

NIDO & MARIANA QUBEIN CHILDREN'S MUSEUM

EDUCATOR'S EXPLORATION GUIDE



FEATURING OVER 20 EXCITING EXHIBITS AND PROGRAMS ALIGNED TO THE NORTH CAROLINA STANDARD COURSE OF STUDY AND NORTH CAROLINA FOUNDATIONS FOR EARLY LEARNING AND DEVELOPMENT

The Nido & Mariana Qubein Children's Museum provides a space of wonder, discovery, and play for all children and their families. We do this with a commitment to learning, inspiration, and love of children as they explore our universe, earth, and community. We believe children learn best when they have opportunities to explore open-ended concepts through play and inquiry. "We learn more by looking for the answer to a question and not finding it than we do from learning the answer itself" (Lloyd Alexander) and therefore encourage all of our visitors to ask questions, make mistakes, and discover solutions through play. A visit to the museum includes inquiry-based activities directly correlated to eight subject areas in each grade level. Our unique field trip experiences can also be catered to the needs of your class or group.

SCHOOL GROUP ADMISSION

| | |
|---|------|
| Out of County/Non-Public School Students..... | \$8 |
| Guilford County School System Students* | \$7 |
| Preschool Students..... | \$6 |
| Teachers..... | Free |
| Chaperones** | Free |
| Bus Drivers..... | Free |

A MINIMUM OF 1 ADULT FOR EVERY 10 CHILDREN IS REQUIRED.

All prices do not include tax. Taxes will be included on invoice.

**We recommend a chaperone ratio of 5:1. Additional chaperones will be charged the student rate.

GROUP PROGRAMS

| | |
|--|------|
| Lift-Off League Lessons (COMING SOON 2022).. | \$4 |
| York Family Cinema | Free |
| Carousel | Free |

HOURS

| | |
|--------------------------|------------|
| Monday | CLOSED |
| Tuesday | 1pm - 5pm |
| Wednesday - Friday | 9am - 5pm |
| Saturday | 10am - 6pm |
| Sunday | 1pm - 5pm |

PLANNING YOUR VISIT



RESERVATIONS

Please use the field trip request form on our website to make a reservation for your group. Every effort will be made to accommodate your requested date.

For Questions About Booking Your Field Trip:

Katie Nance

Director of Education and Programs

Katie@QubeinChildrensMuseum.org

336-888-PLAY (7529)

Important: Your field trip or group visit is not confirmed until you receive an invoice. Please bring your paid receipt with you to present at the Welcome Desk on the day of your visit. If you do not receive your invoice within two weeks of requesting your visit, please contact

Katie@QubeinChildrensMuseum.org.

CHANGES

The NMQCM strives to be flexible and accommodate changes in schedule; however, we appreciate as much advance notice as possible should you need to change or cancel your trip.

- Please provide at least 24 hours advance notice in order to avoid a \$50 cancellation fee.
- If your group will not be arriving by your scheduled time, please call the Welcome Desk.
- Final count and payment is due two weeks prior to your visit date.
- Refunds are not available for unused tickets.
- In the event of closure due to weather, every effort will be made to reschedule. In the event that another date is unavailable, a full refund will be issued.

DINING

Bring bag lunches for your field trip if you desire!

- An outdoor picnic area is available; You may wish to bring blankets to provide additional seating options.
- Drinks and snacks are also available from our café.
- **Outside food and drink is not permitted in the café or other public areas inside the museum.**
- NMQCM is convenient to many great restaurants. When making your reservation, ask about food delivery or restaurants within walking distance.

ACCESSIBILITY INFORMATION

The Nido and Mariana Qubein Children's Museum is committed to providing a diverse, accessible, and inclusive learning environment. We are able to accommodate a variety of accessibility needs with the following:

- Dedicated accessible parking spaces
- Ramps and elevators to navigate between floors
- Seating is available throughout the museum
- Large accessible restrooms on each floor
- Accessible seating in the cinema
- Dedicated sensory-friendly events during which children can have an enjoyable, comfortable and interactive learning experience in an accepting, less stimulating environment.
- Dedicated quiet areas available upon request. These may not be available during times of high attendance.
- Need help adapting an exhibit or finding one that's just right for you? Just ask a dedicated Discovery Guide!
- Sunglasses, noise cancelling headphones, and fidget devices are available upon request.



SANITATION PROTOCOLS

At the Nido and Mariana Qubein Children's Museum, we prioritize the safety and well being of our guests and staff. Priority is held on keeping the museum clean, disinfected, and maintaining the highest standards of cleaning protocol. The protocol includes the cleaning and disinfecting of our facilities, exhibits, and props daily with an EPA-approved, hospital grade disinfectant to kill COVID-19 and other bacteria and viruses. Discovery Guides and visitors will place any mouthed toys in dedicated areas to be cleaned prior to being replaced in the museum.



