Noticing Tools
A creative platform for STEM learning, Noticing Tools™ are a groundbreaking suite of iPad apps that make learning math and science irresistible through play, creative design projects and collaboration. Learn more at noticing.nysci.org.

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Plan Your Day at NYSCI

NYSCI, New York City’s hands-on science and technology center, has more than 100,000 square feet of indoor exhibition space to explore. Explainers are staff on the museum floor who explain exhibits; they are easily recognized by their trademark red aprons.

Plan ahead and enhance your field trip with hands-on activities, workshops, 3D movies, the outdoor 60,000-square-foot Science Playground or Rocket Park Mini Golf, a nine-hole miniature golf course that shows how mini golf really is rocket science.

Need assistance planning a field trip? NYSCI’s reservations staff will work with you to customize an unforgettable group experience that meets your educational goals. Call Reservations at 718-699-0301 Monday – Friday, 9 am – 5 pm.

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Target Field Trips: Reading, Writing and Inquiry
Now through March 31, 2016
NYSCI, in partnership with Target, is providing FREE field trips to third and fourth grade students who attend Title 1 New York City Public Schools. Students will receive a Science Journal that will be used to record their observations at two popular exhibitions at NYSCI.

Google Field Trip Days:
Enhance your Field Trip with an Enrichment Activity
Through the support of Google, NYSCI is offering NYC Title I public schools free 45-minute Design Lab Activity Sessions, 3D Theater Presentations or Connected Worlds Sessions with paid group admission. Cannot be combined with other offers. Space is limited.
Inquire now. Call 718-699-0301.
PERMANENT EXHIBITIONS

1. Charlie and Kiwi’s Evolutionary Adventure
   Charlie and Kiwi’s Evolutionary Adventure offers an engaging story, exhibits and activities that introduce visitors to the basics of evolution, as seen through the eyes of Charlie, a young boy who is writing a report about his favorite bird — the kiwi. This exhibition is part of an applied research and traveling exhibit development project generously funded by the National Science Foundation.

2. The Evolution – Health Connection
   Explore the role of evolution and natural selection in human health, illness and prevention. Learn how the ways in which we evolved promoted our survival and reproduction, but not always our good health as our lifestyle changed over many, many years. This exhibition was supported by the National Center for Research Resources, a part of the National Institutes of Health (R25RR052123).

3. Hidden Kingdoms: The World of Microbes
   Even though you can’t see them, you are surrounded by a sea of microbes. They are on everything: surfaces, hands, soil, water and in the desert sands. They are alive! They move, interact with their environment, and reproduce. At Hidden Kingdoms, you will explore this unseen, fascinating and important realm of life.

4. Mathematica: A World of Numbers
   Through a combination of hands-on activities and dynamic models, students explore how math has impacted our contemporary world, from the devices we carry in our hands to the changes in social sciences, art, music and architecture.

5. The Search for Life Beyond Earth
   On Earth, wherever there is life, there is water. Are there other places in our solar system that might contain water and perhaps life? Discover what scientists have learned about life in extreme environments on Earth and how this suggests what kind of life we look for in our Solar System and beyond.

6. Seeing the Light
   In this exhibition, users will discover how the eye works in tandem with the brain to provide information about the world around us, and how, throughout human history, scientists, mathematicians and artists have sought and used that information.

7. The Sports Challenge
   The Sports Challenge invites visitors to test their skills in a variety of sports including baseball, rock climbing, drag racing, and surfing—all the while communicating the vital roles that physics, physiology and materials science play in the sports world.

8. Wild Minds: What Animals Really Think
   Animals are smarter than you think. Many species share cognitive skills that are considered key signs of higher mental abilities such as using tools, solving problems, self awareness, and the ability to communicate. In Wild Minds: What Animals Really Think, your students will discover surprising and impressive thinking skills in a variety of animals. This exhibition was developed with a grant from the National Science Foundation (NSF-DRL-0840160).

