“I’m a teacher who struggles to give up control. When Da Vinci Science Center comes in, I’m able to take a step back and watch my students as they work through different open-ended activities. The students have a lot of control while they work through various process skills, and I can see them struggle in a way that ultimately creates knowledge. It isn’t something I can provide every day as a math teacher.”

Ellen Stocker, Seventh Grade Teacher, Trexler Middle School, Allentown, Pa.

“To be able to have an outreach program come into your classroom with excellent teachers ready to go with all of the materials for an awesome lab is invaluable to a science teacher and their students.”

Keith Verdi, Seventh Grade Teacher, South Mountain Middle School, Allentown, Pa.

“Along with science and fun, this session got the children engaged - and for the entire time! Positive learning opportunities, such as this, cultivate a love of learning and the ability to dream big. The value in that cannot be over-emphasized. The rollercoaster activity was a huge favorite. And, regardless of its complexity, there is so much pride and excitement when that marble goes into the cup!”

Lisa Welsh, Bucks County Intermediate Unit, Bucks County, Pa.
# Outreach Programs

484-664-1002, Ext. 119 or Ext. 114  
davincisciencecenter.org/outreach  
outreach@davincisciencecenter.org

# Professional Development

484-664-1002, Ext. 111  
davincisciencecenter.org/educators  
pd@davincisciencecenter.org

# Field Trip Reservations

610-841-1875  
davincisciencecenter.org/fieldtrips  
groups@davincisciencecenter.org

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Classroom Programs

45-60 minutes | $225 per program | Maximum 30 students per program

The Da Vinci Science Center’s standards-based classroom programs can be single-day, multiple-day, semester-long, or summer experiences and can be held in schools or community locations.

- Inquiry-based hands-on science experiences for your students during the school day or any other time.
- Designed to encourage your students to think like and aspire to be future scientists.
- Customizable topics and scheduling are available to fit the needs of your program and students.
- Lots of fun topics to choose from.

Classroom Programs

<table>
<thead>
<tr>
<th>Classroom Programs</th>
<th>Grades</th>
</tr>
</thead>
<tbody>
<tr>
<td>Splish Splash</td>
<td>Pre-K-K</td>
</tr>
<tr>
<td>Artology</td>
<td>Pre-K-8</td>
</tr>
<tr>
<td>Earth Explorations</td>
<td>Pre-K-8</td>
</tr>
<tr>
<td>Science Alive</td>
<td>Pre-K-10</td>
</tr>
<tr>
<td>Science Club</td>
<td>Pre-K-10</td>
</tr>
<tr>
<td>Space, Rocketry, and Engineering</td>
<td>K-12</td>
</tr>
<tr>
<td>Robotics</td>
<td>1-8</td>
</tr>
<tr>
<td>Wizard’s Apprentice</td>
<td>3-5</td>
</tr>
<tr>
<td>Chemical Interactions</td>
<td>3-8</td>
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<tr>
<td>Scene of the Crime</td>
<td>3-8</td>
</tr>
<tr>
<td>Electronics</td>
<td>4-8</td>
</tr>
<tr>
<td>Designing Our Future</td>
<td>4-10</td>
</tr>
<tr>
<td>Science Fair</td>
<td>4-10</td>
</tr>
<tr>
<td>Made in America</td>
<td>6-10</td>
</tr>
<tr>
<td>Game Design</td>
<td>6-12</td>
</tr>
</tbody>
</table>

Great for after-school programs!
Classroom Programs

Great For Preschool Students

Artology
Grades: Pre-K-8
Students learn to think like Leonardo da Vinci as they discover the connections between science and art. They create their own masterpieces while developing problem-solving skills through integrated science, technology, engineering, art, and mathematics (STEAM)-based activities. Students build with a variety of materials, create a scribbling robot from household items, and discover how vision and perception affect one’s view of the world.