NIDO & MARIANA QUBEIN CHILDREN'S MUSEUM CINEMA PROGRAMS

Enjoy a Cinema Program, included in the cost of your trip. The cinema seats approximately 70 people and offers an enormous screen which features fun, educational and inspirational films about our universe, world and community. The following films show daily on weekdays and may be able to be worked into your trip schedule if requested in advance.



The giant-screen documentary adventure, Hidden Universe, takes audiences on an extraordinary journey deep into space. The deepest reaches of our universe are brought to life with unprecedented clarity through real images captured by the world's most powerful telescopes. Mesmerizing, high-resolution 3D images from space allow moviegoers to explore the earliest galaxies

and travel the terrain of Mars; witness images of distant celestial structures including stunning new views of the Sun; and peer deep inside the universe's most mysterious nebulae where stars are born.



Weather has always been one of the most dynamic and complex forces shaping our planet, but now it's intensifying in varied and complex ways. Extreme Weather takes us to the frontlines where few have gone. Get closer than you've ever been to collapsing glaciers, out-of-control wildfires, and

tornado-whipped debris while discovering the surprising connections among these powerful forces. Follow researchers and everyday heroes as they uncover surprising connections to help us understand and adapt to our ever-changing weather in this fascinating film narrated by Michael C. Hall.



For thousands of years, humans have believed that there were once flying monsters. Such creatures became mythologized, with stories about them shared around the world. But could they have really existed? About 220 million years ago dinosaurs were on the rise to dominating the Earth. But another group of reptiles was about to make an extraordinary

leap—control of the skies. They were the pterosaurs—after insects, the first animals ever to fly. Flying Monsters 3D is a groundbreaking film that uses cutting-edge technology to bring the story of giant flying monsters and their prehistoric world to life.



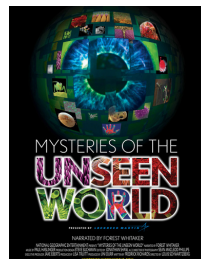
Experience the remarkable true story of three animal species rescued from the brink of extinction. Meet scientists, park rangers and students working to save endangered animals around the world. Discover how California's enchanting 'Channel Island Fox' is rescued from an invasion of Golden Eagles. Join the former hunters of one of the world's most endangered primates, the Golden Monkey, now protecting

them in the fabled mountains of China's Yunnan Province. Witness the wondrous migration of the 'Christmas Island Red Crab,' and marvel at their recovery from a Crazy Yellow Ant infestation. Join this remarkable and heartfelt adventure as we show that positive change is possible.



Today's robots are nothing short of astonishing. Those coming in the not-too-distant future are simply revolutionary—and they are becoming eerily like us. ROBOTS 3D is a sneak peek into the future at what might be possible as scientists use innovative engineering and design to make cyber characters less "humanoid" and more just plain human. Robot "actor" RoboThespian will

introduce you to CHIMP, ATLAS, PR-2, Herb the Butler, ICUB, and others as he takes you on an amazing tour of what's going on in robotics labs around the world.



Visually stunning and rooted in cutting-edge research, National Geographic's Mysteries of the Unseen World will leave audiences in complete thrall as they begin to understand the enormity of the world they can't see, a world that exists in the air they breathe, on their own bodies, and in all of the events that occur around them minute-by-minute, and nanosecond-by-

nanosecond. And with this understanding comes a new appreciation of the wonder and possibilities of science.

EXHIBIT DESCRIPTIONS



WATER PLAY

Water Play offers splashing fun with layers of science, engineering and phenomena to explore. Students will use the flow of water to demonstrate water's potential and kinetic energy, experience cause and effect, and engage in sensory exploration of water's properties. They will have the opportunity to experiment with water pressure, flow, head, and Bernoulli or Torricelli's principles.



STEAM LAB POWERED BY HPU

The STEAM Lab is a flexible space where students create, invent and build as they learn. Activities include programming robots, designing and testing fast cars, building objects to launch and hover in the Launch Tube, fabricating a magnetic roller coaster, and connecting circuits. The STEAM Lab provides open-ended opportunities for exploration of and experimentation with the physics of movement and forces, creative expression, designing, building and testing.



ART STUDIO

Each week staff and volunteers will offer a new project for visitors that spark creativity, imagination and fun. Young artists will learn new techniques using a variety of mediums while integrating elements of STEAM and different cultures into their art.



COURAGE CLIMBER

Our two-story Courage Climber towers with color and adventure. The climber safely challenges children of all ages to problem-solve, think spatially and, most of all, be kids with other kids.

