

KIDSCIENCE EXHIBITION TOUR

KidScience is Discovery Place's brand-new early childhood exhibition where young children, ages 0-7, and their caregivers learn about science and math as they experiment, create and play together. Through an extraordinary hands-on, minds-on experience, young visitors explore science through inquiry and fun in an environment developed according to early childhood learning standards. All of the activities in *KidScience* help children explore fundamental concepts that are building blocks for science inquiry.

***KidScience* features six main topic areas plus a lab program space with reading nook and a special area designed for toddlers from birth to 36 months. The centerpiece of *KidScience* is the Tinkertron, a one-of-a-kind multi-activity station where children explore science by building, creating, manipulating and cooperating.**

- ***Build***

Guests sort and count, create challenges and discuss size and shape at these exhibits.

Soft Block Wall – Children create towering buildings using soft foam blocks and explore strength and shapes in structures.

Building Tables – Small hands get creative with imaginative building toys.

Duplo Block Wall – Part of the Tinkertron, visitors explore construction from a unique angle as they place blocks on the wall.

Science skills: Planning and building developmental math skills.

- ***Move***

Using movement, participants design race cars and create challenges while experimenting with weight and balance.

Race Track – Kids build and race Kids K'Nex race cars.

Ball Run – Another piece of the Tinkertron, children explore gravity by designing and building a track for a ball to run from top to bottom and then turn the handle to lift their ball back up to the top.

Science skills: Experiment with movement to develop prediction, planning and estimation skills.

- ***Color***

Build with varying color tiles, create designs and look for shapes to demonstrate color combinations.

Color Wall – Young visitors move color wheels up, down and around as lights flash and colors change, mixing new shades along the way.

Light Table – Children experiment with color mixing while creating unique patterns and structures.

Light Pegs – Kids show off creative abilities by designing a picture using oversized color pegs.

Science skills: Explore color and light to develop sorting, observation and identification abilities.

- **Air**

Play in the wind with costumes, goggles and pinwheels to begin understanding aerodynamics.

Rocket Launcher – Young rocket scientists explore propulsion while loading a rocket and pumping air to send it flying.

Wind Wall – Little ones get blown away by the wind wall in a full body experience that explores the force and feel of wind using streamers, pinwheels, capes and costumes.

Air Table – Exploring the Bernoulli principle of fluid dynamics, visitors walk up to the table to start the air blowing, and then use air hoses to float balls upward.

Air Seat – Part of the Tinkertron, kids sit on the air seat to create a puff of air that sends a ball upward to make a bell ring.

Wind Tube – After connecting a hose into the wind tube to start the air, children watch as things begin to spin and blow.

Science skills: Experiment with air to develop testing, risk taking and estimation abilities.

- **Water**

Little hands get wet at the Water Table while young minds explore the basics of hydrodynamics.

Water Table – Kids fill and pour, make sound, get things spinning, float boats, create a water fountain and design water pathways while exploring how water moves. Special baby seats provide even the youngest visitors with a chance to splish and splash.

Science skills: Experiment with water to develop observation, prediction and measurement.

- **Sound**

Experiment with pitch, touch vibrations and play a song to discover the elements of sound.

Sound Wall – Kids thump out tunes on color tubes, spin a rainstick and drum on kitchen instruments. Or, visitors can create a band and have a parade as they explore sound vibration.

Science skills: Explore sound to develop collaboration and problem solving skills.

- **Toddler Area**

Children from birth through 36 months can enjoy this area designed to be stimulating and safe.

Soft Play – A soft area provides for tummy time play while children develop motor and socialization skills.

Adventure Challenge Bridge – A “trail” featuring various physical challenges requires young visitors to take risks and explore changes in texture, height and shape.

Playhouse – An ever-changing role-playing area where children pretend to be scientists or mathematicians and develop their sense of touch.

Giggle Flowers – These light-hearted and unexpected flowers encourage visitors to be observant and to explore.

###

For more information, please contact:

Debra Smul, Vice President, Marketing & Communications

Tel: 704.348.1966 / Email: debras@discoveryplace.org