Exhibitions
Take your class on a fun-filled adventure. NYSCI features more than 450 interactive exhibits, live science demonstrations and much more!

For Group Reservations, call 718-699-0301, Monday – Friday, 9 am – 5 pm, or email groups@nysci.org. More info at: nysci.org/visit-main/groups-main
Live Science Demonstrations

NYSCI Explainers demonstrate the properties of chemistry, physics, biology and more during these interactive 15-minute demonstrations. Engaging explanations combine with audience participation to make live science demonstrations an enjoyable learning experience for all ages. Live science demonstrations are free with NYSCI admission.

COOK’S EYE DISSECTION
Join us as we explore how our eyes work by following the path of light in this provocative, yet exciting, cow’s eye dissection.

COOL CHEMISTRY
Be amazed at how we can make ice in 30 seconds, shrink balloons without removing the air inside, and crush a can without touching it in this demonstration about the phases of matter.

AIR PLAY
We live in a sea of air, yet we rarely take the time to think of how it affects our lives. Join us as we use air pressure to keep a balloon inflated without tying a knot.

FLIGHT
It was once said “what goes up must come down.” Is this always true? Learn about what makes hot air balloons, blimps, airplanes and rockets defy the laws of gravity in this demonstration that ends with a bang.

3D Theater Presentations

3D theater presentation fees are in addition to admission fees. Cost is $4 per child; one free chaperone for every 10 children.

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ROBOTS 3D
ROBOTS 3D showcases the latest developments — the successes and failures — of robotics around the world. The film is a fascinating and fun look at what makes us human, how far machines can really go to look and act like us, and how humanoids are already changing our world. Recommended for grades 3 and up.

LIVING IN THE AGE OF AIRPLANES
Living in the Age of Airplanes offers a fresh perspective on a modern-day miracle that many of us take for granted: flying. Using spectacular aerial and nature photography, Living in the Age of Airplanes takes audiences around the globe on an epic journey to 35 locations in 18 countries spanning all seven continents to remind us how, in a single century, aviation has changed our world forever. Recommended for grades 4 and up.
Enrich Your Experience with Design Lab

Design Lab is a new experience consisting of distinct areas that allow students to engage in activities, experiments and challenges that provide a deeper understanding of engineering and the design process. Design Lab encourages students to look at the materials around them in new ways.

For K – 2nd Grade Design Lab Activity Session descriptions and availability, please refer to page 17.

DESIGN LAB ACTIVITY SESSIONS

Each Explainer-led activity session runs 45 minutes (maximum of 32 students). Fee: $4 per student plus admission fees.

Backstage: Shadow Puppets
Grades 3 – 12
problem solving, geometry, light and shadow, mechanisms
Students use index cards, brass fasteners and wooden sticks to create shadow puppets that move. Students may work alone or in groups to make related puppets to perform a shadow play of their own making. As they design and test their puppets to achieve desired effects, students explore firsthand how light interacts with matter, it’s role in creating shadows, and how an object’s shadow is affected by the intensity and position of light in relation to both the object and the surface on which a shadow is cast. They also explore hinges and levers as they create joints on their puppets and try to control them in the performance of their story. The students’ creations of stories that go along with their project demonstrate how design thinking can foster the integration of STEM and language arts.

Sandbox: Dowel Construction
Grades 3 – 12
problem solving, structure, shape, teamwork
Students build large structures out of 3-foot dowels using rubber bands as connectors. They can build traditionally shaped “houses,” large geometric shapes, towers or sculptures. While they persevere to make their constructions stand, they discover that some shapes are stronger than others. Working in groups ensures that they need to communicate their ideas to others and coordinate toward achieving a common goal.

Studio: Happy City
Grades 3 – 12
problem solving, electricity, circuits, conductivity
Students examine a city model full of other visitors’ creations and imagine something they want to add in order to make the city a happier place. Using simple construction materials (boxes, cardboard, tape, pipe cleaners) and electrical components (batteries, LEDs, motors, aluminum foil wires), students can build individual objects to add to the city and invent switches to control how things turn on and off.

