Festival” by Diego Rivera

Travel south of the border through this piece from the Court of Fiestas in the Ministry of Education Building in Mexico City. Visitors explore a rendition of one of Rivera’s frescos, add flowers and ribbons of corn husks to the flower tower for a celebration and include their flourish in a mural on a miniature building.

Clementine Hunter

Step inside a world inspired by the artwork of folk art icon Clementine Hunter. Load a cart with zinnia flowers, then climb behind the reins of a giant rooster and take the load to town. Create imaginary creatures like Hunter’s “goosters” by mixing parts from different animals.





Take an immersive journey into the reality of deception. In the latest rendition of this in-house exhibit, Illusions will explore the world of optical, auditory, and tactile illusions through hands-on activities and interactive spaces that put your senses to the test. From the ordinary to the extraordinary, visitors will learn about the neuroscience, history, and art of illusions and the many fascinating phenomena that happen as our brain tries to unveil the mystery behind reality and imagination.

The following programs are suggested for students grades PreK-2 based on course objectives.

LITTLE DISCOVERIES DEMOS

CLASS SIZE: 15-30

TIME: APPROXIMATELY 15-20 MINUTES

Animals of the Alabama Coast

ACOS: K.3, K.4, 2.7

Discover the life that surrounds us here in Mobile. This engaging adventure is a storytelling-style puppet show featuring the Pupp-e-tree animals. Students will learn about biodiversity, urban ecology, and how to connect with the science in our own backyard.

Curious Critters

ACOS: K.3, K.4, 1.5, 1.7, 2.7

Join us for an exciting meet-and-greet of the scaly animal ambassadors of the Exploreum. This interactive experience will explore the diets, habitats, and amazing animal adaptations of critters from around the globe.

CLASS BLASTS

CLASS SIZE: 15-30

TIME: APPROXIMATELY 20-30 MINUTES

Bridge Building

ACOS: K.2, 2.2, 2.3

Explore the world of simple engineering with this STEM challenge. Students will problem-solve as they experiment with ideas of what bridge structure works best. Through the design thinking process, students will learn the importance of teamwork, patience, brainstorming, and prototyping.

Fizzy Science

ACOS: 2.1, 2.2, 2.4

Discover the world of fizzy sciences as we learn about acids and bases, as well as physical and chemical reactions. Students will conduct their own hands-on experiment and change variables to see, first hand, what happens.

Simple Machines

ACOS: K.1, K.2, 2.3

Explore simple machines with this STEM challenge. This lesson will allow students to explore, through hands-on activity, how inclined planes, pulleys, and wheels and axles can affect the speed and distance a car will travel going down, and back up, a ramp.

The following programs are suggested for students grades 3-5 based on course objectives.

DISCOVERY DEMOS

CLASS SIZE: 30-40

TIME: APPROXIMATELY 15-20 MINUTES

Heads Up

ACOS: 3.11, 4.9

Did you know the size of an animal does not determine what it eats? It's all about the teeth. Join us as we take an in-depth look at the skulls of certain animals to understand more about carnivores, herbivores, and omnivores.

Sonic Flame Tube

ACOS: 4.6, 4.7

Ignite your students' interest in sound waves! The Sonic Flame Tube, also called a Ruben's Tube, is a classic physics experiment that provides a spectacular visual demonstration of sound waves and resonance.

Forces in Motion

ACOS: 3.1, 3.3

Encounter forces in motion during this interactive science demonstration. Students will test the science behind static electricity and magnetism through a series of exciting hands-on experiments in the lab to test the effects of unbalanced forces on motion.

CLASS BLASTS

CLASS SIZE: 15-30

TIME: APPROXIMATELY 30-45 MINUTES

Rocket Reactions

ACOS: 4.1, 5.6, 5.7

Blast off and discover the wonders of propulsion in this investigative class on how we send items into orbit. Students will learn about rockets and the principles of flight as they create miniature lift-offs of their own.

Animal Adaptations

ACOS: 3.5, 3.6, 3.7, 3.10, 3.11, 4.9, 4.11

Experience a live encounter with some of our resident animal ambassadors, from Bearded Dragons to Madagascar Hissing Cockroaches, and learn about how animal adaptation and their habitats go together in surprising and wonderful ways.

