

2025-2026

Educator Guide

FIELD TRIPS | LEARNING LABS | WOW! LIVE SCIENCE SHOWS | STEAM NIGHTS | AFTERSCHOOL PROGRAMS
HOMESCHOOL STEAM LAB | TITLE ONE SCHOLARSHIPS | PTA FUNDRAISERS | PROFESSIONAL DEVELOPMENT



469-896-2188 | WWW.MINDSTRETCHINGFUN.ORG | 8004 DALLAS PKWY, SUITE 100, FRISCO, TX 75034

HOW TO BOOK

STEP 1:



SUBMIT A REQUEST FORM ONLINE

Visit www.mindstretchingfun.org and fill out the request form online including your preferred dates and programs

STEP 2:

CONFIRM YOUR DATE & PAY YOUR DEPOSIT

Work with the registrar to finalize your date and then pay a deposit within two weeks to secure your programs

STEP 3:

TRANSPORTATION & CHAPERONES

FIELD TRIPS ONLY

Be sure to secure buses, vans or other transportation well in advance and plan out your chaperones to meet the required 1:10 adult to student ratio

STEP 4:

EXPECTATIONS & FINAL PAYMENT

Prepare your students for content and behavior expectations during programs/field trips and check in at the front desk to pay your remaining balance



PROGRAM OFFERINGS

Not sure which type of program to book?
Check out the descriptions below!

Multiple
Booking
Discounts
Available on
Outreaches!

LEARNING LABS

DESCRIPTION: Classroom style programs featuring hands-on activities, experiments, and/or crafts

SIZE: 10-30 students per lab

LENGTH: 45 Minutes (Minimum 15 minutes turnover between classes)

LOCATION: Both on-site or at your location

PRICE: \$250 Outreach, \$13/Student on Field Trip (Museum Admission Included)

WOW! LIVE SCIENCE SHOWS

DESCRIPTION: Auditorium style programs featuring 1-2 presenters, student volunteers, and exciting experiments/demonstrations

SIZE: 20-120 students per show on-site, Flexible off-site size

LENGTH: 30-45 Minutes (Minimum 15 minute turnover between shows)

LOCATION: Both on-site or at your location

PRICE: \$350 Outreach, \$10/Student on Field Trip (Museum Admission Included)

FIELD TRIP ONLY

DESCRIPTION: A self-guided museum visit where students and chaperones can freely explore exhibits, No timed programming included

SIZE: 10 student minimum, 1 adult required per 10 students

LENGTH: At least 1-2 hours of exploration recommended

LOCATION: ON-SITE ONLY

PRICING: \$7/Student or \$8.50/Adult (1 FREE adult included per 10 students)

NEED A SPECIFIC TOPIC?

Use the icons below to help find the perfect program!



PROPERTIES
OF MATTER



EARTH &
WEATHER



SCIENTIFIC
PROCESS



MAKING &
ENGINEERING



ORGANISMS &
ENVIRONMENT
(PLANTS)



FORCE, MOTION
& ENERGY



SUN, MOON
& SPACE



ROBOTICS
& CODING



NUMBERS,
SHAPES & MONEY



ORG & ENVIRO
(ANIMALS)

LEARNING LABS

All Learning Labs are 45 minute, hands-on classrooms programs aligned to grade level appropriate content. For a full list of each program's TEKS, please visit our website.

Look for these symbols to find programs for your grade!

PK4

K-2

3-5

Advanced CSI

3-5



Help us find our missing snake! Collaborate with your fellow detectives as you analyze evidence, conduct an investigation, and learn about forensic science careers.

CSI, Jr.

PK4

K-2



Someone got into our garden, and we need your help to solve the mystery! Work as a team to examine scientific clues and use deductive reasoning to find the animal culprit.

Code by Color

3-5



Learn basic coding logic and programming while exploring Ozobots! Discover how robots can use sensors and intake information to follow lines and do cool moves.

Dirt on Soil

3-5



Get down to the nitty gritty on what makes up soil, from sediments to water and nutrients for plants, while trying hands-on experiments just like a geoscientist!