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More info at: nysci.org/visit-main/groups-main
NEW!
Connected Worlds Challenge

Six immersive, imaginary environments, a towering waterfall and a flood plain make up Connected Worlds, an exhibition about sustainability and interconnectedness within ecosystems. Students transform these ecosystems as they explore the connections within and among the environments of a plains, desert, jungle, wetlands, river valley and reservoir.

CONNECTED WORLDS SESSIONS

Through facilitated, structured sessions, students are challenged to discover how animals and plants depend on each other and their habitats to survive, and how changes in one part of the environment impact the stability of the entire system. Facilitators will lead discussions about environments and interdependency.

Each Explainer-led session runs 45 minutes (maximum of 32 students). Fee: $4 per student plus admission fees.

For K–2nd Grade Connected Worlds Challenge descriptions and availability, please refer to page 16.

Engineering the World: Plant and Animal Adaptations Grades 3 & 4
Changes in the environment start with water — where it is and where it needs to go to sustain life. Students will collaborate to create strategies for distributing water based on what they discover about the plants and creatures living there. Students will focus on the relationship of plants and animals to the health and balance of the overall ecosystem.

Learning Goals: plant and animal adaptations, animals and plants and their environments, interconnectedness, understanding systems as a set of components, and engineering.

Keeping Balance in a Changing World: Environmental Interdependence Grades 5–9
Students explore what happens across these imaginary habitats under different environmental conditions. Working in teams, they create strategies to manage extreme conditions such as drought through water management and distribution. They experience dynamic equilibrium while they work to maintain balance among environments that are in flux.

Students investigate stability and change throughout the system by discovering how small changes in one area can have huge effects elsewhere on the plant and animal life. Their challenge is to keep all four habitats in balance — having a diversity of plants and animals and enough water to maintain them.

Learning Goals: interdependence, stability and change in ecosystems, dynamic equilibrium, systems thinking, and engineering.

For Group Reservations, call 718-699-0301, Monday – Friday, 9 am – 5 pm, or email groups@nysci.org.
More info at: nysci.org/visit-main/groups-main
Enhance Your Field Trip with More Active Learning

NYSCI’s award winning Science Playground and Rocket Park Mini Golf are outdoor exhibitions packed with exhibits that invite not only hands-on, but whole body participation.

Outdoor Science Playground

New York’s only science playground combines exhibits relating to the natural world with a spectacular landscape to form the basis for a rich learning environment for students of all ages.

- 45-minute sessions, March through November 30, weather permitting.
- Science Playground fees are in addition to admission fees. Cost is $4 per child; chaperones are free. Extra adults $4.
- Chaperones must supervise their children. For safety purposes, flat shoes must be worn in this exhibition.

Rocket Park Mini Golf

This outdoor park features a nine-hole miniature golf course where players test their putting skills and learn basic rocket science in a friendly way. The more they learn about the scientific concepts of spaceflight, the better they will be able to play Rocket Park Mini Golf.

- 45-minute sessions, March through November 30, weather permitting.
- Rocket Park Mini Golf fees are in addition to admission fees. Cost is $4 per player; chaperones are free.
ELEMENTARY TO MIDDLE SCHOOL

Bounce, Balance and Play
Grades 3 – 6
Sports and Physics: Test your balancing skills while you discover how balance is related to sports. Observe the relationship between kinetic and potential energy. Investigate the shape and composition of various balls to see what makes them bounce, fly or roll as far as they do. Make predictions, conduct trial experiments, and collect data on the elasticity of various balls.

