



Field Trip Classes & Camps

Please note that for programs that include live animals, participants will NOT be able to touch the animals.

Categories:

- Classes for Grades: Pre-K - 1
- Classes for Grades: K - 2
- Classes for Grades: 3 or higher
- Classes for Grades: 5 or higher
- Live Animal Presentations
- For A Day Camps

Class Time: 60 minutes, unless noted in the description

Grades: Pre-K - 1

Exploring Insects

Bees, beetles, and butterflies! Join the insect Animal Ambassadors as participants explore the tiny but mighty world of insects. Participants will observe insect body parts to discover what makes an insect an insect, learn how insects grow, and why these small creatures play such an important role in ecosystems.

Grades: Pre-K - 1; Class Time: 40 minutes

Exploring Oceans

Dive into an ocean adventure and explore the amazing world beneath the waves! Discover kelp forests, coral reefs, and the incredible animals that make the ocean their home. A hands-on ocean craft gives participants something special to take home.

Grades: Pre-K - 1; Class Time: 40 minutes

Exploring Reptiles & Amphibians

Lizards, frogs, and snakes - oh my! These are just a few of the Museum's Live Animal Ambassadors that are reptiles and amphibians. Participants will discover the amazing characteristics of herpetological animals, explore biofacts, and create their own reptile or amphibian out of clay.

Grades: Pre-K - 1; Class Time: 40 minutes



Grades: K - 2

Alabama Biomes

Explore the many biomes found in Alabama as the Museum's Live Animal Ambassadors highlight the features that help them thrive in different environments. Using biofacts from plants and animals, participants will discover what makes each biome unique. Along the way, they will learn which animals live there, the habitats they depend on, and how living things work together to survive.

Grades: K - 2

Nature's Engineers

Did you know some of the world's best engineers live in nature? Bees, beavers, and birds are just a few animals that use clever designs to shape their environment and survive. We often look to nature for inspiration when creating inventions. Meet some of the Museum's Live Animal Ambassadors and explore animal engineering. Participants will discover what it takes to think like a beaver as they work together to slow the flow of water by building a beaver dam.

Grades: K - 2

Power of Pollination

Who helps flowers grow and fruits form? Pollinators! In this class, participants will learn how animals like bees, butterflies, and even bats move pollen from flower to flower. Along the way, they will discover why pollinators are so important to the world. Participants will experiment, build, and test their own pollinator.

Grades: K - 2

Weather Watchers

Weather is happening all around us every day! In this stormy science class, participants will explore how atmospheric pressure shapes weather, follow water through the water cycle, and observe weather-related demonstrations.

Grades: K - 2



Grades: 3 or higher

Engineering For Extremes!

Formerly known as Weather Watchers II: Clouds, Lightning, and Tornadoes!

Engineers don't just build - they solve problems. Participants work in teams to design and build a structure of their choosing. But halfway through the challenge, a surprise twist changes everything! Each group will be assigned a city known for extreme events including earthquakes, tsunamis and more. After learning about these powerful forces, participants redesign their structures and put them to the test against the elements.

Grades: 3 - 6

Exploring Electricity and Magnetism

Formerly known as Electromagnetism: Science or Superpower?

In this hands-on class, participants explore how electricity and magnetism are connected. After reviewing key concepts, they collaborate using engineering practices to build circuits and investigate real-world applications.

Grades: 3 - 5

Extraordinary Life Cycles

For some animals, a whole lot of change must happen for them to become adults! From eggs to larvae to pupae, from seeds to seedlings to adults, life cycles keep organisms growing, changing, and making more of their kind! Throughout this class, participants will enjoy modeling the steps of the life cycle of three living things: frogs, plants, and turtles.

Grades: 3 - 5

Herpetology 101

What is herpetology, and why are reptiles and amphibians often studied together? In this class, participants will explore the amazing world of "herps" with help from the Museum's Live Animal Ambassadors. Along the way, they will learn what these animals need to thrive and design a habitat.