Look for this symbol to find our most loved programs!

Discovering Dinos

PK4

K-2



Future paleontologists will explore real fossils and dinosaur names, use math to see if they can outrun a dinosaur, and create an imprint fossil to take home.

Energy and Me

K-2

3-5



Discover the five different forms of energy through hands-on exploration as well as consider how energy changes and where we can find it.

Find the Solution

3-5



Be a chemist for a day as you explore the difference between mixtures and solutions, physical vs. chemical changes, and use pH to create color changing "magic"!





TOPIC ICONS



EARTH & WEATHER



MAKING & ENGINEERING



SUN, MOON & SPACE



NUMBERS, SHAPES & MONEY



PROPERTIES OF MATTER



SCIENTIFIC PROCESS



ROBOTICS & CODING



FORCE, MOTION & ENERGY



ORG. & ENVIRO. (ANIMALS)



ORGANISMS & ENVIRONMENT (PLANTS)

Some Learning Labs require specialized materials or large amounts of consumables. To help offset these costs, there is a \$15/class supply fee. Look for the logo to see which programs this includes.



It's a Bug's Life

PK4

K-2

3-5



Explore the wonderful world of bugs as you get hands-on experience trying experiments with live insect friends and learn more about the scientific method.

Magic of Math

3-5



Become a magician and practice with your friends while discovering how calculus, topology, geometry, and arithmetic can create mind-blowing tricks to try at home.

Math-gineers

K-2

3-5



Try your hand at engineering on a budget! Use money to pay for building materials to complete a fun challenge that teaches basic engineering and design principles.

Nature's Chemistry

K-2

3-5



Chemistry is all around us! Explore how bugs and blooms from around the world are used as natural dyes and how pH can make a rainbow of colors for art.

Our Solar System

3-5



Take a journey through space as you learn where planets are in our solar system and discover unique traits of the Earth, Moon, and Sun relationship.

Pinball Wizards

K-2

3-5



Use the design process to build a functioning pinball machine prototype as you play with the physics and engineering involved in creating games.

LEARNING LABS CONTINUED

NEED
ACCOMMODATIONS
FOR A GT OR SPED
CLASS? LET US KNOW
AT BOOKING!



Plant-tastic!



Observe real plants like a botanist as you explore the life cycle of a seed, discover the parts of a plant, and even learn about the plants we eat!

Predator vs Prey



Observe skulls to learn about animal adaptations, and play a fun game where YOU become the predators and prey! (Supply fee only for optional Owl Pellet Dissection)

Reptile Roundup



Meet our Sci-Tech Animal Ambassadors! Learn about their physical and behavioral adaptations as well as habitats and ecosystems in which they live and thrive.

Robot Adventure



Learn the basics of coding logic and programming using simple, young-student friendly robots called Cubetto® to journey across a magical land.

Slime Time



Explore properties of matter like a chemist as you learn about lab safety and mixtures while creating a take-home experiment you'll love to squish and squeeze!

Storytime Science



Engage with early readers around a book and then participate in hands-on experiments and activities that explore and reinforce STEAM concepts from the story. Choose from one of our over 40 lessons or contact us to create a new one from your class' favorite book!



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ORG. & ENVIRO. (ANIMALS)



ORGANISMS & ENVIRONMENT (PLANTS)

The Four Seasons

PK4

K-2



Why does weather change? Explore the difference between weather and seasons as well as how humans and animals adapt and change to different times of year.

Up, Up and Away

K-2



Blast off to the skies as we learn about clouds, stars, and the Moon. Create hands-on tools to observe objects in the sky, find patterns, and illustrate your findings.

Under the Sea

K-2



Explore where we find water around the world, the differences between fresh and saltwater, and learn about how we can protect underwater animals!

Water, Water Everywhere

3-5



Discover where we find water above and below the Earth's surface, explore the properties of fresh and saltwater, then become a droplet in the water cycle!

Whatever the Weather

3-5



Become an amateur meteorologist as you learn how to observe, record, and predict weather data such as temperature, wind, and precipitation.