Earth Explorations
Grades: Pre-K-8
Students dig into the science of the natural world in this investigation of Planet Earth. Students uncover the Earth’s past and present through explorations of the water cycle, volcanoes, geology, and dinosaurs, while encouraging them to engineer solutions and conserve natural resources for future generations.

Science Alive
Grades: Pre-K-10
Students investigate the wonders of life as they explore the human body and beyond through a series of exciting experiments. Students test their memory, discover how the brain, heart, and eyes work,* and learn more about some of the other creatures - both big and small - that inhabit our world. *Dissections can be included in this program for an additional $25 materials fee per session.

Science Club
Grades: Pre-K-10
Students who do not have a favorite science try them all as they ask questions, experiment, and conduct their own investigations. Mix and match from any of the Center’s favorite outreach programs to create a unique Science Club experience. Students discover what their future can hold by exploring science careers in these exciting, hands-on sessions.

Animal Secrets
Young learners will explore some of the scat, tracks and pelts of animals living right in their backyard. Students practice their observation skills in a scavenger hunt to explore, compare, and predict what droppings come from each animal.

Color Creations
Students investigate the science of color in this hands-on exploration of light and pigment. Students use their bodies to create colored shadows, and practice fine motor skills.

Dig into Dinos
Pint-sized paleontologists visit several stations to practice digging for fossils and learning what makes dinosaurs different from modern animals. As a special bonus, students also feel our very own fossilized dino poop!

KEVA Challenges
Your students will build important science technology, engineering, and math skills using KEVA blocks. Children build tall, wide, and strong structures in these challenges. Help build a young mind into a future architect, engineer, and problem solver.

Splish Splash
Students get wet as they discover how cool water is. Students explore the wonders of water through surface tension, buoyancy, bubbles, and more. *This program requires easy access to a sink or water source.

Great For Preschool Students

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Classroom Programs

Space, Rocketry, and Engineering
Grades K-12
Students interact with the forces of the universe while constructing a variety of structures, machines, rockets, and more using the engineering design process. Students travel across the solar system and beyond, while discovering the light spectrum, life of stars, and scale of planetary objects.

Robotics
Grades 1-8
Students become code masters exploring various robotics platforms including Ozobots, Cubelets, and more. Students learn how to build and program robots to accomplish a goal and observe how robots interact with the world around them. Robotics can be used to help students learn about a variety of topics including literacy, art, manufacturing, biology, math, and more! Let us know what you would like to explore.

Wizard’s Apprentice
Grades 3-5
Students explore the science behind many of the special effects in their favorite wizard movies as they create potions, experiment with herbology, and learn to care for mythical creatures.

Chemical Interactions
Grades 3-8
Students explore a variety of substances and conduct scientific investigations to gather information about the variables they are working with. Through guided inquiry, they gain knowledge about matter, phase change and chemistry as they mix substances together, make predictions, and observe what happens.

Popular Programs

KEVA Challenges
Grades Pre-K-12
Students build spectacular structures and discover the joy of creating with KEVA blocks. Customized challenges and lessons reveal concepts like how cantilevers work, the strength of geometric shapes, optimized proportion, stability, and more. Inspire future architects and engineers with KEVA.

Brain Freeze
Grades 3-8
Brrrr … Students experiment with dry ice as they conduct scientific investigations with guided inquiry techniques. Students gain knowledge about matter, phase change, and chemistry as they engage in experiments that could lead them to pursue chemistry careers. *This program uses latex balloons.

Thrill Ride
Grades 3-12
Students design and re-engineer their own marble coaster in this exciting exploration of roller coaster physics. Students investigate variables, forces, and energy while working in a team to meet specific design challenges.

Stories in Stone
Grades 3-8
Students explore the world of mining and excavation by extracting precious chocolate embedded within a cookie. This classroom simulation game introduces students to various factors related to mining, including – site selection, environmental impact, choosing the right tool for the job, and managing a budget.
Classroom Programs

**Electronics**  
**Grades** 4-8
Through inquiry-based experimentation, students explore the electrifying science of electricity. Students problem solve like electrical engineers to create their own circuit projects, and investigate how electronics work.