Grades 3 - NYC Unit 1/NYS PS 5.1–6, Unit 3/NYS 5.1–6
Grades 5 - Unit 1/NYS S 1.1, 1.3, 2.3, Unit 3/NYS LE 5.1–6
Grades 6 - NYC Unit 1/NYS PS 6.4, 6.6

The Eyes Have It
Grades 3 – 7
Human Eye & Illusions: Experiment with various optical illusions and learn how the brain can deceive the eye. Conduct investigations on depth perception, use color filters to make 3D glasses, and create your own optical illusion toy.

Grades 3 - NYC Unit 2/NYS PS 4.1, 4.2
Grades 4 - NYC Unit 2/NYS PS 4.1
Grades 6 - NYC Unit 1/NYS PS 5.1, 5.2

Push, Pull, Yank and Crank
Grades 4 – 8
Simple Machines: Define force, weight and work. Experiment with simple machines such as levers, pulleys and wheels to determine the qualitative and quantitative relationship between force and work.

Grades 5 - Unit 1
Grades 6 - NYC Unit 1/NYS PS 4.1–5.2
Grades 8 - Unit 2/NYS PS 5.1

Color My World
Grades 4 – 8
Light & Color: Examine the mysteries of color and light by investigating the visible spectrum, color absorption and reflection. Observe objects under unique monochromatic color filters and discover how colors can be blocked to create secret messages. Make and take home a device that utilizes diffraction grating lenses to observe the spectrum.

Grades 4 - NYC Unit 2
Grades 5 - NYC Unit 1/NYS PS 5.1, 5.2, 3
Grades 6 - NYC Unit 1/NYS PS 5.4

MIDDLE SCHOOL TO HIGH SCHOOL

Mineral Madness
Grades 6 – 10
Mineral Investigations: Sharpen observation skills while learning about minerals, how they are different than rocks, and how they are classified through their various properties. Sort mineral samples by color and luster, and perform a streak test to identify minerals.

Grades 7 - NYC Unit 1/NYS 2.1–2.2
Grades 8 to 10 - NYC Earth Science Unit 3/NYS PS 3.1, Unit 3/NYS PS 3.2

D-N-Amazing
Grades 6 – 12
Genetics, Science Process Skills: Discover the shared chemistry that exists among living things. Engage in an interactive lab protocol utilizing lab equipment (goggles, gloves, pipettes, microcentrifuge tubes, chemical solutions) to extract DNA from your own cheek cells and learn how the same units of DNA lead to the diversity of living things.

Grades 6 - NYC Unit 3/NYS 2.1, 2.2
Grades 9 to 10 - LE Units 4/NYS LE 1.2, 2.1, 2.2

Microscopes and Microbes
Grades 3 – 5
Microbiology: Learn how to use a microscope to investigate the fascinating world of microorganisms. Prepare slides to observe and analyze the shapes, colors and sizes of various live microbes and how they move and feed. Take home your own magnifying lens to conduct your own magnification investigations!

Grades 3 - NYC Unit 1
Grades 4 - NYC Unit 1/NYS LE 5.1

Forensic Frenzy
Grades 7 – 10
Critical Thinking: Use critical thinking strategies and forensic science techniques to solve a mystery. Examine trace evidence to record and interpret data in order to formulate a conclusion.

Grades 7 - NYC Unit 3/NYS Inquiry strand Standards 1,2,6,7 IPS-Standard 7
Grades 9 to 10 - LE Units 4/NYS LE 1.1, 2.1, 2.2

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For Pre-K to 2nd grade programs and workshops, please refer to page 16.
Camera Construction
Grades 4 – 8
Deconstruct a camera obscura (pinhole camera) to discover how the interaction of light and matter create how we see. Students will build their own cardboard camera obscura to learn how the eye works, as well as the properties of translucent, transparent and opaque materials.
New York Scope and Sequence: 7th Grade 4.1d, 4.4 a,b

Build a Bug
Grades K – 5
Deconstruct the specialized parts of bugs and insects. Find out how pinchers, legs, wings, mandibles and eyes develop for particular purposes. Then create an insect of your own using cardboard linkages to mimic unique motions.
New York Scope and Sequence: 1st Grade 3.1a, 3.2f, 4th Grade 4.4b

