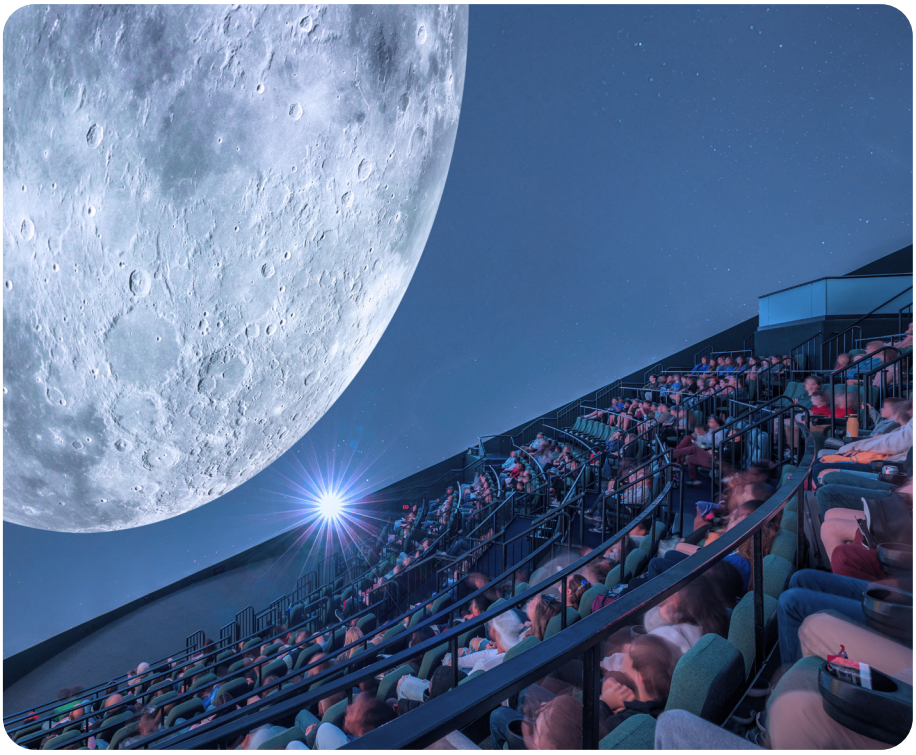
Science Museum of Virginia

Field Trip Guide

2025-2026



Expand Classroom Lessons and Enhance Opportunities for Discovery!

How do we pack so many engaging, memorable and awe-inspiring moments into our field trips? That's easy: we have it down to a science!

Give your students the chance to explore exhibitions, see films, participate in hands-on workshops, enjoy live demos and visit labs to truly experience how science, technology, engineering and math apply to nearly everything around them.

With dozens of customizable options, this guide will show you just about everything you can do on a group visit to the Science Museum of Virginia.

Once you're ready to book, head to **smv.org/groups** to fill out our online reservation request form. Still have questions? Give us a shout at **804.864.1400**. We're ready to help ensure your students have a stellar field trip.

Digital Demos

Need to stay put for now? Don't worry: we can come to you virtually! Check out page 12 for information about our Digital Demo offerings in case your class can't leave the building but still want to experience Science Museum programs.

Homeschool Groups

Science Museum field trips aren't just for public and private school students. Homeschool cooperatives can expand their learning opportunities, too! Visit **smv.org/homeschoolgroups** to learn about how to book a field trip for 10 or more homeschoolers.

Contents

Educator Perk: Free Admission!

What's the best way to ensure your students will be WOWed by all the field trip fun the Science Museum has to offer? Experience it for yourself, of course! That's why we give educators free general admission. That's right: teachers can bring their school ID to the Science Museum to get access to exhibitions, labs and demos at no cost during normal operating hours. You'll see all we have to offer and want to bring students for a field trip right away! Visit **smv.org** for details.