**Scene of the Crime**  
**Grades** 3-8
Students become young detectives and learn about what role scientists take in fighting crime. They will solve mysteries by collecting and analyzing fingerprints, capturing DNA, and analyzing data.

**Designing Our Future**  
**Grades** 4-10
Students examine social and cultural implications of future technologies as they engage in science, technology, engineering, and mathematics (STEM) activities relating to nanotechnology, green energy, space travel, DNA/ genetics, and robotics. Through exploring cutting edge technologies, students work to discover solutions for the future.

**Science Fair**  
**Grades** 4-10
Students review the fundamental steps and procedures of developing a science fair project. They will be challenged through a series of engaging activities to identify scientific questions that interest them, identify dependent and independent variables, and collect and interpret data. Students try out first hand to what it’s like to be a science fair judge while learning the Pennsylvania Junior Academy of Science (PJAS) criteria for success.

**Made in America**  
**Grades** 6-10
Just about everything that a person owns has been manufactured in some way. How many of those things were made in America? Students explore high demand careers in manufacturing, get a taste of what modern day manufacturing is like through a hands-on activities, and creative challenges.

**Game Design**  
**Grades** 6-12
Students are introduced to game design theory, gain computer programming skills used by software developers, and problem solve through a series of different challenges as they learn how to create a game of their own.  
* This program requires access to a strong wifi connection.

**Science Fair**  
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The Da Vinci Science Center's Outreach Science Shows add fun and standards-based content to create memorable experiences for you and your students!

- Assembly-style shows that encourage audience participation.
- Bring science to life through a variety of exciting and engaging topics.

**Great addition to science celebrations, community events, and field days!**

- Customizable topics and scheduling available to fit the needs of your program and students.
- Additional same topic shows available for same date and place at a reduced rate. ($225 per additional show).

### Science Shows

<table>
<thead>
<tr>
<th>Science Shows</th>
<th>Grades</th>
</tr>
</thead>
<tbody>
<tr>
<td>Science Magic</td>
<td>Pre-K-3</td>
</tr>
<tr>
<td>Mixing Matter</td>
<td>K-8</td>
</tr>
<tr>
<td>Healthy Choices</td>
<td>K-8</td>
</tr>
<tr>
<td>Grossology</td>
<td>K-8</td>
</tr>
<tr>
<td>Shocking Discoveries</td>
<td>4-12</td>
</tr>
<tr>
<td>Use the Force</td>
<td>4-12</td>
</tr>
</tbody>
</table>

### Do You Know?

Da Vinci Science Center Outreach Programs and Shows have been presented at schools and community locations in 5 states.

**60 minutes | $450 per show | Maximum 150 students per program**
Science Shows

Mixing Matter
Grades K-8
This show introduces students to some truly amazing chemical concepts. In the first half, students learn the basics of chemical reactions. With activities from exploding soap monsters to experimenting with fire, educators demonstrate just a few of the awesome potentials of mixing matter. The second half highlights the super cool side of chemistry as students explore the properties of liquid nitrogen.

Science Magic
Grades Pre-K-3
Students are introduced to Lizzy the Chameleon as she explores various science magic tricks including the tablecloth yank, making water “float” in air, and levitation. Unlike other chameleons, Lizzy cannot change colors, so students follow on her adventure to unlock the mysteries of color. This show features presenter demonstrations, audience volunteers, and multimedia elements.

Grossology
Grades K-8
Based on the popular children’s book by Sylvia Branzei, this program is about the impolite science of the human body. Grossology is broken up into three segments: Eating, Digesting, and Execreting. No GROSSOLOGY show would be complete without learning about saliva, peristalsis, and flatulence. GROSSOLOGY™ is a trademark of Price Stern Sloan division of Penguin Group.