Changing Seas

ACOS: 3.15, 4.17, 5.14, 5.15, 5.16, 5.17

During this class, students will discuss and explore the impacts of change to Earth's waters on the biosphere. Through experimentation, students will learn about Earth's systems, the pH scale, and the effects of ocean acidification on all life.

CONTACT 251.208.6880 OR EMAIL EDUCATION@EXPLOREUM.COM FOR MORE INFORMATION.

The following programs are suggested for students grades 6-8 based on course objectives.

DISCOVERY DEMOS

CLASS SIZE: 30-40

TIME: APPROXIMATELY 15-20 MINUTES

Cell Connections

ACOS: 7.1, 7.3, 7.4

The human body is an amazing system of parts that work together. From the smallest building blocks in our bodies to major systems that keep us going, join us as we take a journey from cells to major organ systems like the Nervous, Circulatory, and Respiratory Systems through exploration of real organs.

Use It or Lose It!

ACOS: 8.15, 8.16

Energy cannot be created or destroyed, so where does it go? In this exciting chemistry demonstration, students will explore the law of conservation of energy and identify different types of chemical reactions through chilling endothermic and fiery exothermic reactions.

Human Blow Torch

ACOS: 8.1, 8.4, 8.5

This explosive experience demonstrates the importance of variables in the reactivity of a science experiment. Students will learn how surface area, particles, and catalysts all have a significant and important role in a chemical reaction.

CLASS BLASTS

CLASS SIZE: 15-30

TIME: APPROXIMATELY 30-45 MINUTES

Changing Seas

ACOS: 6.13, 6.14, 6.15, 6.16

During this class, students will discuss and explore the impacts of change to Earth's waters on the biosphere. Through experimentation, students will learn about Earth's systems, the carbon cycle, fossil fuels, and the effects of ocean acidification on ecosystems.

Cracking the Code

ACOS: 7.2, 7.3, 7.12, 7.13

Everything about us is coded in the most fundamental blueprint... our DNA. This class will help students visualize this important molecule by extracting it from everyday fruit. Students will learn about DNA, its structure, and the parts of the cell.

Rocket Reactions

ACOS: 8.8, 8.9, 8.10, 8.11, 8.12

Blast off and discover the wonders of propulsion in this investigative class on how we send items into orbit. Students will learn about rockets and the principles of flight as they create miniature lift-offs of their own.

CONTACT 251.208.6880 OR EMAIL EDUCATION@EXPLOREUM.COM FOR MORE INFORMATION.

The following programs are suggested for students grades 9-12 based on course objectives.

DISCOVERY DEMOS

CLASS SIZE: 30-40

TIME: APPROXIMATELY 15-20 MINUTES

Organ Exploration

ACOS: *Human Anatomy and Physiology 2, 6, 7, 9*

The human body is an amazing system of parts that work together. Join us as we take a tour of the Nervous, Circulatory, and Respiratory Systems through exploration of real organs.

Science of Energy

ACOS: *Chemistry 11, Physics 5, 7, Physical Science 11*

What causes chemical reactions to be hot or cold? In this thermochemistry demonstration, students will experience both endothermic and exothermic reactions while they learn about energy and the laws of thermodynamics.

CLASS BLASTS

CLASS SIZE: 10-15

TIME: 30-45 MINUTES

Newton Cars Physics

ACOS: *Physical Science 8, 11, 12, Physics 5*

Nothing can get moving without forces pushing and pulling it along. Forces allow humans to walk, cars to roll, and rockets to fly. During this class, students will learn and experiment with Sir Isaac Newton's three laws of motion.

Forensics 101

ACOS: *Forensic Science and Crime Scene Investigation 1, 2, 3, 26, 28*

Take an exploration through the investigative world of forensics. Students will learn about fingerprinting, hair and fiber analysis, and how proper evidence collection can make or break a case. They will then take a crash course in basic osteology and find out what forensic scientist do in cases where the only evidence is skeletal remains.