Science Museum of Virginia

2500 West Broad Street
Richmond, Virginia 23220
804.864.1400
smv.org

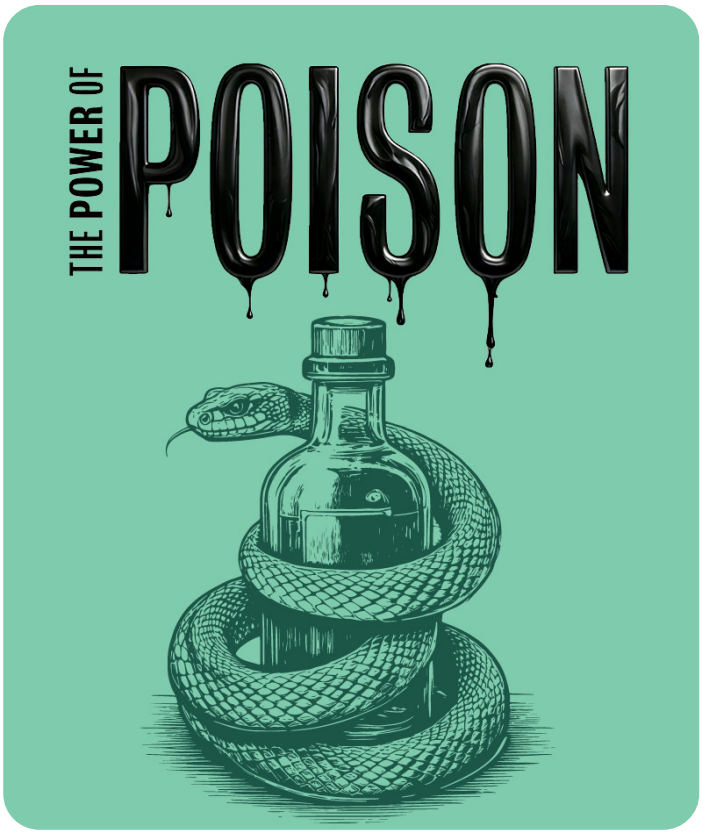
Hours

Day after Labor Day–March 1
Tuesday–Sunday, 9:30 a.m.–5 p.m.

March 2–Labor Day
Seven days a week, 9:30 a.m.–5 p.m.

Be social! Follow us on **Facebook**, **Instagram** and **YouTube**.

Touring Exhibitions



The Power of Poison
October 4, 2025–April 19, 2026

Discover the good, bad and mysterious of poison. From a defense against predators to a source of magical strength, poison takes on many different forms. Students are invited to explore the role poison plays in nature, legend, history and human health.

Organized by the American Museum of Natural History, New York (amnh.org).

Survival of the Slowest
May 23–September 7, 2026

Sometimes being slow, small or weak has its advantages! Explore overlooked species that have used perceived disadvantages that help them not only survive, but thrive. Students will get an eye-opening look at the advantages of slowing down.

Produced by Little Ray's Nature Centres in collaboration with the Canadian Museum of Nature.

Rescue
July 13, 2026–January 17, 2027

From firefighting to surf rescue, explore the techniques and life-saving equipment used by rapid response personnel. Students will experience numerous aspects of emergency response as they take part in simulations portraying action-packed ways heroes assist in times of need.

Created by Scitech in Perth, Australia, and produced by Imagine.

Classic Favorites

Speed

Explore the mind-blowing intersection of motion and time across a world of science and technology. Students can race an Olympic athlete, feel hurricane-force winds, play games with a quick-thinking robot, examine a massive supersonic jet and more. There's no shortage of discovery as they experience some of the fastest and slowest things the universe has to offer.

Make your students' visit to the Science Museum count! Check out our supplemental math activity sheets to enhance their ***Speed*** and ***Boost*** experiences.

Boost

This exhibition is so fun students won't notice they're learning! They can generate energy on a human hamster wheel, lift peers with the power of leverage, compose music using animatronic instruments, challenge classmates to a dance-off and test their memory with brain games. *Boost* will really keep them on their toes.

Thank you to our *Boost* kitchen sponsors Hamilton Beach and Wegmans.

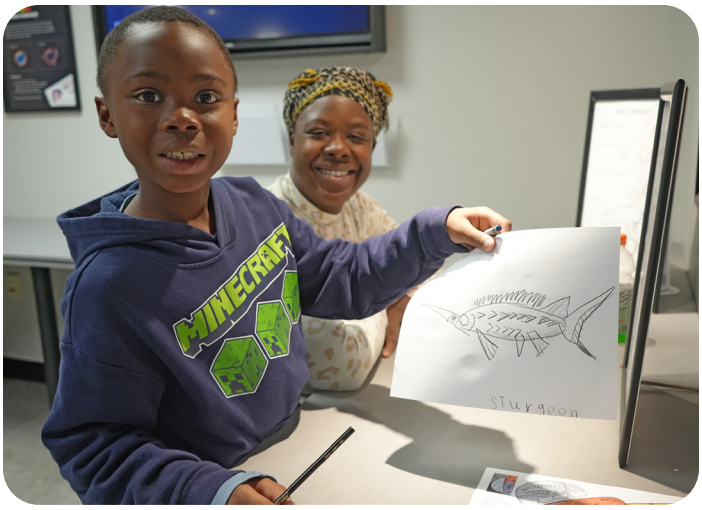
Hamilton Beach

Wegmans

The Forge

Harness the power of the maker movement, celebrate innovation and inspire students to roll up their sleeves to create. *The Forge* both champions and demonstrates the process of design and fabrication. Students can code their own sea creature, create digital wallpaper, program a 500 multi-colored lighting piece, watch a robot create art, build a LEGO® showstopper and more.

More to Explore



Animal Lab
Are your students critter curious? Give them the chance for an up-close encounter with frogs, snakes, cockroaches, spiders and more! They'll explore what different animals need to survive in their environment and how they eat, sleep and live.

Art Lab
Students can create their own scientific masterpiece. The Science Museum provides the materials and suggested activities and they provide the imagination! To keep things fresh, we change activities periodically. An element of surprise is part of the fun!

Eco Lab
In this small space, we go big on all things ecology. Students will explore living organisms and their environments through rotating displays. From hydroponic herbs to mesmerizing mineral specimens to buzzing bees, students will enjoy whatever eco-focused activities they encounter.