Wonderful World of WED

3-5



Get hands-on with landforms! See how they are created while exploring weathering, erosion, and deposition from water, wind, ice, and rapid surface changes.

WOW! LIVE SCIENCE SHOWS

Wow! Live Science Shows focus on broad TEKS that span several grade levels. While Wow! Live Science Shows may be booked for any elementary grade, suggested grade levels are listed below. For a full list of each program's TEKS, please visit our website.



Blast Off!



Ever wondered how rockets work? Explore the four major systems of a rocket, Newton's Laws of Motion, and finish with a BANG that will be a BLAST!

Cooking Up Combustion



Discover the ingredients you need to create combustion and how changing the ratios of your recipe can affect things like the size and color of fire!

Energy and Me



Learn about six different forms of energy through mind-blowing experiments, and see how energy changes in exciting ways.

Exploding Bubbles



Science has never been more fun! Learn about water and soap molecules, chemical reactions, and the scientific process using everyone's favorite: BUBBLES!

Invisible Forces



See how much fun you can have with forces as we explore concepts of magnetism, inertia, sound, and end with an air pressure experiment that will blow you away!





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ORG. & ENVIRO. (ANIMALS)



ORGANISMS & ENVIRONMENT (PLANTS)

Magic of Math

K-2

3-5



Enjoy a magic show where YOU can learn to be the magician! You'll see how calculus, topology, algebra, and measurement can create mind-blowing tricks to try at home.

Reptile Roundup

PK4

K-2

3-5



Meet our Sci-Tech Animal Ambassadors! Learn about their physical and behavioral adaptations as well as habitats and ecosystems in which they live and thrive.

Space Explorers

3-5



Discover what it takes to become an astronaut, how to train for space, and even get a "taste" of what life is like on the International Space Station.

Super Cool Science

K-2

3-5



Explore states of matter while using a super cold substance: dry ice! See how heating or cooling solids, liquids, and gases can create surprising changes.



FIND THE TEKS
ALIGNMENT OF ALL
PROGRAMS AND
MUSEUM EXHIBITS
ONLINE BY SCANNING
THE QR CODE



FAMILY STEAM NIGHTS

FUN FOR THE WHOLE FAMILY!

ARE YOU PLANNING YOUR SCHOOL'S FAMILY NIGHT AND NEED TO INCLUDE STEAM? SCI-TECH HAS YOU COVERED! OUR PROGRAM PROVIDES FIVE INTERDISCIPLINARY HANDS-ON ACTIVITIES DESIGNED TO ENGAGE AND INSPIRE LEARNERS OF ALL AGES. WE'LL BRING ALL THE SUPPLIES, PROVIDE VOLUNTEER TRAINING, AND HELP THROUGHOUT THE EVENING. YOU SIMPLY SIT BACK AND ENJOY THE EDUCATIONAL FUN!

WHAT WE PROVIDE

- FIVE HANDS-ON STEAM ACTIVITIES
- TWO EDUCATIONAL FACILITATORS
- VOLUNTEER TRAINING
- ACTIVITY SUPPLIES FOR 200 STUDENTS

WHAT YOU PROVIDE

- TEN VOLUNTEERS
- TEN TABLES WITH CHAIRS
- AN AUDITORIUM OR GYM
- ELECTRICITY, WATER, & WIFI

CONTACT US FOR PRICING, TIMES, EXTRA GUESTS, AND AVAILABILITY



Game-gineer



Mysteries of Math



Circuit Art



Electric Sounds



Nature's Chemistry



AFTERSCHOOL PROGRAMS

NO NEED TO TELL STUDENTS FAREWELL BECAUSE LEARNING DOESN'T END WITH THE BELL! WORK WITH SCI-TECH TO CREATE THE PERFECT MULTI-WEEK PROGRAM FOR YOUR SCHOOL, LIBRARY, OR ORGANIZATION:

STORYTIME SCIENCE

STORYTIME SCIENCE COMBINES ELA SKILLS WITH STEAM TOPICS TO ENGAGE YOUR EARLIEST OF LEARNERS. WITH OVER 40 WEEKS OF LESSONS FOR PK4-K, SINGLE SEMESTER OR FULL YEAR PROGRAMS ARE AVAILABLE.