Shocking Discoveries
Grades 4-12
This show is all about electricity. The show begins with a discussion of one of the most prevalent types of electricity in the world – static electricity. Students learn that static is much more than just an annoying shock they can experience on a dry winter day - it can make their hair stand on end, levitate objects, even produce indoor lightning. Students continue to be amazed by the apparent super powers they are given by Center educators when they are able to illuminate a fluorescent bulb in the palm of their hand. This program’s grand finale investigates what happens when one electrifies a pickle.

Use the Force
Grades 4-12
Students review Newton’s three laws of motion in fun ways. Several volunteers are pulled from the audience to test their physics knowledge and try to outwit the Center’s scientists. Featured experiments include debunking the magicians’ tablecloth yank trick, breaking a board in half - with a volunteer’s hand (no karate training necessary), and taking a ride on a hovercraft.

Healthy Choices
Grades K-8
This show is all about the science behind maintaining a healthy lifestyle. Students come to understand the term “physical fitness,” discover the importance of play, and investigate the benefits of eating well. Students see sheep’s brains, examine pig lungs, and unlock the caloric energy of a gummy bear. This show uses many audience volunteers as on-stage helpers!
Community Programs and Special Events

Base Rate $225  |  2 hours
Want to experience Da Vinci Science Center’s fun and engaging brand of interactive science at your community program or special event?

- The Center can customize any classroom program, or demonstration for your event.
- Expo-style tabletop experiments and demonstrations that engage your guests in hands-on science.
- Additional hours available for a fee.
- Customizable programs and schedules are available to fit the needs of your event.
Science Celebrations

Base Rate $450 | 2 hours

Bring science to life in your community! Science celebrations provide your guests with exciting hands-on activity stations.

- Guaranteed to thrill your guests and offer an unforgettable experience.
- Perfect for science nights, science festivals, and scouting events.
- Two stations included in base rate.
- Two Da Vinci Science Center educators to facilitate activities with guests.
- Event size may require volunteers.
- Additional stations, hours, and customizable stations available for an additional fee.

Activity Stations

<table>
<thead>
<tr>
<th>KEVA Creations</th>
<th>Wind Tubes *</th>
</tr>
</thead>
<tbody>
<tr>
<td>Color Mixing *</td>
<td>Circuits</td>
</tr>
<tr>
<td>Colored Shadows *</td>
<td>Brain Games</td>
</tr>
<tr>
<td>Animation Station *</td>
<td>Scat, Tracks, Pelts</td>
</tr>
<tr>
<td>Bernoulli Explorations *</td>
<td>Coding *</td>
</tr>
</tbody>
</table>

* Special requirements for this activity
Science Celebration Activity Stations

KEVA Creations
Engage in a series of fun design challenges using KEVA planks to explore building in a new way.

Color Mixing
Learn about the primary colors, experiment with different combinations, and observe how they interact with one another.
*Special requirements for this activity.

Colored Shadows
Explore the primary colors of light and how they differ from primary colors of pigments.
This activity pairs well with Color Mixing.
*Special requirements for this activity.

Animation Station
Discover the science of animation as you explore some of the different tools used to create these moving stories.
*Special requirements for this activity.

Bernoulli Explorations
Levitate objects in mid-air or inflate a 6-foot wind bag in only one breath while you investigate the Bernoulli Principle.
*Special requirements for this activity.

Wind Tubes
Use everyday materials to build and test objects to launch inside a 7-foot wind tube. Explore the effect that moving air has on your object and re-engineer your design to change its performance.
*Special requirements for this activity.

Circuits
Learn about electricity as you design a variety of circuits. Problem solve through a series of challenges as you explore the shocking principles of electrical engineering.

Brain Games
Investigate the structure and functions of brains as you observe real brains, try out a series of memory activities and puzzles, and test your nerve receptors.

Scat, Tracks, and Pelts
Test your tracking skills as you attempt to identify different animals using clues they left behind.