Felling, UK: Artworks by Dawn Felicia Knox
In this exhibition, multidisciplinary artist Dawn Felicia Knox showcases otherworldly images from the resilient plant life transformed by—and transforming—a post-industrial wasteland.

The Green
Comprised of native flowers and trees, walking paths, STEM-inspired art and interpretative signage, this urban greenspace is the perfect place to go for a nature stroll to watch pollinators at work.

Check out our **Green Guide**, a printable nature journal activity, to help spark conversations about biodiversity and ecosystems.

Orbit
Launching during the 2025–26 school year, this new permanent astronomy exhibition explores the physics, biology and engineering elements involved in space. Students are sure to have a stellar cosmic journey!

US By the Numbers
Data visualization doesn't have to be drab! Touch-screen technology lets students take a guess at the top ice cream flavor, hand washing prevalence, museum visitation and more. They'll be surprised by the stats when the answers are displayed on the massive projection screen.

The Dome

Take your students on an unforgettable adventure. With an impressive wrap-around, quarter-acre screen, The Dome is a powerful tool for connecting to the world through giant screen films and astronomy shows. Features last approximately 45 minutes.

Here are three ways you can add a Dome experience to your field trip:

- Each month, the Science Museum rotates the films it shows for guests. Groups can purchase tickets to features on the general public schedule.
- If no general public tickets have been sold, groups of 50 or more can request a special Dome showing from any film in our **group library**. The film can change, but the showtime will adhere to the Science Museum's regular Dome schedule.
- Groups of 75 or more can book any Dome feature from our group library and can reserve a special time spot outside of the Science Museum's regular Dome schedule.

Each of the above options is based on availability. Special showings and additional showtimes must be booked at least two weeks in advance.

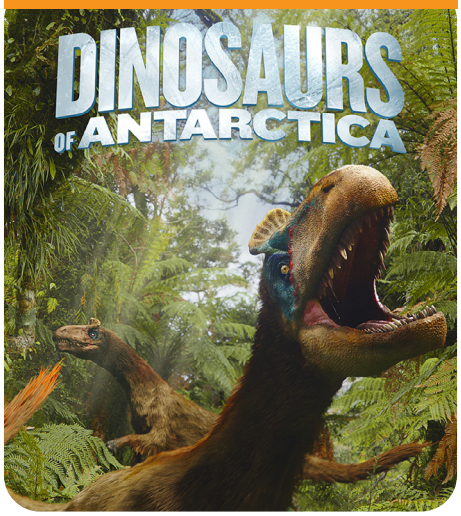
Accessibility Options

Some of our Dome features include **audio description** or are available in Spanish. Group leaders may request these shows. Requests must be submitted at least two weeks in advance.

Features Available in Spanish
Big Astronomy
Superpower Dogs

Features with Audio Descriptions
Imagine the Moon
Oceans: Our Blue Planet
Superpower Dogs
Volcanoes: The Fires of Creation
We Are Stars

New Feature



Dinosaurs of Antarctica

Grades K–12

From the Permian to the Jurassic, discover the surreal world of bug-eyed giants and egg-laying mammals—where survival means enduring the sunless, six-month polar winter surrounded by meat-eaters with night vision. See this fantastical world brought to life on our gigantic Dome screen!

Science Standards of Learning
K 6, 7, 10 1 5 2 4, 5, 6, 7 3 4, 5 4 3, 4 5 8 6 7 LS 6, 7, 8, 9, 11 BIO 6, 7 ES 5, 9

A production of Giant Screen Films. Major funding was provided by The National Science Foundation.

New Feature

Messengers of Time and Space

Grades K–12

How do astronomers use observatories to monitor the night sky for exciting astronomical events? Students will find out the answer as they explore the dynamic cosmos and witness the transformative impact of real-time data on our understanding of the Universe.

Science Standards of Learning
4 5 5 3, 6, 7 6 2, 5 PS 6, 7, 8 ES 2 PH 5, 6

Supported by the U.S. National Science Foundation as part of the project Gemini in the Era of Multi-Messenger Astronomy. NSF Cooperative Support Agreement 1839225.

BIO Biology | CH Chemistry | ES Earth Science | ENV Environmental Science | LS Life Science | PH Physics | PS Physical Science

Make your reservation today. 804.864.1400 smv.org/groups

The Dome

These educator-favorites are just a sample of the more than two dozen features in the Science Museum's film library. For the full list of features available in The Dome and to watch trailers of the films you're interested in, please visit **smv.org/dome.**

Astronomy Shows

Big Astronomy

Grades K–12

Technology helps but it's really the people who enable discoveries! Students will meet professionals with diverse backgrounds, talents and skills who run a world-class observatory and share in the excitement of discovery.