Make Things Move
Grades 4 – 8
Deconstruct machines and mechanisms to examine how they function. Experiment with potential/kinetic energy and explore how designers and engineers have been utilizing these principles as a foundation for building the machines we use everyday.
New York Scope and Sequence: 6th Grade 4.1d, 4.2 e,f,g, 8th Grade 5.1a, b, c, d, e

Magnetic Mazes
Grades K – 5
Explore the properties of magnets and the magnetic quality of different materials by creating and playing with a magnetic maze. Discover how different forces interact and how distance and matter can affect the strength of a magnetic field. Make your own magnetic maze to take home.
New York Scope and Sequence: Kindergarten 3.1e and 3.1g, 1st Grade 3.1e, and Grade 5: 1.9a, 4th Grade 3.1e, 5.1a, b, c, 4.1g

Elastic Engineering
Grades 4 – 8
Explore potential and kinetic energy, mechanical energy and various simple machines by creating and testing a wind-powered car. Discover the basic principles of design and engineering by building a propeller- or balloon-powered car to meet a specific challenge. Test your car on the racetrack, record your results, and take your creation home with you!
New York Scope and Sequence: 6th Grade 4.1d, 4.2 e,f,g, 8th Grade 4.1a, b, c, 4.1g

Crayon Rock Cycle
Grades K – 5
Discover how rocks are formed by recreating the rock cycle using crayons. Crayons have the ability to be ground into small pieces, pressed, heated and cooled much like rocks but all at safe temperatures. Students will make a crayon rock model to take home that illustrates the stages of igneous, sedimentary and metamorphic rock.
New York Scope and Sequence: Kindergarten 3.1e, and Grade 5: 5.1a, 2.3 e, f, g, 8th Grade 5.1a, b, c

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New York Scope and Sequence: Kindergarten 3.1e, and Grade 5: 5.1a, 2.3 e, f, g, 8th Grade 5.1a, b, c

To reserve a Maker Space workshop or for more information, call Group Reservations at 718-699-0301.
Pre-K – 2nd
Grade Days at NYSCI

Your youngest scientists will have plenty of space to explore and learn when they visit on one of NYSCI’s special dates reserved exclusively for early childhood and early elementary students.

Encourage learning and engage your students with live science demonstrations, education workshops and activities designed for students in grades pre-K to 2.

To reserve your workshop or for more information, call reservations at: 718-699-0301.

2016 DATES
January 7, 12, 20, 25 & 29
February 3, 4, 5, 11, 17, 23 & 26
March 1, 9, 15, 18, 23, 29 & 31
April 5, 6, 7, 13, 14, 15, 18 & 19
May 3, 6, 9, 11, 19, 25 & 26
June 1, 7, 13 & 16

NEW! CONNECTED WORLDS CHALLENGE

Six immersive, imaginary environments, a towering waterfall and a flood plain make up Connected Worlds, an exhibition about sustainability and interconnectedness within ecosystems. Students transform these ecosystems as they explore the connections within and among the environments of a plains, desert, jungle, wetlands, river valley and reservoir.

Who lives here? Plant and Animal Diversity
Grades K – 2
Students will identify our imaginary creatures and plants in their habitats and what they need to survive and thrive. They will observe patterns of when and why creatures emerge or leave a habitat and use strategies to sustain creatures in their particular environments. Special attention will be paid to plant and animal relationships to each other and their dependence on their environment.

PRE-K – 2ND GRADE EDUCATION WORKSHOPS

Through facilitated, structured sessions, students will be challenged to discover how animals and plants depend on each other and their habitats to survive, and how changes in one part of the environment impact the stability of the entire system. Facilitators will lead discussions about environments and interdependencies.

Each Explainer-led activity session runs 45 minutes (maximum of 32 students). Fee: $4 per student plus admission fees.