Coding
Learn about code through logic games and fun computer applications. These activities challenge you to complete various levels that will introduce you to some basic coding knowledge.
*Special requirements for this activity.
Science Celebration Specialty Packages

Base Rate: $550 | 2 hours

Want to host a fun educational event for students and their families? We offer specialty packages that are sure to please any age.

STEAM Fest

Discover who can build the tallest tower, if you can duplicate a color someone else created, and design objects to launch inside a seven-foot wind tube! Da Vinci educators will help families work together, problem-solve, build, and create as they explore different stations learning about the science of art.

Activities Include:
- 3 hands-on stations
- Keva Challenges, Color Mixing, Wind Tubes
The MEGA Brain
Base Rate $750 | 2 hours | $100/hour for additional hours

Discover how your brain works from the inside out with The MEGA Brain, a portable, inflatable, walk-through brain exhibit. The MEGA Brain will help students learn about stroke, addiction, and other common brain conditions; how to keep the brain healthy; and the latest medical treatments for brain trauma and disease. The MEGA Brain is presented by St. Luke’s University Health Network.

Science Celebration Package

- Two Da Vinci Science Center educators will facilitate the brain and interactions with guests.
- A hands-on station where guests can examine real animal brains!
- Event size may require volunteers.
- Travel restrictions apply.

The MEGA Brain showcases a variety of features, both inside and outside the brain, including:

INSIDE:
- Stroke
- Alzheimer’s disease
- Headaches
- Parkinson’s disease
- Epilepsy
- Meningitis
- Multiple Sclerosis (MS)

OUTSIDE:
- Brain tumor
- Brain trauma
- Brain protection
- Brain imaging
- Stroke
- Aneurysm
Cyndi, the SynDaver

SynDaver, presented by Highmark Blue Shield, is the most realistic synthetic representation of human anatomy ever produced. Cyndi features complete muscular, skeletal, circulatory, respiratory, gastrointestinal, and endocrine systems—all made from materials that look, feel, and respond just like live tissue. Experiences can include dissections and other experiments to highlight a particular system of the body.

- Two Da Vinci Science Center educators to facilitate the experience.
- Event size may require volunteers.

Classroom Program-Base Rate $750 | 1 hour | $225/hour for additional hours

- A more personal and longer experience for each student.
- Designed to encourage your students to think like and aspire to be future scientists or medical professionals.
- Maximum of 30 students per program.
- Choose from two hands-on class activities: circulatory system or digestive system.
- A fee of $10 charged per each additional student for groups of more than 30 students.
- Dissection Fee: $100 per class.
Professional Development Programs

Act 48 Approved

The Science Center’s professional development programs for educators are Act 48 approved by the Pennsylvania Department of Education and guaranteed to be active, engaging, and effective in bringing the STEAM subjects - science, technology, engineering, art, and math - to life.

Available Programs

• Career Connection Days at Da Vinci Science Center: Manufacturing (Nov. 7), Women in Science and Engineering (Feb. 27), and Healthcare (March 13).
• Inquiry Institute: Fun, high-energy program provides strategies to implement inquiry into classroom culture.
• Making and STEAM: Teachers develop techniques to increase motivation, engagement, and deep learning through hands-on, design-oriented, projects.
• Literacy-integration: Strategies for implementing reading, writing, reflecting, and communicating in STEAM lessons.
• Topics that coordinate with Outreach Programs and exhibits, including Cyndi the Syndaver, presented by Highmark Blue Shield, and the MEGA Brain, presented by St. Luke’s University Health Network.
• STEM coaching: Review of curriculum, classroom observation/co-teaching, and valuable, immediate feedback to improve teachers’ use of inquiry strategies.

