Thank you for visiting Catawba Science Center!

Please review these suggestions for the most enjoyable, educational experience in our exhibits:

- School staff and chaperones are responsible for students’ behavior in exhibits and programs.
- Please keep students in your view at all times.
- Listen for directions from CSC staff regarding specific exhibits.
- No running.
- If an exhibit area is crowded, consider returning later when the group has left.
- See reverse side for grade-specific questions and objectives for exhibit areas.

Naturalist Center
See live reptiles, amphibians, insects, and an arachnid, as well as collections of fossils, rocks, seashells, and more.

Inventors Workshop
Investigate motion with air tubes. Create your own structures using various building materials.

Science Hallway
Engage in nanoscale science, experiment with laser light and sound, and view fascinating collections of insects.

Velo-City
Explore the forces that make things move, slow down, and stop.

Germ Zone
Learn about allergens, as well as disease-causing bacteria, viruses, and other pathogens, and how to prevent illness.

Science Courtyard
Climb the mountain wall, experiment with stream flow, and have fun in the treehouse. This outdoor exhibit space is closed during inclement weather.

Gross Labs
Investigate the gross parts of the human body along with the jobs associated with them. Be a Poop Analyzer, Surgical Extractor, Body Explorer, and more.

Energy Avenue
Experiment with electricity, kinetic energy, pulleys, and light. Discover what Bernoulli’s Principle is and use it to make balls float in the air!

Spin
Investigate how things spin and move. Test your endurance in a spinning chair, and ride the human centrifuge!

Saltwater and Freshwater Aquaria
Learn about exotic fish, turtles, snakes and other species found in the Amazon River Basin. Touch live sharks and stingrays, and stay for a shark or eel feeding.

Aquaponics Greenhouse and Raised Bed Gardens
See a garden in seasonal stages. Learn about the nitrogen cycle and aquaponics.

Hall of Astronomy
Celebrate NASA - view a timeline of the Apollo 11 mission, artifacts and memorabilia from 50 years ago, and learn all about the legacy of man’s first steps on the Moon.

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<table>
<thead>
<tr>
<th>Exhibit Space</th>
<th>Investigate!</th>
<th>NC Essential Standards Addressed</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Naturalist Center</strong></td>
<td>Observe a living animal in the room. List three things it needs to survive.</td>
<td>1.L.1.1 1.L.1.2 1.L.2.1 1.L.2.2</td>
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<tr>
<td></td>
<td>Find a plant in the room and list three things it needs to survive.</td>
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<tr>
<td><strong>Velo-City</strong></td>
<td>Put a golf ball on top of a ramp and let it go.</td>
<td>1.P.1.1 1.P.1.3 1.P.1.3</td>
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<tr>
<td></td>
<td>What force pulls it down?</td>
<td></td>
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<tr>
<td></td>
<td>What happens if you push a golf ball down the ramp instead of just letting it go?</td>
<td>1.P.1.3</td>
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<tr>
<td></td>
<td>Can you make two balls balance?</td>
<td></td>
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<tr>
<td><strong>Inventors Workshop</strong></td>
<td>Investigate motion with air tubes.</td>
<td>1.P.1.1 1.P.1.3</td>
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<tr>
<td></td>
<td>What is pushing the ball through the tubes?</td>
<td></td>
</tr>
<tr>
<td><strong>Energy Avenue</strong></td>
<td>Use a force to launch a rocket.</td>
<td>1.P.1.3</td>
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<tr>
<td></td>
<td>Do you use a push or a pull to make yourself move up on the pulley chair?</td>
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</tr>
<tr>
<td><strong>Spin</strong></td>
<td>Sit in the spinning chair.</td>
<td>1.P.1.1 1.P.1.3</td>
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<tr>
<td></td>
<td>What forces are used to go faster?</td>
<td></td>
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<tr>
<td></td>
<td>Slow down? Change direction?</td>
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</tr>
<tr>
<td><strong>Saltwater and Freshwater Aquaria</strong></td>
<td>What do the aquarium animals need to survive?</td>
<td>1.L.1.1 1.L.1.2</td>
</tr>
<tr>
<td></td>
<td>What is CSC providing for the animals to help them live?</td>
<td></td>
</tr>
<tr>
<td><strong>Hall of Astronomy</strong></td>
<td>What phase is the moon in that is printed on the wall to the left of the planetarium door?</td>
<td>1.E.1.2</td>
</tr>
</tbody>
</table>