Science Standards of Learning
K 1, 2, 3, 6, 7 1 1, 2, 6, 7 4 1, 4, 5, 6 5 1, 2, 4, 6 6 1, 2, 3, 7
ES 1, 2, 12 PS 1, 5, 6, 7, 9 PH 1, 5, 6, 7, 8, 9

Birth of Planet Earth

Grades 6–12

Take your students on the ultimate field trip: back 5 billion years to the origins of our planet! They'll discover how Earth became a living planet and what history tells us about finding other life in the Universe.

Science Standards of Learning
6 2, 3, 4, 6 ES 2, 5, 7 LS 3, 4, 5

Live Universe Exploration

Grades K–12

Take off on a spectacular tour of space with a custom cosmic adventure designed specifically for your students! Pick your space destinations and let our astronomer be your guide as you explore the stars like never before. The best part: live astronomy shows can be tailored to meet your SOL needs.

We Are Guardians

Grades 1–8

The world, its peoples and environments are more than just connected, they're interdependent. From the smallest bacteria to the largest ocean whale, a link exists between all things. Students will experience how ecosystems are intrinsically bound and explore the role information-collection devices play in helping save the planet.

Science Standards of Learning
K 7, 10 1 4, 5, 8 2 5, 6, 7, 8 3 4, 5, 8 4 2, 3, 4 5 1, 5
6 6, 7, 9 LS 4, 5, 6, 8, 9 BIO 8 ES 11, 12

Giant Screen Films

Dream Big

Grades 3–12

Celebrate engineering ingenuity and see innovation brought to life! From the world's tallest building to underwater robots, this inspirational film reveals ingenious inventions and iconic structures. Students will discover how today's engineers are shaping our tomorrow.

Science Standards of Learning
3 1, 2 4 1, 8 5 1, 2, 3, 9 6 1, 9 PS 5, 8, 9 ES 6

Into America's Wild

Grades K–12

Step off the beaten path on a cross-country adventure. Students will journey through little-known landscapes of North America to discover the hidden wonders of nature. They will see that America's wild places are as varied as they are stunning.

Sponsored by Allianz Partners **Allianz Partners**

Science Standards of Learning
K 4, 5, 7, 11 1 5, 7, 8 2 2, 4, 5, 8 3 5, 6, 7, 8 4 3 5 9
6 8, 9 LS 8, 9 BIO 8 ES 6, 8

Secrets of the Sea

Grades K–12

Featuring some of the ocean's strangest and most spectacular animals, this film showcases an astonishing array of marine creatures. From pygmy seahorses to giant manta rays, and from barnacle blennies to coconut octopuses, students will meet more than 70 aquatic species.

Science Standards of Learning
K 7 1 5 2 4, 5, 8 3 4, 5, 8 4 2, 3, 7 6 9 LS 4, 5, 6, 7, 9, 11
BIO 8

Superhuman Body: World of Medical Marvels

Grades K–12

Students will explore the world's greatest machine while learning about incredible breakthroughs in science and bioengineering that are changing the course of human health.

Science Standards of Learning
LS 2, 10

Health Standards of Learning
1 1 2 1, 2 3 3 4 3 6 1 7 1, 2 8 1, 2 9 1, 2 10 1

BIO Biology | CH Chemistry | ES Earth Science | ENV Environmental Science | LS Life Science | PH Physics | PS Physical Science

Live Science Programs

Demos

Demos are just what they sound like: students watch a Science Museum educator demonstrate amazing scientific experiments! From chemistry to anatomy, and from biology to engineering, we have engaging demos covering a wide range of STEM topics.

Demos last approximately 30 minutes, and can accommodate 10-120 students. Adding a demo to your field trip depends on space availability.

Demos are available during weekday operating hours from September to May. Demos must be booked at least two weeks prior to the field trip. Add a demo for $4 per person.

Amazing Arthropods

Grades K–7

Students can have an up-close encounter with insects, arachnids and more. They'll learn about what and how different invertebrates eat, and what they need to survive in their environment.

Science Standards of Learning
K 6, 7 1 5 2 4, 5 3 4 4 2
LS 6, 7, 8, 11

Heart Dissection

Grades 5–12

There's no better way to learn how a heart works than by watching an educator dissect a sheep heart while explaining its different parts and functions. Students will love learning about the cardiovascular system.

Science Standards of Learning
LS 2 BIO 3

Illuminating Light

Grades 3–5

This demo really shines! Students will discover how light can be blocked, bounced and bent. Note: This demo has flashing lights and periods of darkness.

Science Standards of Learning
3 1 4 1 5 1, 2, 6

Phantastic Physics

Grades 3–8

Students will be psyched for this action-packed demo highlighting matter, motion, friction and force. You'll be amazed by experiments that look like magic, but trust us, it's science!

Science Standards of Learning
3 2 5 2, 3, 4, 6 PS 5, 8

Scientific Method

Grades K–6

Teamwork makes the dream work! Students and our educator will use the scientific method to collaboratively design and execute a soda-and-mint experiment that really pops.

Science Standards of Learning
K 1 1 1 2 1 3 1 4 1 5 1 6 1

Simple Machines

Grades 3–5

Students will explore the six types of simple machines by watching massive versions of wedges, pulleys, levers and more in action. It's simply sensational!