STEAM EXPLORERS

FULL SEMESTER STEAM ENRICHMENT PROGRAMS FOR GRADES 1-2 & 3-5 THAT CAN ALSO BE RUN AS CLUBS!

TOPICS FOR 1-2: SUPERHERO SCIENCE, GROSSOLOGY, WONDERS OF THE WORLD, SCIENCE OF ART, TINY TINKERERS

TOPICS FOR 3-5: INVENTOR'S WORKSHOP, ART SMART, FUN-GINEERING, VIDEO GAMES GALORE, SPACE RACE





COMMUNITY OUTREACH

PTA Fundraisers

PUT THE "FUN" BACK IN FUNDRAISING! SCHEDULE A DAY, AND WE'LL DONATE 30% OF ADMISSIONS FROM YOUR SCHOOL'S ATTENDEES BACK TO YOUR PTA. FAMILIES CAN ENJOY THE MUSEUM AND RAISE FUNDS AT THE SAME TIME!

Community Programming

ALL OF SCI-TECH'S EDUCATION PROGRAMS INCLUDING STEAM NIGHTS ARE AVAILABLE FOR COMMUNITY ORGANIZATIONS TO BOOK! WHETHER YOU'RE A NONPROFIT, BUSINESS, SUMMER CAMP, CITY/COUNTY DEPARTMENT, OR MORE- WE'VE GOT YOU COVERED!

Teacher Professional Development

SCI-TECH IS A TEA APPROVED CPE PROVIDER! CONTACT US FOR CUSTOM PD SESSIONS FOCUSED ON YOUR TEAM'S NEEDS: TEACHING STEAM CONCEPTS, INTEGRATING TECHNOLOGY INTO NON-STEM SUBJECTS, INQUIRY-BASED LEARNING, AND MORE.



NOW OFFERING:
PK4 & KINDER
1ST-2ND GRADE
3RD-5TH GRADE
6TH-8TH GRADE

HOMESCHOOL PROGRAMS

Homeschool STEAM Lab

STEAM LAB IS DESIGNED FOR HOMESCHOOL AND ONLINE LEARNERS WITH OPPORTUNITIES TO TRY HANDS-ON LESSONS OFFERED TO SCHOOLS IN A GUIDED LAB ENVIRONMENT. USING INQUIRY BASED LEARNING TEACHING, STUDENTS ARE ENCOURAGED TO EXPLORE STEAM CONCEPTS THROUGH WONDER, CURIOSITY, AND DISCOVERY WHILE BUILDING IMPORTANT TEAMWORK AND CRITICAL THINKING SKILLS. ALL LESSONS ARE TEKS ALIGNED AND FOLLOW THE SCOPE & SEQUENCE OF MOST TEXAS SCIENCE CURRICULA.



FALL SEMESTER: TUES. SEPT. 2ND-DEC. 9TH
SPRING SEMESTER: TUES. JAN. 6TH- APR. 7TH
10AM: PK4-K AND GRADES 3-5
11AM: GRADES 1-2 AND GRADES 6-8

BOOKING: RESERVATIONS

How can I make a reservation?

Fill out the field trip request form online, and a member of our team will email you to confirm your date and/or program.

How far in advance should I book?

For field trips and programs, we recommend reservations be made at least one month in advance. However, for spring field trips, four to eight weeks in advance will give you the most availability.

Can I reserve my date before paying my deposit?

A deposit is required for reservations.

Can I change my date or program after paying my deposit?

You may adjust your reservation up to two weeks prior to your booking, dependant on availability.

Who should make our reservation?

We recommend using a teacher or parent who will be present during your booking.

GENERAL QUESTIONS

Can we book a program with under the minimum/over the maximum students?

We can do smaller numbers if the minimum price is met. Groups over the max may book a second program that runs concurrently, if available.

Can we combine grades for a program?

This is not recommended for Learning Labs, but is possible for Wow! Shows.

Do you offer discounts for booking multiple programs?

Yes, we offer discounts for multiple programs on outreaches, STEAM Nights, and afterschool programs. Contact us for a detailed listing of prices and discounts.

