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.

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.

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

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!

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.

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.

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

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.

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

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!

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.

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.

This exhibit is best suited for families with young children or small groups of young children.
<table>
<thead>
<tr>
<th>Exhibit Space</th>
<th>Investigate!</th>
<th>NC Essential Standards Addressed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Naturalist Center</td>
<td>Find three differences between the two tortoises.</td>
<td>K.L.1.1</td>
</tr>
<tr>
<td></td>
<td>Choose an animal and describe how it moves.</td>
<td>K.P.1.2</td>
</tr>
<tr>
<td></td>
<td>Look at the cases of insects and beetles. How are they alike? How are they</td>
<td>K.L.1.1</td>
</tr>
<tr>
<td></td>
<td>different?</td>
<td></td>
</tr>
<tr>
<td>Velo-City</td>
<td>Can you make a golf ball go round and round?</td>
<td>K.P.1.2</td>
</tr>
<tr>
<td></td>
<td>Can you make a golf ball go back and forth?</td>
<td></td>
</tr>
<tr>
<td>Inventors Workshop</td>
<td>Build something out of plastic materials.</td>
<td>K.P.2.1</td>
</tr>
<tr>
<td></td>
<td>Build something out of materials that are magnetic.</td>
<td></td>
</tr>
<tr>
<td>Energy Avenue</td>
<td>Can you make a ball float in the air?</td>
<td>K.P.1.2</td>
</tr>
<tr>
<td>Grosslabs</td>
<td>Look at your bones in the Imaging Center. How do they help you? Do animals</td>
<td>K.L.1.2</td>
</tr>
<tr>
<td></td>
<td>have bones?</td>
<td></td>
</tr>
<tr>
<td>Spin</td>
<td>Sit in the chair and spin. Describe how you move.</td>
<td>K.P.1.2</td>
</tr>
<tr>
<td>Saltwater and Freshwater</td>
<td>How are the stingrays different from each other?</td>
<td>K.L.1.1</td>
</tr>
<tr>
<td>Aquaria</td>
<td>How are they alike?</td>
<td>K.L.1.2</td>
</tr>
<tr>
<td></td>
<td>How can you tell the fish are living?</td>
<td>K.P.1.2</td>
</tr>
<tr>
<td></td>
<td>What words describe how a fish moves?</td>
<td></td>
</tr>
</tbody>
</table>