Making Your Own Bubble Blowing Tools, and Blowing Lots of Bubbles!
Grade K, NYC Unit 2/NYS PS 3.1a,c
Grade 1, NYC Unit 2/NYS PS 3.1c, 3.1d

Float, Sink, Design a Flink!
Grades Pre-K – 2
Exploring Properties, Buoyancy, Predicting, Testing and Making: Explore buoyancy and properties of different materials by testing and classifying whether everyday objects sink or float. Use the results from your investigations to design, predict and test your own creations to determine whether they sink or float.
Grade K, NYC Unit 2/NYS PS 3.1a,c,e
Grade 1, NYC Unit 2/NYS PS 3.1a, 3.1c

Mixing Color
Grades Pre-K – 2
Color, Prediction: Explore the colors of the visible spectrum through hands-on experiments and learn the differences between primary and secondary colors. Participate in an interactive storytime and make a colorful collage to take home.
Grade K, NYC Unit 1/NYS PS 3.1b,c
Grade 1, NYC Unit 2/NYS PS 3.1

EARLY CHILDHOOD AND EARLY ELEMENTARY

Bubble Brainstorm
Grades Pre-K – 2
Observing, Predicting, Investigating and Tool Making: Engage in science process skills (making predictions, conducting experiments, comparing, classifying and sharing findings), exploring the properties of bubbles,

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More info at: nysci.org/visit-main/groups-main
Pre-K – 2nd Grade Days at NYSCI

Classy Classification
Grades K – 2
Classification, Animal Structures: Delve into the fascinating world of insects and learn how entomologists identify insects through body parts. Observe preserved bugs to compare and contrast insects and perform your own sorting of artificial insects. Includes interactive storyline.
Grade K - NYC Unit 2/NYS 1.PS.3, 1.e
Grade 1 - NYC Unit 2/NYS 1.PS.3, 1.e

Five Senses
Grades K – 2
Observation Skills: Learn how our five senses work together to perceive information in the world around us. Participate in hands-on activities that require using your senses to identify what you see, feel, touch and taste. View optical illusions, hear and see sound using tuning forks, distinguish different textures, and identify mystery objects or scents to draw conclusions on how your senses work.
Grade K - NYC Unit 2/NYS PS 3.1a, b, c

K – 2ND GRADE DESIGN LAB ACTIVITY SESSIONS

Excite your students in STEM learning in Design Lab. Using simple tools and everyday materials, Design Lab’s open-ended problems invite kids to wrestle with STEM topics and come up with their own creative solutions.
Reservation required. Each Explainer-led activity session runs 45 minutes (maximum of 32 students). Fee: $4 per student plus admission fees.

Box: Dowel Construction
Grades 1 – 2
problem solving, structure, shape and teamwork
Students build a stable structure out of 3-foot dowels using rubber bands as connectors.

Studio: Happy City
Grades 2
problem solving, electricity, circuits, conductivity
Students create objects that light up using simple construction materials (boxes, cardboard, tape, pipe cleaners) and electrical components (batteries, LEDs, motors, aluminum foil wires).

Backstage: Shadow Puppets
Grades K – 2
problem solving, geometry, light and shadow, mechanisms
Students use index cards, brass fasteners and wooden sticks to create shadow puppets that move. As they design and test their puppets to achieve desired effects, students explore firsthand how light interacts with matter, it's role in creating shadows, and how an object's shadow is affected by the intensity and position of light in relation to both the object and the surface on which a shadow is cast.

K – 2ND GRADE 3D THEATER PRESENTATIONS

3D theater presentation fees are in addition to admission fees. Cost is $4 per child and $4 per chaperone.