Science Standards of Learning
3 2 5 2 PS 1

Sound Science

Grades 5–8

We'll blow your student's mind—but not their eardrums—with the power of sound. Educators will share visual representations of pitch, volume and more to help students understand the science behind sound waves.

Science Standards of Learning
5 1, 5 PS 6 PH 5

Supercool: Liquid Nitrogen

Grades 2–8

How do solids, liquids and gasses react to super cold temperatures? Students will make predictions and observations as pennies shatter, balloons shrink and plants crumble.

Science Standards of Learning
2 3 5 7 6 5, 6, 7 PS 2, 5

BIO Biology | CH Chemistry | ES Earth Science | ENV Environmental Science | LS Life Science | PH Physics | PS Physical Science

Live Science Programs

Hands-On Experiences

Creativity + scientific tools = a chance to truly engage in the STEM process! Students can investigate scientific phenomena while working collaboratively to imagine, plan, test and improve on design solutions. Students will evaluate their outcomes to spark ideas for future innovations.

Hands-on experiences last approximately 45 minutes and can accommodate 10–35 students. We only offer one hands-on experience in a timeslot. Hands-on experiences must be booked at least two weeks prior to the field trip. Add a hands-on experience for $4 per person.

The Science Museum offers the following challenges and workshops during weekday operating hours from September to May. Note: The engineering challenges are a great option if you have a group featuring students with a wide age range.

Egg Drop Engineering Challenge

Grades 3–12

Protecting items from breaking during shipping is big business. In this open-ended challenge, students work together to design a structure that can protect an egg from a 20-foot drop by measuring kinetic and potential energy as well as energy transfer.

Science Standards of Learning
3 1 4 1 5 1, 3 6 1 PS 1, 5 PH 1, 4

Forces of Flight Engineering Challenge

Grades K–7

Help students discover the fun of scientific investigation. They'll explore the forces of flight by designing an aircraft in this open-ended challenge. Don't wing it: their flying machine has to hover in our vertical wind tunnel!

Science Standards of Learning
K 1 1 1, 2 2 1 3 1, 2 4 1 5 1, 3 6 1

Intro to Robotics Workshop

Grades 3–6

See students put STEM into action as they work in teams to get their robot to navigate a maze and complete other challenges. They will be introduced to basic coding as they use a visual programming language to input commands.

Computer Science Standards of Learning
3 1, 2, 3, 4 4 1, 2, 3, 6 5 1, 2, 3 6 1, 2, 3

Magnets Workshop

Grades K–2

This workshop is especially attractive! Students will learn about the science of magnets and how we use them in our daily lives.

Science Standards of Learning
K 1, 2 2 1, 2

Mass and Motion Engineering Challenge

Grades 4–8

It's time for some speedy science! Students will work in groups to build a bobsled and explore what variables can be changed to make it travel faster or slower down the track in this open-ended challenge.

Science Standards of Learning
4 1 5 1, 3 6 1 PS 1, 5, 8

Plants and Their Pollinators Workshop

Grades 3–5

Watch the learning bloom! Students will explore plant anatomy as they dissect a flower to understand plant reproduction and the importance of pollinators.

Science Standards of Learning
4 1, 2

Hotter, Wetter Virginia Workshop

Grades 6–12

By building with LEGO bricks, students will learn how to leverage design, engineering and natural landscapes to make communities more resilient to extreme heat and rain events.

Science Standards of Learning
6 1, 4, 6, 7, 9 ES 1, 12 BIO 1, 8

Health Standards of Learning
6 1,3 7 1, 3 8 1 10 1,3

Environmental Science Guidelines
ENV 1, 8, 9, 10, 11, 12

Workshop supported by META

Meta

BIO Biology | CH Chemistry | ES Earth Science | ENV Environmental Science | LS Life Science | PH Physics | PS Physical Science

Live Science Programs

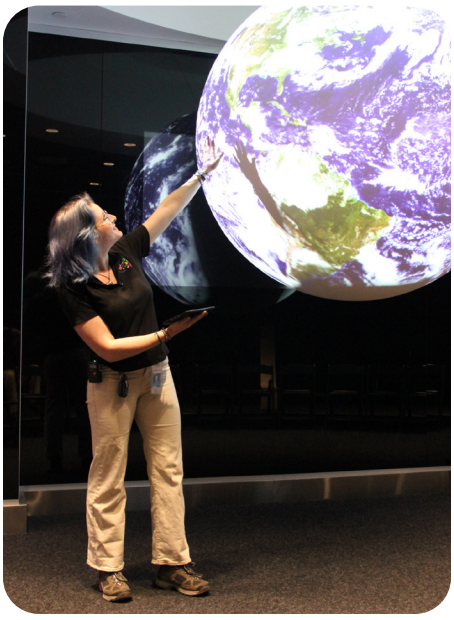
Science on a Sphere®

Demos supported by META

An educator will take your students on a journey across the globe and beyond in this animated display on a six-foot-diameter suspended sphere-shaped screen. They'll explore weather and climate, the planets, volcanoes, ocean temperatures and more!

