

2016-2017 Student Group Programs

Explore Nauticus—an exciting maritime science museum featuring hands-on exhibits, aquariums, a large screen 3D movie theater, and more! Plus, take a self-guided tour of the Battleship *Wisconsin*—one of the largest and last battleships ever built by the U.S. Navy. Students can walk her teak deck, stand beneath her towering guns, and learn what life was like aboard a battleship!

Book your field trip TODAY!

**BEST
FIELD TRIP
EVER!**



One Waterside Drive, Norfolk, VA 23510
Nauticus.org | 757-664-1034
linda.harmon@norfolk.gov

Programs

Cool Science *

(Grades 3 & up)

Experience amazing liquid nitrogen and combustion experiments as you discover the science of temperature and states of matter.

Virginia Science SOLs: K.1j, K.4, 1.1j, 2.1b, 2.1g, 2.3, 3.1g, 3.1i, 3.1j, 4.1e, 5.1i, 5.4, 6.4a, PS.2

Early Learners

Perfect outreach for your early learners!*

(Grades Pre-K-K)

Includes a story and science activity. Topics include Weather and Seeing the Sea.

Early Learner's Weather: K.1; K.2; K.5; K.9; 1.1; 1.7

Early Learner's Seeing the Sea: K.1; K.2; K.4; K.6; K.7; 1.1; 1.2; 1.5; 1.7

Great Guns of Fire

(Grades 4 & up)

Awesome experiments investigate the science of energy, force and pressure associated with Battleship design! The Battleship *Wisconsin's* 16-inch guns are the basis for the concepts in this program!

Virginia Science SOLs: 3.1; 3.2; 4.1; 4.2; 6.2; PS.6; PS.10; PH.5; PH.6

Ready, Aim...Fire. Force, Motion and Energy (The Physics of a Turret)*

(Grades 5-9)

This team-building activity is based on the physics of the Battleship *Wisconsin's* 16" guns. Using everyday objects, students will design and construct a working "turret." By practicing basic principles of physics, students then compete against each other to see which team designed the most effective turret.

Virginia Science SOLs: 4.2a,b,d; 6.2a,e; PS.6a; PS.10a,b,d; PH.6a,c

Risky "Whisky" Weather*

(Grades 4-7)

How cool would it be to forecast the weather on a Battleship? Students will learn how weather can affect ship performance and how sailors prepare for storms at sea. Give your students the chance to explore weather phenomena as well as collect data using forecasting instruments.

Virginia Science SOLs: 1.1; 1.7; 2.1; 2.6; 3.1; 3.3; 3.8; 3.9; 4.1; 4.6; 5.1; 5.7; 6.1; 6.5; 6.6; LS.1; LS.10; PS.1; ES.12; BIO.1; CH.1; PH.1; PH.2

**All education programs last approximately 45 minutes. Programs with an * are available as an outreach to your facility.*

Seeing the Sea *

(Grades K-8)

Learn about ocean animals, light and sound, ocean pressure and more!

Virginia Science SOLs: 2.1; 2.5; 3.1; 3.4; 3.5; 3.6; 4.1; 4.2; 4.5; 5.1; 5.2; 5.3; 5.5; 6.1; LS.1; LS.4; LS.7; LS.8; LS.10; LS.12; LS.13; PS.1; PS.8; ES.1; BIO.1; PH.8

Halsey's Typhoon

(Grades 6-10)

Students investigate how weather can impact history through an in-depth analysis of Halsey's Typhoon. Students use weather instruments and primary source documents to travel back in time and experience the most significant storms of World War II.

Virginia Science and History SOLs: 6.6; ES.1; ES.12; USII.1; USII.2; WG.1; WG.12

Simple Machines Made Simple

(Grades 2-8)

Students will identify and locate the six standard types of simple machines on the Battleship *Wisconsin*.

Virginia Science SOLs: 3.1; 3.2; 4.1; 4.2

Workshops

Weather Workshop

(Grades 2-8)

Observe, feel and create the weather! Track a hurricane and learn weather trivia as your students play the Hurricane Adventure Game. Learn about weather instruments and even create a cloud like the swirling clouds you will see on NOAA's Science On a Sphere!

Virginia Science SOLs: K.8, 2.1, 2.6, 3.1, 3.8, 4.1, 4.6

Watershed Workshop

(Grades 2-9)

Is the water in your backyard healthy? Discover how we are all connected to our watershed by examining our aquatic habitat. This program introduces students to the role watersheds play in our lives.

Virginia Science SOLs: 1.1; 1.3; 1.5; 1.8; 2.1; 2.5; 3.1; 3.3; 3.6; 3.10; 4.1; 4.5; 4.9; 5.1; 6.1; 6.5; 6.7; LS.1; LS.6; LS.9; LS.11; PS.1; PS.2; ES.1; ES.2; ES.11; BIO.1; BIO.2; BIO.8; CH.1; PH.1; PH.2; PH.4

Robotics Workshop

(Grades 5-12)

Remotely Operated Vehicles (ROV) are the cutting-edge technology used to explore the ocean. Build your own ROV and test it out in this 90-minute workshop!

Virginia Science SOLs: 3.1; 4.1; 5.1; 6.1; ES.1; PS.1; PS.6; PS.8; PS.9; PS.10; PS.11; PH.1; PH.3; PH.4; PH.5; PH.6; PH.7; LS.1; WH.1; WH.5; WG.1; WG.6

Under the Sea Workshop

(Grades 2-8)

Everything you want to know about ocean science is in this hands-on workshop. Learn about light and sound, adaptations ocean animals have to survive, as well as an opportunity for dissection.

Virginia Science SOLs: 2.1, 2.5, 3.1, 3.5, 4.1, 4.5, 5.1, 5.2, 5.3, 5.5, LS.1, LS.10

All Nauticus workshops last approximately 90 minutes.

Reservations:

Call: (757) 664-1034

Email: linda.harmon@norfolk.gov

Website: nauticus.org/visitor-info/groups

Suggested schedule:

- **10am:** Group arrives at Nauticus.
- **10:15 – 11am:** Enjoy a hands-on education program of your choice.
- **11 – 11:45am:** Watch *The Living Sea* in our large screen theater.
- **11:45 – 12:15pm:** Break for lunch.
- **12:15pm:** Explore the Battleship *Wisconsin*

(Cost for this itinerary: \$12 per student)

Students: \$10

Add ons:

45-min. education program: \$2

90-min. education workshop: \$5

60-min. guided Battleship main deck tour: \$5

Adults: 1:5 free adult chaperones. Additional adults: \$12

Guidelines:

A minimum of 15 paid guests are required to receive group rate. Reservations are required in advance, at least two weeks notice for an education program. Rates are subject to change.



Featuring the
Battleship *Wisconsin*

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