

Discovery
Space &
The Rivet

2026-27 SY

Education Guide



Table of Contents

Jump In!	3
General Information, Policies, and Payment	4
Science Center Field Trips	5
Science Center Programs - Overview	6
Science Center Programs - Formats & Rates	7
PreK - 12 Science Center Programs	8-11
Mixed Age Groups & Assembly Programs	12
Scout Troop Programs	13-14
The Rivet - Makerspace Policies	15-16
Makerspace Programs and Workshops	17-19



Jump In!

FIELD TRIPS & IN-PERSON

PreK – 8th Grade

BRING YOUR GROUP TO DISCOVERY SPACE

Explore 45+ interactive STEAM exhibits and add an educator-led program for a deeper hands-on experience.

OUTREACH

PreK – 12th Grade

BRING DISCOVERY SPACE TO YOU

Bring hands-on science to your learners with engaging experiences led by Discovery Space educators.

VIRTUAL

PreK – 12th Grade

CONNECT WITH US VIRTUALLY

Connect with a Science Educator live through virtual meeting software and explore science together, wherever your learners are.

THE RIVET

Ages 8+

GET MAKING AT THE RIVET

Explore new tools, technologies, and skills through hands-on, project-based learning.

General Information

Explore Discovery Space

Discovery Space is a science center and makerspace built to spark curiosity through hands-on learning. Programs can be booked in advance for schools, community groups, scout troops, pods, homeschoolers, and more.

FIELD TRIPS (PREK–8TH GRADE)

Explore 45+ interactive STEAM exhibits, including The Hive, Sound and Vibration Room, The Railroad, and the Marine Life Center. Plan for at least 75 minutes of free gallery time. Policies, p. 2.

SCIENCE CENTER PROGRAMS

Educator-led sessions you can add to a visit or book on their own. Available in three formats: In-Person at Discovery Space (IP), Outreach to your location (O), or Virtual via Zoom (V). Programs start on p. 9; with format details on pp. 6–8.

THE RIVET

Our makerspace for teens and adults: skill-building workshops for career and trade skills, plus makerspace programs blending fabrication and STEAM. Available In-Person (IP) with select programs as Outreach (O). Policies, p. 14.

CURIOUS ABOUT ADDITIONAL OFFERINGS?

This guide highlights preK–12, but we offer programs for learners of all ages. For questions or other inquiries, email Education@DiscoverySpace.org.

Policies & Payment

SUPERVISION

Students must be supervised by teachers, group leaders, or parents at all times. Educators may pause or stop a program if behavior is unsafe or disruptive.

PHOTOS

Discovery Space staff may photograph visits. Please let us know in advance if you'd prefer not to be photographed.

NON-REFUNDABLE DEPOSIT

A non-refundable deposit is due before your visit or program.

- Groups up to 50 students: \$75
- Groups over 50 students: \$125
- Virtual programs: \$60

PAYMENT

Pay by check or credit card (invoice).

CHECKS / MONEY ORDERS

Make payable to: Discovery Space

Mail to: 1224 N. Atherton Street,
State College, PA 16803

Memo line: Please include booking name.

CANCELLATIONS

If you cancel, your deposit transfers to a new date booked within one year. If Discovery Space must cancel due to unforeseen circumstances, you may reschedule freely, subject to availability.

Science Center Field Trips

Explore 45+ interactive STEAM exhibits, including The Hive, Sound and Vibration Room, The Railroad, and the Marine Life Center. Plan for at least 75 minutes of free gallery time.



Field Trip Details

GROUP SIZE & AVAILABILITY

- Groups of 10–115 children, scheduled in advance
- Monday–Friday, arrivals from 9:00 AM (After-hours stays available during the school year)
- Chaperones: 1 chaperone per 10 children required (minimum 2). One chaperone admitted free per 5 children; additional chaperones \$6 each

RATES

- \$6 per student
- Small groups (under 10): flat \$50
- Educator-led programs start at \$5/student and can be added to your visit or booked on their own (p. 5).
- For information about deposits, payment, photos, and supervision, see Booking & Payment (p. 6).