Science on a Sphere demos last approximately 25 minutes, and can accommodate 10–30 students. We only offer one program in a timeslot. Adding a Science on a Sphere demo to your field trip depends on space availability.

The Science Museum offers Science on a Sphere demos during weekday operating hours from September to May. Science on a Sphere demos must be booked at least two weeks prior to the field trip. Add a Science on a Sphere demo for $4 per person.



Earth Science

Grades 5–8

Volcanoes and earthquakes and plate tectonics … oh my! Students will track natural disasters from the past and look at more recent occurrences that have impacted the world.

Science Standards of Learning
5 8 ES 5, 7 ENV 1, 4

Extreme Climate

Grades 6–12

Hurricanes are stronger and floods are more frequent. Why? Students will find out as they explore extreme weather events and how communities can be resilient to a changing climate.

Science Standards of Learning
6 6, 7 LS 8 ES 10, 11, 12

Health Standards of Learning
6 1 7 1 9 1 10 2, 3

Environmental Science Guidelines
ENV 1, 2, 7, 9, 11

Weather Junior

Grades K–2

Students will get wind of weather basics. An educator will make information rain about seasonal changes and how these processes affect all living things.

Science Standards of Learning
K 1, 8, 9 1 1, 7 2 1, 6, 7

Weather vs. Climate

Grades 3–5

Can your students explain the difference between weather and climate? Help them understand elements of each by seeing how heat is distributed around the planet and learning how hurricanes, typhoons and cyclones form.

Science Standards of Learning
4 4, 6 5 2

Science on a Sphere demos are supported by

Meta

BIO Biology | CH Chemistry | ES Earth Science | ENV Environmental Science | LS Life Science | PH Physics | PS Physical Science

Make your reservation today. 804.864.1400 smv.org/groups

Field Trip Pricing

For groups of 10 or more, the Science Museum offers these special discounts:

Exhibitions + Dome + Live Science Program: **$19/person**
Exhibitions + Dome: **$15/person**
Exhibitions + Live Science Program: **$15/person**
Exhibitions Only: **$11/person**
Additional Live Science Programs: **$4/each per person**

Science Museum memberships and other discounts are not valid on group admission fees.

On the day of your visit, if additional guests join your group (including staff or chaperones), those guests will receive the general admission price. If space is available in The Dome, they must purchase a ticket to view the film with their group. Live Science Programs are not available to day-of, walk-in guests who are joining a group.

Group Booking Policies

We strive to give all guests the best experience possible, so we staff appropriately to support group visits. To allow us to provide an unforgettable experience for your group, we ask that you observe the following group policies:

- Chaperones must stay with their group at all times. This includes all students through 12th grade.
- On the day of your visit, if you arrive without the required number of chaperones, your group may be turned away.
- To book a Live Science Program, reservations must be made a minimum of two weeks in advance.
- Final group numbers are due two weeks prior to arrival.
- If you have to cancel your field trip, please notify us as soon as possible. Visits canceled within 48 hours will receive a refund, less a $95 administrative fee.

Please visit **smv.org/groups** to read the Science Museum's full list of group visit policies.

Booking multiple groups? Give us a call and we'll help streamline that process!

Chaperone Policy

We require one adult for every 10 students in your group. All students through 12th grade must be accompanied by an adult (chaperone or staff) at all times. One adult for every 10 students will receive complimentary admission.

Whether you include chaperones in your pre-visit count or have them pay on the day of your trip, you must have the minimum number of chaperones or your group may be turned away.

In Live Science Programs, we prioritize space for students. We will maintain the required chaperone-to-student ratio, but additional adults may be asked to wait outside the program space.

Payment Info

Payments can be made by credit card, check or purchase order. Payment is due two weeks prior to your arrival.

Collecting payment for your group on the day of your visit is challenging and delays the start of your adventure. If you are unable to pay in advance, we can invoice you. The invoice will be based on the final numbers given to us by the onsite group leader on the day of your trip. Please indicate that you need an invoice on the **group reservation form** when booking.

Financial Assistance

The Science Museum is known for memorable and unique adventures. To make that accessible to all, we have limited funding available to supplement group visits in September, October, January or February. Funds are finite, and available on a first-come, first-served basis. All financial assistance requests need to be made when booking the field trip.

To request financial aid for a group visit, you must indicate your Title 1 or low-income status on the **group reservation form** when booking. Requests for financial assistance will not be considered if they do not follow this process. Once we process your reservation, we will follow up with you with more information about financial aid availability.

Let's do this!

When you're ready to book, please fill out our group reservation form at **smv.org/groups.**

If you can't access the Science Museum's website to schedule your field trip, please contact Guest Services at **804.864.1400.**

Make the Most of Your Visit

Lunch Time

If your group plans to eat lunch at the Science Museum, please indicate that on the group reservation form when booking. Lunch locations and timing are subject to change. Guest Services will confirm your lunch details upon check-in on the day of your visit.