Flight of the Butterflies
Grades K – 2
Follow the monarch’s perilous journey to the remote mountain peaks of Mexico in this 3D film. Witness the transformation from caterpillar to butterfly inside a chrysalis, thanks to advanced MRI and micro CT scans.
GROUP RESERVATIONS
718-699-0301

HOURS
Monday – Friday, 9:30 am – 5 pm
Saturday & Sunday, 10 am – 6 pm

ADMISSION PRICING
Admission Fees for Reserved Groups
Admission: $6 per student
1 chaperone (age 18 and older) free for every 5 children
Extra Adults: $6
Minimum: 10 paying visitors
All fees must be paid in full, in advance of trip.

Special Needs Groups
Admission: $6 per student
1 Chaperone (age 18 and older) free for every paid visitor
Extra Adults: $6
Minimum: 5 paying visitors

Other Information
Science Shop information: 718-699-0005 ext. 443

PAYMENT METHODS AND POLICY
Advance payment in full is required for all group reservations. Payment is due two weeks prior to the trip date.

Purchase Orders and any modifications must be received two weeks prior to the trip date. We consider Purchase Orders to be a binding commitment. The school or organization will be billed for the full amount on the purchase order after the trip.

NYSCI CANCELLATION & REFUND TERMS AND CONDITIONS
No refunds will be issued. A credit will be given towards another trip (up to a year after the cancelled trip), which must be booked within a month of the cancellation or NYSCI will treat the credit as a donation.

Purchase Orders will be billed for the full amount or the trip may be rescheduled in accordance with above.

If there are absentees on the day of the trip:
If your group has fewer children than originally booked, credit can be applied to one of the following:
- A future group visit to NYSCI
- Science Playground
- Rocket Park Mini Golf
- 3D Theater

Admission passes — Up to $150 value. These will be provided for absentees to visit within the following six months (not valid for groups).

The balance remaining will not be refunded.

Please check with your principal or accounting department prior to the day of the trip to confirm which option will best suit your group’s needs. Groups who have reserved the outdoor Science Playground or Rocket Park Mini Golf and are unable to use it due to weather conditions, will be encouraged to apply credit to 3D Theater, individual passes for children to visit, or to a future trip.

SEVERE WEATHER CONDITIONS
Groups cancelling a trip due to severe weather conditions such as heavy snow, flooding or hurricane warnings, will be given credit toward another trip (up to a year after the cancelled trip). The new trip must be booked within a month of the cancellation or NYSCI will treat the credit as a donation.

CHAPERONE POLICY
Groups must be chaperoned at all times. Unlucky groups will be asked to leave the premises. Group rates are for a minimum of 10 paying visitors or more from an organization. Groups with fewer than one chaperone per 10 children will be charged.

DIRECTIONS TO NYSCI BY BUS
Parking is free for groups on buses or in vans.

Long Island Expressway (LIE) East
Take LIE East to Exit 21 (108th Street). Turn left on 108th Street, right on 53rd Avenue, and then left on 111th Street. The NYSCI entrance at 49th Avenue is on the right.

LIE West
Take LIE West to Exit 22A. Follow the service road west. Right on Waldron Street and right on Saultell Avenue, which becomes 111th Street. The NYSCI entrance is on the right.

From Brooklyn
Take the Brooklyn-Queens Expressway to LIE East. Follow LIE East directions, above.

From Manhattan/Midtown Tunnel
Follow LIE East directions, above.

From Bronx/Westchester
Take Whitestone Bridge to Whitestone Expressway to Van Wyck Expressway Exit 12A (LIE East/College Point Boulevard). Right onto College Point Boulevard, right onto LIE West service road. Follow LIE West directions, above.

From RFK/Triborough Bridge
Take the Astoria Boulevard Exit. Take Astoria Boulevard to 108th Street. Right on 108th Street, left on 53rd Avenue to 111th Street. Enter NYSCI at 49th Avenue.

From North New Jersey
Take the George Washington Bridge to RFK/Triborough Bridge. Follow RFK/Triborough Bridge directions, above.

PUBLIC TRANSPORTATION
Take 7 train to 111th Street station. Walk six blocks south. Please Note: For the most up-to-date subway service advisories, please visit mta.info.