CONTACT 251.208.6880 OR EMAIL EDUCATION@EXPLOREUM.COM FOR MORE INFORMATION.

CLASS SIZE: 15-30

TIME: APPROXIMATELY 45-60 MINUTES

Let a member of our Education Leadership Team guide your students through a dissection of one of many biological specimen listed. Dissections are a valued part of scientific discovery and research that allow for critical thinking and lab etiquette practice.

Students work in teams of 2-4 depending on the specimen. Specimen options are listed below with suggested age groups for each dissection. Students must be 6th grade or older to participate in the heart dissection as the experience requires use of a scalpel.

3RD- 5TH GRADE DISSECTIONS:

Owl Pellet
Frog
Sheep Eye
Sea Star

6TH- 8TH GRADE DISSECTIONS:

Owl Pellet
Frog
Sheep Eye
Sea Star
Sheep Heart

9TH- 12TH GRADE DISSECTIONS:

Owl Pellet
Frog
Sheep Eye
Sea Star
Sheep Heart



CONTACT 251.208.6880 OR EMAIL EDUCATION@EXPLOREUM.COM FOR MORE INFORMATION.

GALLERY EXPLORATION AND LABS



My BodyWorks and Mission Nutrition allow visitors to learn more about the skin they're in and how to make healthy choices. These galleries challenge visitors to test their physical fitness, explore whole systems, and learn about food for life. Within these galleries is the **iHealthy Lab**, an interactive, multifunctional health and biology laboratory. These galleries were developed in collaboration with Infirmiry Health System.

AM/NS Calvert Curiosity Factory is one of our newest gallery additions. Featuring both classic and new tech, this area has everything from a Lego wall and parachute tubes to our laser and earthquake tables. Housed within this gallery is the **ExploreTec STEM Lab**. With 15 computer stations, 3D printers, robotics, drones and so much more, this lab is the perfect place for students to learn the technological skills that are essential for our future engineers.

Wharf of Wonder, designed for the smallest of our scientists, is a learning adventure for kids ages 0-5. Pre-kindergarten teachers can reserve a unique Wharf of Wonder field trip that includes hands-on activities and special programs for our youngest explorers. The exhibit area is filled with objects that foster dramatic play, promote tactile exploration, stimulate sensorimotor learning, and encourage peer interaction.

*Galleries may change based on traveling exhibits.



Hands on Hall is a Project STE(A)M experience, focusing on Science, Technology, Engineering, Art and Math. This space encourages students to use problem solving and critical thinking skills as they work independently or collaborate on creative activities. Within the gallery you will find the **Science Squad Headquarters**. This lab offers big bang science in the areas of physics and chemistry.



Nature Pavilion is the home of our resident education critters. It's a great place to have an up-close encounter with snakes, lizards, cockroaches, and more. Guests will learn about the adaptations that allow our critters to survive and how humans can positively impact and protect life all around our changing planet. (Nature Pavilion operating times and encounters are subject to change.)

“SCIENCE TO GO” OUTREACH

Can't come to us, we'll come to you. Exploreum's Science To Go outreach has exciting programs designed to support your curriculum while making science fun for students of all ages. Whether big or small, community event, library, classroom, or beyond, our team of STEM educators will amaze with head-scratching science experiments, mind-blowing demonstrations, and dynamic lessons in astronomy, biology, chemistry, engineering, physics, and more. **Only available M-F during the academic school year.***

STEM CLASSROOM VISIT

- Program Length: 45 minutes long except where noted
- Space Requirements: Classroom unless noted otherwise
- Mileage Charges: 50 miles round trip included (63 cents/per mile after 50 miles)
- One Classroom Program: \$250 (Maximum 30 students)
- Each Additional Classroom Program: \$200
- STEM classes available for grades K-12. Email Savannah Holland at sholland@exploreum.com for information about grade-specific classes. (must be the same program and be on the same day for discount to apply)

ANIMAL ENCOUNTER

A-MAZE-ING BOTS

ORGAN EXPLORATION

CHEMISTRY

ROCKET REACTIONS

CATAPULTS

(May require rearranging desks) (requires high ceilings or outdoor)

AUDITORIUM SHOW

- Program Length: 45-60 minutes
- Space Requirements: Large gymnasium (smaller areas or lower ceilings may limit certain demonstrations)
- Includes: 1-2 Exploreum STEM Educators, 7-10 exciting demonstrations
- Mileage Charges: 50 miles round trip included (63 cents/per mile after 50 miles)
- One Auditorium Show: \$400 (Maximum 200 students)
- Each Additional Auditorium Show: \$350 (Must be on the same day for discount to apply.)