Designated lunch locations are not strictly climate controlled and may be outside. The Science Museum does not guarantee availability for a lunch location or time. Please be prepared to eat on your bus if there are no spaces available. Groups may not eat in the café.

Please note: our café will be undergoing renovations during the 2025–26 school year. Please visit our website at **smv.org** or call **804.864.1400** for the most up-to-date information related to food service availability.

Gift Shop

Help your students keep the fun going at home by stopping by our gift shop! From STEM kits to books to special Science Museum keepsakes, scientists of all ages will find something they love. Please note: an adult chaperone must accompany students at all times while in the gift shop.

Accessibility Accommodations

Our **Sensory Guide** includes accessibility and accommodation information to help you prepare for your group's visit. If any of your students or chaperones will need mobility, hearing or sensory assistance or translation services during your field trip, please note that in the accessibility section when you fill out the group reservation form at **smv.org/groups.**

Parking

Limited bus parking is available on a first-come, first-served basis. Bus parking and loading locations may change during periods of construction. Science Museum staff will share current bus-related information with the group leader before the visit. Parking buses on Terminal Place is strictly prohibited.

Bus drivers should extend their stop sign and turn on flashing lights only when actively loading/unloading guests. When students are not exiting/entering the bus, drivers need to retract the stop sign so traffic can flow.

Buses may not double park (ie: side by side) in the Front Circle or otherwise block the driveway to through traffic.

Buses do not fit in the parking deck and attempting to park in the deck will damage the bus. Chaperones and additional guests meeting the group at the Science Museum should park in the parking deck.

Please Note

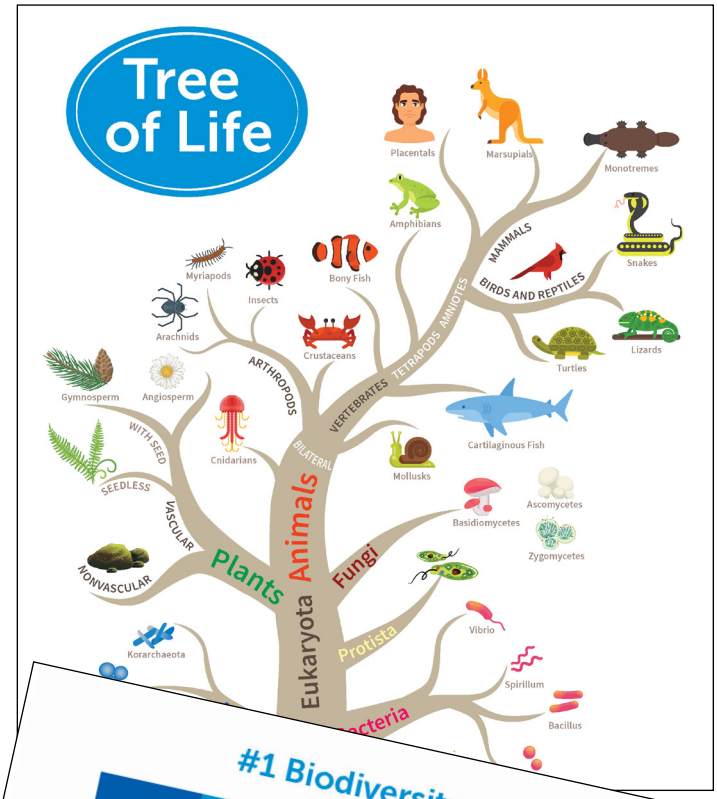
We do our best to ensure we can offer everything listed in this guide but sometimes it is necessary to make adjustments after it goes to print. Science Museum offerings, policies and pricing are subject to change at any time without notice. For the most up-to-date information, please visit **smv.org** or call **804.864.1400**.