ARCADE



Big kids want to have fun too, and this is where they will want to spend all of their time! Here students can get creative on a 26 foot floor piano, play games and create content at the tablet bar, create and collaborate with other visitors, dance and sing to create Tic-Tok videos, practice responsible digital citizenship skills in a controlled environment, and safely explore the freedoms and responsibilities that come with getting older.



GINORMOUS

This big room for little kids (ages 4 and under) was inspired by the World's Largest Chest of Drawers located just steps from the museum. In Ginormous, our youngest learners have the opportunity to safely practice gross motor free play surrounded by colors, shapes and sizes, the building blocks for future math and literacy skills.

OUTDOOR ADVENTURE ZONE

Practice skills used by paleontologists by digging for real fossils in the Dino Dig under the gaze of giant dinosaurs. Play and learn in the open-air amphitheater, monkey around on the playground and explore the butterfly and pollinator gardens.



SUPER U FIT LAB



Students will climb the jungle island course, scale the cityscape rooftops, balance on stepping stones and wiggle their way through paths while testing their powers at the "Super U Testing Stations." Visitors to Super U will learn how to keep their body super fit at the exercise and nutrition Station, measure their grip strength and jumping abilities, answer trivia questions about healthy habits, see a visual representation and receive a readout of their heart's beats per minute, and get feedback on their receipt from their visit to the Kid Point Grocery Store. Accessible routes through each course allow learners of all mobilities to experience the sensory and educational elements of Super U.

THE HALL OF MYSTERIES



The Congdon Hall of Mysteries invites students to explore secret passages, find clues and solve multiple puzzles amidst an intricate maze of five major rooms. Discover hidden periscopes, a secret bookcase and ancient artifacts. Every element in the Hall of Mysteries acts as backdrop and clue to consider. Students will interact with artifacts and contraptions such as lockboxes, a rotary phone, antique toys, Mayan glyphs, "gear" assembly, the Mayan calendar, a sarcophagus with tools (caliper, measuring tape, protractor), a full-size laser maze, anamorphic cylinder clues, a planisphere program, circular prism table, an eclectic natural history gallery, a video microscope, anagrams, two-way mirror, victrola, code arch, hand elevator, HAM radio, Caesar Cipher, encryption gears, circuit breaker and more.

KIDS POINT... WHERE KIDS RULE!



FIRE DEPARTMENT

A partial firetruck and a blazing building create a dramatic entrance to Kids Point. Here your students will work together to put out the fire and role-play as firefighters and drivers, practice communication and collaboration, recognize cause and effect as they work to put out the simulated fire, and learn fire safety skills to prevent and respond to fire emergencies.



CAFE

Outfitted with everything visitors need to serve up tasty nutritious meals, the Cafe includes real commercial kitchen implements and thoughtful props that create a rich backdrop for imaginative play. Students will role-play as cooks, customers and servers, apply conflict resolution skills to ensure their "customers are happy," and explore healthy lifestyle choices through meal planning.



FURNITURE DESIGN STUDIO

The Furniture Design Studio honors a trade special to High Point, NC. The Studio showcases how art, design and engineering come together in the process of designing a piece of furniture. Students will sketch their own designs at a digital tablet drawing station, build a maquette of their own design, and flex their creativity while also considering how logic and intent drives design decisions.



EMERGENCY MEDICAL VEHICLE

Kids Point's residents are kept safe and healthy in this well-equipped Emergency Medical vehicle. Visitors will practice care and kindness along with collaboration, role-play as emergency medical professionals, apply STEAM skills as they explore the tools used and developed by medical professionals and learn to recognize healthy lifestyle choices and methods of preventing emergencies.



GROCERY

Modeled on a real world grocery store, the Kids Point Grocery is stocked with everything from fresh fruits and veggies to dry goods, meats, and sweet treats. Students will explore literacy, numeracy and early math skills through purchasing, exercise healthy living skills through food choices, and apply math skills through sorting and classifying products. Learners can even take their receipt to Super U to explore the connections between healthy food choices and fit bodies.



SPEED 'N' SPORT SHOP

Inspired by professional NASCAR racing shops, the Speed 'n' Sport Shop provides tie-ins to North Carolina's state sport. Your students will practice both gross and fine motor skills, utilize literacy skills as they read the pitstop checklist and instructions, learn to assess situations and discover methods for expedited performance through trial and error and apply STEAM skills through the use of equipment and tools.



DENTIST

Situated in the heart of Kids Point, the Dentist Office is a realistic dental clinic filled with hands-on activities and opportunities for role-play. Play is supported by graphics that explore a wide range of tooth topics. Students will learn facts about dentists and teeth to support healthy lifestyles, hone their problem-solving abilities by assembling a tooth puzzle and explore STEAM concepts as they examine x-rays and dental tools.