FREQUENTLY ASKED QUESTIONS

PAYMENTS

How do I pay my deposit?

Pay by online invoice, phone at 469-896-2188 x2, or mail a check/PO.

When is the full balance due?

Payment is required in full by the date of your reservation. You may wait to pay it when you arrive.

What types of payment do you accept?

We currently accept cash, check, debit card, credit card, and purchase orders.

If I need to cancel my reservation, can my payment be refunded?

Deposits are nonrefundable, but the remaining balance is refundable.

Can I get a refund for any students who do not attend the field trip?

Refunds are not given within two weeks of your reservation date.

Can I add extra students on my booking?

Yes! Simply pay on the day of your trip.

Can our PTA/O or another organization pay for our field trip?

Yes! Simply have your organization pay the deposit and remaining balance on the required timeline.

How can parents/chaperones pay?

Schools should collect payment prior to the field trip. If this is not possible, chaperones may pay online or in person.

Can parents/chaperones use their membership to cover field trip admission?

No, membership benefits do not extend to field trips or school programs.

Do you offer discounts for TitleI Schools?

Check our website for any scholarship options.

FIELD TRIPS:

LOGISTICS

What time can we arrive?

Arrival is typically between 9:30-10:30AM. Early arrivals will have to wait on buses until their scheduled entry time.

Where can we park?

Chaperones may park in the Discovery Center parking lot. A map will be provided in advance to show bus parking.

Where can we eat lunch?

Suggestions of local parks within a 5 minute drive are available.

Can our field trip visit the gift shop?

Yes, supervised students may visit the Explore Store at the end of their trip.

What happens if we run late or need to leave early?

Please call us as soon as you are aware of any schedule changes. Programs may be adjusted as staff schedules allow.

Do you have an inclement weather policy?

Sci-Tech follows Frisco ISD's closures. Field trips may reschedule if the museum or your school is closed due to weather.

CHAPERONES

What qualifies as a teacher vs. chaperone?

Teachers are classroom instructors or aids. Chaperones are any parents, adult guests, bus drivers, etc.

Do you have a minimum/maximum number of chaperones for field trips?

We recommend a 5:1 student to chaperone ratio, but allow up to 10:1. On busy days, we may request in advance a cap on chaperone numbers.

What do chaperones do on a field trip?

Chaperones are required to actively supervise students in the museum.

PROGRAMS:

AT THE MUSEUM

How many programs can we book?

We recommend one program per student for a 2-hour field trip and up to two programs for a 3-hour field trip.

How long before the program should we be seated/in the classroom?

Please arrive 3-5 minute before your scheduled time.

AT YOUR SITE

We don't have an auditorium. Can you still do a Wow! Live Science Show?

Yes! We can use any space that fits our size and technical requirements.

Is there a min/max distance you'll travel?

No, but we do have travel fees for distances over 15 miles from Sci-Tech.

Can we do our program after school?

Yes! We also offer afterschool programs and STEAM Nights.

ACCOMMODATIONS

Are your programs appropriate for children with different abilities?

All programs are adaptable to the physical and mental needs of the students. Please let us know your needs at booking.

Can you teach programs in languages other than English?

While we do not have any programs translated, you may request an educator who speaks/signs another language if they are available.

Do we have to pay for our students' 504/IEP Aides?

No, they are free with the accompanying student's museum admission.

CONTACT US:

BOOKING & LOGISTICS

Mary White, Guest Experience Manager
bookit@scitechdiscovery.org, 469-896-2188 x2

EDUCATION & PROGRAMS

469-896-2188 x3

Kendra Coleman,
Assistant Director of Education Programs
kendra.coleman@scitechdiscovery.org, 469-896-2188 x7

Sophia Martinez, School Programs Coordinator
sophia.martinez@scitechdiscovery.org, 469-896-2188 x3



Sci-Tech is located within the
Frisco Discovery Center,
conveniently off the North Dallas
Tollway and Cotton Gin Road

8004 Dallas Pkwy Ste. 100
Frisco, TX 75034