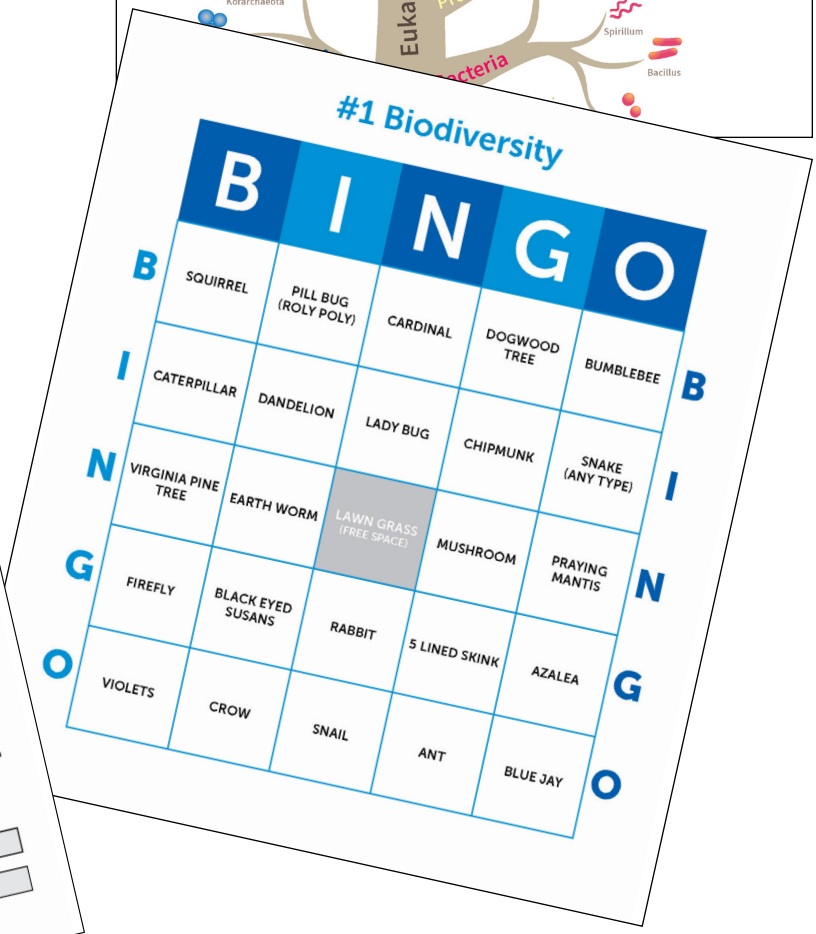
Educator Resources

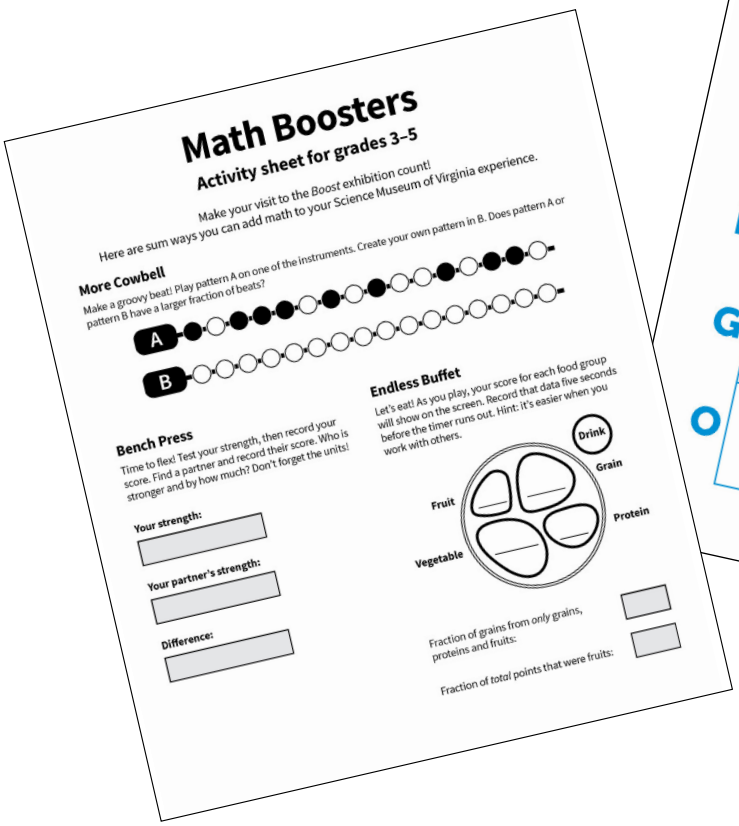
We have educational resource guides available for many of our offerings, including giant screen films and astronomy shows, touring exhibitions and a **nature journal** for The Green. New this year, we've added math activity sheets for the ***Boost*** and ***Speed*** exhibitions to our resource offerings to add value to your visit! To explore pre-visit materials, please visit **smv.org**. Look for the "For Educators" tab on the specific exhibition and film pages to get links to the materials.

After your visit, help your students keep the discovery going with our collection of experiments, activities, videos and more. Visit **smv.org/stayconnected** to check out nearly 50 hands-on and easy-to-understand activities about nature, astronomy, chemistry, fossils, circuitry and much more. Most activities are available in both English and Spanish.

Plus, if you don't already follow us on social media, now's the time to jump on board! We regularly post engaging content on **Facebook**, **YouTube** and **Instagram** that teachers can use to supplement classroom lessons throughout the year or send home with students on breaks.







Digital Demos

If you're looking for a scientific adventure but you're unable to come to the Science Museum, consider a Digital Demo. Presented by the Virginia Lottery, Digital Demos are live, virtual lessons that are highly interactive and designed to involve students in STEM through inquiry and hands-on activities.

Digital Demos range in length from 30–45 minutes. They are $150 per lesson for up to 90 students.

Digital Demos are available Tuesday–Friday from September–May. Digital Demos are available between 9 a.m.–3 p.m.

Visit **smv.org/virtualadventures** to learn more about technology requirements and available programs. Limited financial assistance may be available. All supplemental funding requests need to be made when booking the Digital Demo.

Ready to book?

When you're ready to schedule your Digital Demo, please fill out our online reservation form at **smv.org/virtualadventures**. If you can't access the Science Museum's website, please contact Guest Services at **804.864.1400.**

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