PET CLINIC

The Pet Clinic creates a caring environment for Kids Point's smallest and furriest residents. Outfitted with realistic fuzzy friends, veterinary equipment and a grooming station, the clinic has everything visitors need to take on the role of veterinarians, groomers or pet owners. Graphics reinforce best practices in pet care and how to read an animal's mood based on body language. Young scholars will practice scientific literacy by referencing symptom checklists and examining x-rays.



WHPU-TV

WHPU-TV puts kids in charge of what's on the small screen: news, weather, sports, entertainment – if kids can imagine it, they can make it! The WHPU-TV studio has everything visitors need to create compelling content: two side-by-side green-screen sound stages with working cameras and a production desk with simple but sophisticated custom software to place on-screen talent into a variety of backgrounds. When they're done recording they add finishing touches at the editing desk and can send a copy of their recording to an email address of their choice.

MARS ACADEMY



At Mars Academy, cadets are introduced to life aboard a space vessel, imagining themselves in the module with their crew. Trainees monitor and maintain multiple life support systems, service a Mars terrain vehicle and study rocks from the terrain to test and document. Upon entering Mars Academy, cadets choose from a variety of assignments to lead. Mars academy is an elaborate exhibit which includes numerous activities for hands-on exploration including:

Rover Controllers

Design a robot, rover, or vehicle that satisfies the requirements of a design challenge of a specific mission's needs. Then program your design to execute assignments reaching destinations and avoiding obstacles.

Microscopic Evidence

Look for Microscopic Evidence as they examine various rock and soil samples from different parts of "Mars" using a video microscope.

Communication Station & Mission Control Desk

Use button-activated com-links to communicate to trainees working in the Lab, Space Module, Habitat, or Terrain. All communication between the different locations should go through Mission Control. Operators at Mission Control must work together to coordinate communication between all locations.

Design A Mars Colony

Students encounter a major design challenge of space exploration as they design and create a self-sustaining settlement on Mars. Students must consider what humans will need to survive as they work together on Mars.

Space Module

Cadets are introduced to life aboard a space vessel, imagining themselves in the small space with their crew as they manage their personal hygiene, zip themselves into a sleep sack, speak with Mission Control, or practice their flight skills.

Habitat

Within the habitat, students will manipulate controls at three life support stations (air, water and power) and learn about the complex systems that will support cadets living on Mars. The Habitat includes bunks, scales to measure their Mars weight, life support systems, and even a hydroponic gardening unit.

Vehicle Repair

Students will work together at the Terrain Vehicle Repair station to complete repair tasks such as check battery levels, add engine fluids, and change tires of an all-terrain Mars vehicle.

Weather Station

Students will check readings for temperature, air pressure, wind speed, wind direction and atmospheric opacity (dust level) and use the Communication Station to report readings to Mission Control.

Solar Panel

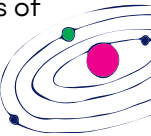
Cadets select from a tray of variously-shaped "solar chips" and arrange them on a magnetic, angled solar deck to build a solar panel. A measurement in watts per hour is engraved on the back of each solar chip. Cadets can use these numbers to calculate the total amount of energy their final solar panel is able to produce.

Remote Lab

Cadets visit the Remote Lab where they can participate in a rock survey activity.

Flight Simulators

Students will use on-screen controls to operate a spacecraft docking simulator. The simulator has three levels: docking at the ISS, making an emergency docking with another spacecraft and finally, landing their craft on Mars. Cadets align an on-screen reticle with a target: correctly aligning the vertical and horizontal axis, and rotating the orientation to match the connection dock or landing pad.



KNOW BEFORE YOU GO

- Final count and full payment is required at least two weeks prior to your scheduled arrival.
- Walk up tickets (those not included in your final count) are not guaranteed and are sold at regular admission price of \$12.
- Be sure to allow for time at the gift shop which features a wide array of fun and educational items to fit every budget and enhance your experience.
- We recommend allowing at least two hours to explore our museum.
- Students must be chaperoned in all areas of the museum at all times. At least one adult for every 10 children is required for all field trip groups.
- All Food and drinks are allowed only in designated areas.
- We offer an outside eating area with picnic tables, that are first come first serve. We recommend bringing blankets or beach towels to sit on if picnic tables are full.
- We have a small Cafe that offers snacks, drinks and pre-packaged food items for chaperones, but do not recommend this for large groups.
- We ask that you leave all personal items like bookbags, lunches or coolers on the bus.
- Buses will park near the picnic area after dropping off students near the entrance.

DON'T MISS THE DOUBLE DECKER CAROUSEL!



The cherry on top of a wonderful day at the museum, our two-story carousel can carry 76 people at a time. Students will choose to ride chariots, fantasy horses and other whimsical wildlife including dolphins, alligators and seahorses.