Grades: 3 - 5



Grades: 5 or higher

Echinoderm Investigation and VR Dissection

What do sea stars, sea cucumbers, and sand dollars have in common? They're all echinoderms! In this class, participants will explore Phylum Echinodermata and discover the important role these unusual animals play in ocean ecosystems. Then students will put on VR headsets to perform a virtual dissection, getting an up-close look at the unique structures that help echinoderms move, feed, and survive.

*The VR dissections, developed by Victory XR and Carolina Biological, utilize Meta VR headsets to provide an individually paced and fully interactive dissection experience. **Grades: 5 - 12***

Geology Lab

Formerly known as Rocks, Minerals, Geology!

Rocks may seem ordinary at first glance, but they have incredible stories to tell. In this class, participants will take a closer look at rocks and minerals using microscopes and simple geology testing tools. By exploring properties like hardness and effervescence, they will learn how scientists identify minerals and uncover the differences between sedimentary, igneous, and metamorphic rocks.

Grades: 5 - 8

Mission: Egg-possible

Formerly known as Crash, Don't Crack!

Engineers often look to nature for ideas that help protect people, from sports helmets to safer vehicles. In this class, participants explore these ideas while reviewing Newton's Laws of Motion. Then they will take on a challenge of their own: design and build a car that can keep its cargo, a raw egg, safe in a crash test.

Grades: 5 - 8

Perplexing Pellets Dissection

All organisms need energy to survive. In this class, participants explore how energy moves through an ecosystem. From the Sun to producers, consumers, and decomposers, participants will learn about this process with help from some of the Museum's Live Animal Ambassadors. Then participants will investigate owls and their unique digestive system and discover how scientists study owl pellets to learn what animals live in an ecosystem. Participants finish by dissecting their own owl pellets to search for bones and identify the owl's most recent meal.

Grades: 5 - 8

Squid Investigation & Dissection

Investigate the amazing body structure of these squishy cephalopods! Participants in this interactive class will dissect a squid and study how their unique design allows them to catch food, evade predators, and thrive in oceans all around the globe.

This class can be offered as a traditional dissection or as a VR dissection.

The VR dissections, developed by Victory XR and Carolina Biological, utilize Meta VR headsets to provide an individually paced and fully interactive dissection experience.

Grades: 5 - 12

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Live Animal Presentations

\$6 per participant

Minimum: 15 participants / Maximum per presentation: 25 participants

Time: 30 minutes

Each presentation introduces participants to 3 to 5 live animals and discusses what makes them special in the animal kingdom. Participants will NOT be able to touch the animals.

For A Day Camps:

Minimum: 15 participants / Maximum: 26 participants

Aquarist for a Day

\$135 per student; Grades 5 - 10

Have you ever wondered what it would be like to be an aquarist at the Cook Museum of Natural Science? What would you have to know? What would you get to do? Experience a live animal feeding, behind-the-scenes tours, hands-on learning stations, and a fully immersive, interactive VR shark dissection! A snack, lunch, and a drawstring backpack are included.

The VR dissections, developed by Victory XR and Carolina Biological, utilize Meta VR headsets to provide an individually paced and fully interactive dissection experience.

Herpetologist for a Day

\$135 per student; Grades 5 - 8

Have you ever wondered what it would be like to work with reptiles and amphibians? What would you have to know? What would you get to do? Come explore the work of a herpetologist. Experience live animal feedings, behind-the-scenes tours, herpetology classes, hands-on learning stations, and even a VR frog dissection! A snack, lunch, and a drawstring backpack are included.

The VR dissections, developed by Victory XR and Carolina Biological, utilize Meta VR headsets to provide an individually paced and fully interactive dissection experience.

Speleologist (Caves) for a Day Camp

\$135 per student; Grades 5 - 8

Become a speleologist for a day and learn about caves and the living organisms that call them home. Explore the Museum's Caves Exhibit to find out how living organisms survive underground. Build a model cave. Look closely at bats and salamanders and complete a kid-friendly gelatin dissection. A snack, lunch, and a drawstring backpack are included.