FAMILY SCIENCE NIGHT

- Program Length: 2.5 hours; 1 hour teacher/volunteer training, 1.5 hour event
- Space Requirements: Large gymnasium or cafeteria
- Other Requirements: 12-15 teachers/event volunteers, 12 4ft-6ft tables
- Includes: 2-Exploreum STEM Educators, 12-15 activities, science demo finale
- Mileage Charges: 50 miles round trip included (63 cents/per mile after 50 miles)
- Family Science Night: \$950 (Maximum 350 students) (Activities are most appropriate for families and children in grades K-6)

CONTACT 251.208.6892 OR EMAIL EDUCATION@EXPLOREUM.COM FOR MORE INFORMATION.

Only available during the academic school year.*

Enjoy a rare opportunity to stay at the Science Center at night. Explore the exhibits and discover special programs during this private after-hours experience. We welcome all groups and tailor the experience to fit your needs.

Overnight Explorations are from 5:00pm to 7:00am Tuesday - Thursday and 5:00pm to 8:00am on Fridays. All Overnight Explorations must meet the following requirements:

- Minimum of 50 participants
- Must be kindergarten (accompanied by a parent) or older
- Chaperones: 1 adult required for every 5 children
- Invoice must be paid in full two weeks prior to scheduled event to finalize reservations

BASE PACKAGE:

\$45 per/participant and includes:

- Two Live Science Demos
- After-Hours admission to Exploreum's Permanent Exhibits**
- Pizza Dinner

EXPERIENCE ADD-ONS:

- Continental Breakfast - \$4 per/participant
- PCI Digital Dome mission based film - \$5 per/participant
- Traveling Exhibit** - Call for Pricing

* Availability subject to change based on holidays, blackout dates and weather.

**Overnight Explorations do not include traveling exhibits, please call for pricing.

The Exploreum reserves the right to reject booking requests and entry into the science center should your group not meet requirements.

CONTACT 251.208.6892 OR EMAIL EDUCATION@EXPLOREUM.COM FOR MORE INFORMATION.

*Taxes and other fees not included.

ACTIVITY	TIME	CAPACITY	COST
Galleries	3 Hours	50-100 Per Gallery	\$10.00 All Schools
Digital Dome Movie Only	25-35 Minutes	165 Per Show	\$6.00 All Schools
Gallery & Digital Dome Movie	3-4 Hours	100-165	\$14.00 All Schools

ADDITIONAL EXPERIENCES - ONGOING

*Taxes and other fees not included.

ACTIVITY	TIME	CAPACITY	COST
DISCOVERY DEMO	15-20 Minutes	30-40	+\$1.00/Student (Per demonstration.)
LITTLE DISCOVERIES (Field trip add-on.)	15-20 Minutes	15-30	+\$2.00/Student
CLASS BLASTS (Field trip add-on.)	30-45 Minutes	15-30	+\$3.00/Student

DISSECTION PRICING

*Taxes and other fees not included.

SPECIMEN	FIELD TRIP ADD-ON	STAND-ALONE
FROG	+\$7.00/Student	+\$15.00/Student
SHEEP HEART	+\$7.00/Student	+15.00/Student
SEA STAR	+\$5.00/Student	+\$11.00/Student
SHEEP EYE	+\$5.00/Student	+\$11.00/Student
OWL PELLET	+\$4.00/Student	+\$9.00/Student

Capacity for dissections is 15-30. Time is 45-60 minutes. Ages 11+ only for heart dissections.

ALL OPTIONS ARE ONLY AVAILABLE DURING THE ACADEMIC SCHOOL YEAR.

