K-6 Learning Labs

Add an inquiry based learning lab to your CDM Field trip to enhance what you have been teaching in your classroom. All labs are designed to be grade appropriate and to help you achieve requirements for Common Core and Next Generation Science Standards (NGSS).

Labs have a limit of 20-25 students at one time. Classes with more than 25 students need to break up into multiple labs. Cost is $3 per student with field trip.

**Engineering: Lego Cars (K-1)**

After reading If I Built a Car by Chris Van Dusen, students will use Legos to create a car that they can test on a ramp. Students will be experimenting with car design, weight and ramp height to make the car travel the farthest.

**My Five Senses (Grades K-1)**

Indulge your senses! Learn a little about each of the five senses and how we use them. Your students will take part in activities that focus on how we hear sounds, why we can taste food and what helps us feel.

**What’s the Matter? (Grades K-1)**

What is matter? And does matter really matter? Learn about the three states of matter (liquids, solids, and gases) through a variety of fun demonstrations and hands-on experiments.

**Engineering: Wind Cars (Grades K-2)**

Join us as we learn about the design process while completing the wind car challenge. Students will design, build and test their own car that can be powered by wind in order to make a car that can travel the farthest.

**The Works of Ben Franklin (Grades K-3)**

Join us as we learn about some of the amazing experiments and inventions that came from Benjamin Franklin. Through hands-on experiments and demonstrations we will explore his work with electricity, his invention of the glass armonica, bifocals and more.

See back of page for more labs!
The Magic of Magnets (Grades 1-3)

Join us as we explore the magic of how magnets work through hands-on discovery. Students will learn about magnetic fields, what magnets attract, and how we use them in our daily lives. This is a great class to help demonstrate the unseen forces of magnetism.

Weather Watchers (Grades 2-3)

How do meteorologists predict the weather? Learn the answer to this question and more as you discuss the weather and make the tools that will help you become a weather watcher.

Dinosaur Detectives (Grades 2-3)

Students will examine the paleontological process through hands-on discovery in a recreated dinosaur dig. Students will learn about excavating fossils at the dig site, examine real fossils and make a fossil of their own.

States of Matter (Grades 2-3)

Matter is all around us. It is what everything is made of. In this class, students will participate in hands-on activities that will reinforce the concepts of the different states of matter.

Engineering: Ramp Cars (Grades 2-5)

Join us as we learn about the design process while completing the ramp car challenge. Students will design, build and test their own car powered by gravity in order to make the car that can travel the farthest.

Electricity (Grades 4-5)

What is electricity and where does it come from? In this lab, students will learn about static and circuit electricity with fun demonstrations and hair-raising activities.

Matter: Physical vs. Chemical Changes (Grades 4-6)

Changes in matter can come in physical or chemical form. Students will learn how to tell the difference between the two by performing hands-on experiments to reinforce these concepts.

CDM Field Trips

Bring your group to CDM to explore all three floors of exhibits at your own pace. On arrival, every group receives a brief orientation by a Museum staff person.

A minimum of 10 admissions is required to receive the School Educational Rate. Reservations must be made at least two weeks in advance based on availability. In-session public and private schools during the school year only. Summer camps and youth programs hosted at the school do not qualify for the School Field Trip rate.

Youth: $5  Children under two: free
Adult chaperones: $5  Paid staff of the school: free

Payment Policy/Procedures:

Head count due 3 weeks prior to arrival date
Final payment due 2 weeks prior to arrival date
Absent students or adult chaperones are not refunded