Tailored to Your Needs

Standards-aligned programs increase teachers’ knowledge in both content and pedagogy so they can effectively foster young peoples’ deep understanding of cross-cutting concepts and core ideas through hands-on, inquiry-based exploration. Half-day or full-day programs, hosted at schools or at the Science Center, can be customized to match districts’ time frames, budgets, and goals, and can be designed to meet the needs of early learning, homeschool, or special needs educators.

Professional Development

484-664-1002, Ext. 111
davincisciencecenter.org/educators
pd@davincisciencecenter.org
# Plan Your Outreach Programs

## Classroom Program Pricing

<table>
<thead>
<tr>
<th>Program</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>First Program</td>
<td>$225</td>
</tr>
<tr>
<td>Additional Programs</td>
<td>$225</td>
</tr>
<tr>
<td>More than 30 Students</td>
<td>$10 per additional student</td>
</tr>
<tr>
<td>Travel Fees (^1)</td>
<td></td>
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## Community Program Pricing

<table>
<thead>
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<th>Program</th>
<th>Cost</th>
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</thead>
<tbody>
<tr>
<td>Program</td>
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<tr>
<td>Additional Hour (^2)</td>
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<td>Travel Fees (^1)</td>
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## Science Celebration Pricing

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</thead>
<tbody>
<tr>
<td>Program (^3)</td>
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<tr>
<td>Additional Stations (^4)</td>
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<td>Additional Hour</td>
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<td>Travel Fees (^1)</td>
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## Science Show Pricing

<table>
<thead>
<tr>
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<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Program</td>
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<tr>
<td>Additional Program (^2)</td>
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<tr>
<td>More than 150 Students</td>
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<td>Travel Fees (^1)</td>
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## Cyndi, the SynDaver

<table>
<thead>
<tr>
<th>Program</th>
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</tr>
</thead>
<tbody>
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<td>$10 per additional student</td>
</tr>
<tr>
<td>Travel Fees (^1)</td>
<td></td>
</tr>
</tbody>
</table>

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1. See page 18 for travel fee policy. No charge for less than 50 miles.
2. Must be same topic, date, and place
3. Program includes two stations and two educators for two hours
4. Maximum of six stations
5. For SynDaver classroom programs only
6. See page 18 for travel fee policy. No charge for less than 50 miles. Travel restrictions apply.
Helpful Hints for Booking

• We do our best to accommodate all requests. However, we recommend booking at least one month in advance to ensure program availability.
• Outreach educators will arrive 15-20 minutes prior to designated program start time for classroom programs.
• Outreach educators will arrive 1 hour prior to designated program start time for science shows.
• Outreach educators will arrive 30-60 minutes prior to designated program start time for community programs and science celebrations.
• Please remember to allow time for clean up when booking.
• Billing through Paypal is available upon request.

Additional Policies

Payment Policy
A $100 non-refundable deposit is required upon confirmation of your reservation. Purchase orders are acceptable in advance only and will not be accepted on the day of your program. Final payments are not accepted on the day of your program. All final payments should be made two weeks in advance of your first program date.

Rescheduling and Cancellation Policy
Please call us immediately if you need to reschedule. We will make every effort to accommodate your request. If you need to cancel your program please contact us at least two weeks in advance. A $25 processing fee may be applied for rescheduling or cancellations.

Travel Fee Policy
A travel fee will be applied to programs held at locations more than 50 miles from the Da Vinci Science Center.

<table>
<thead>
<tr>
<th>Distance (Round Trip)</th>
<th>Fee</th>
</tr>
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<tbody>
<tr>
<td>51-75 miles</td>
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<tr>
<td>76-100 miles</td>
<td>$75</td>
</tr>
<tr>
<td>101-125 miles</td>
<td>$100</td>
</tr>
</tbody>
</table>

Rates vary for programs farther than 125 miles round trip. Travel restrictions apply for The MEGA Brain programs.

Mail Payments to
Guest Experience
Da Vinci Science Center
3145 Hamilton Blvd. Bypass
Allentown, PA 18103

Make checks payable to Da Vinci Science Center.