PREPARING TO CONTACT THE EXPLOREUM

Please have the following information available when you contact us:

- Dates and times that you would like to visit
- The exhibits, movies and activities you would like to experience
- The total number of students and chaperones participating

WHAT THE EXPLOREUM REQUESTS OF YOU

In final preparation for your field trip, we ask that you:

- Call to inform us of any changes to the total numbers
- Review the teacher and chaperone guide to the Exploreum
- Prepare your students for the field trip
- Prepare you chaperones to fulfill their duties
- Prepare one check, drafted on a school account, for balance due upon arrival

WHAT TO EXPECT FROM THE EXPLOREUM

Our staff will do their best to accommodate your group's needs as closely as possible.

After you have contacted us to reserve your field trip, you will receive a confirmation number and form that states the date and estimated costs involved with your visit. You will also receive a teacher and chaperone guide to the Exploreum. Itinerary will be available upon arrival the day of the event.

CANCELLATION POLICY

- The Exploreum reserves the right to cancel any reservations at any time.
- All group cancellations must be received in writing no later than four weeks prior to the event date. All refunds will be processed minus a \$25 administrative fee.
- Any cancellations received less than four weeks prior to the event will be refunded 50% up to one week before the event. Any cancellations received seven days or less prior to the event will be charged a 100% percent of the event.
- If you cancel your visit but reschedule for the same school year, no cancellation fee is charged. However if the second date is canceled, any prepayments will be forfeited.
- All cancellations must come from the group leader.
- Class Blasts and Exploreum U activities, for which supplies must be ordered for the number of students attending (dissections, workshops, etc.), must be notified four weeks in advance to not receive a penalty. The Exploreum reserves the right to charge the group for the total number of items if notified less than four weeks from the date of visit.

*** If we have not received your confirmation two weeks in advance of your field trip, please contact us. Otherwise reservation is subject to cancellation.**

ASK ABOUT FREE TEACHER MEMBERSHIPS!

Visit the Exploreum anytime with your complimentary membership! Enjoy unlimited admission to exhibits as well as reciprocal benefits to more than 300 science centers worldwide! Call 251.208.6893 for more information!

EXPLOREUM

S C I E N C E C E N T E R

DIRECTIONS

Take the Water Street exit off of I-10 and turn left at the first traffic light on to Government Street. The Exploreum is located at 65 Government Street between Water Street and Royal Street. Parking is available at a number of locations in downtown Mobile. See map on the right for parking within walking distance.

PARKING/PICK UP/DROP OFF

Drop off and pick up in front of the Exploreum on Government Street. Parking options include areas around Mardi Gras Park, street parking, and various parking garage facilities.

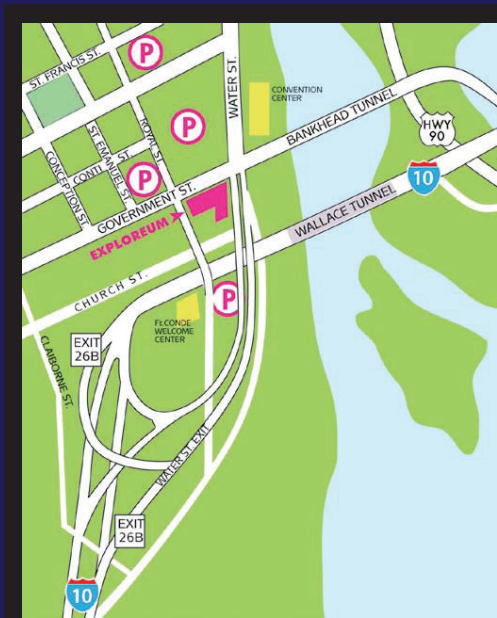
*The Exploreum can not be held responsible for any damage to your vehicle or property. Parking is subject to change based on availability.

FIELD TRIP INQUIRIES

Monica Dunklin
Reservations/Membership
251.208.6880
mdunklin@exploreum.com

CURRICULUM INQUIRIES

Savannah Holland
Director of Education
251.208.6892
sholland@exploreum.com



CONNECT WITH US!



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