BUSES & PARKING

- Buses may drop off at the front entrance.
- Drivers may enter exhibit floor at no cost.
- Onsite bus parking available Monday–Tuesday, between the utility poles. Nearby offsite location available Wednesday–Friday.

ARRIVAL & CHECK-IN

- Arrive within 15 minutes of your scheduled time. Running late? We get it. Let us know at 814-234-0200.
- Have your total student and chaperone count ready; the group leader should check in with science center staff before unloading the bus.

PROPERTY CARE

Please help care for our exhibits, classrooms, and facilities. Normal wear is expected, but groups may be held responsible for excessive or preventable damage.

Make the most of your visit!



NEED A PLACE TO EAT?

Reserve our lunch room for up to 50 students. From \$35 per 30 minutes. Multiple sessions available.



ADD A PROGRAM

Take your field trip further with a hands-on program led by a Discovery Space educator. (p. 5)

Science Center Programs

Add an educator-led program to your field trip, or book one on its own. Our hands-on programs bring STEM to life through exploration, experimentation, and making. Programs are designed for specific age groups, can adapt to mixed ages, and align with Pennsylvania Early Learning and STEELS Standards.



In-Person Program Details

WHAT TO EXPECT

- A wide range of STEM topics, 30–60 minutes depending on age and content
- Each session opens with an introduction, then moves into hands-on activities, with time for questions
- Most programs include a take-home project (we can hold these at the front desk for the rest of your visit)

RATES

- \$6 per student
- Small groups (under 10): flat \$50
- Educator-led programs start at \$5/student and can be added to your Field Trip (p. 5) or booked on their own.
- For information about deposits, payment, photos, and supervision, see Booking & Payment (p. 4).

Program Format Key

Most of our programs are available onsite at Discovery Space or through Outreach at your school, with select programs available Virtually. Programs in this catalog are tagged accordingly.

IN-PERSON (IP)

OUTREACH (O)

VIRTUAL (V)

Find details and rates for each format on p. 7.
Program catalog pages, by age, begin on p. 8.



EXPLORE PROGRAMS BY AGE

[PreK](#)

[Grades K-1](#)

[Grades 2-4](#)

[Grades 5-8](#)

[Mixed Ages](#)

Program Format Details & Rates



IN-PERSON (IP)

Join us at Discovery Space for a hands-on educator-led program.

WHAT TO EXPECT

- 30–60 minutes, depending on age and content
- An introduction followed by hands-on activities and time for questions
- Most programs include a take-home project
- Teachers/chaperones should remain present and assist with classroom management

RATES

- From \$5 per student.
- Some programs have an additional materials fee, as noted in the Program Catalog.

OUTREACH (O)

We bring the science to you, with programs for schools, groups, and large events.

WHAT TO EXPECT

- 30–60 minutes per program
- Repeat programs can run back-to-back for larger groups
- Share your location details and setup needs in advance, including electricity, tables, sinks, etc.
- A teacher/group leader must remain in the room throughout

RATES

- \$115 per program for up to 18 students
- Repeat programs: 20% off
- Materials fees may apply
- Travel fees, one-way
 - 10–15 miles: \$10
 - 15–20 miles: \$20
 - 21+ miles: \$0.85/mile

VIRTUAL (V)

Select programs can be experienced remotely, bringing live, interactive learning directly to you.

WHAT TO EXPECT

- 35–50 minutes, including time for questions
- Live on Zoom, led in real time by a Science Educator
- Set up a working Zoom account beforehand
- Your Zoom link arrives with your email confirmation

RATES

- \$75 flat fee
- Back-to-back repeat programs: 10% off
- \$60 non-refundable deposit at booking
- Delivery/shipping fees may apply for materials

Science Center Programs

PreK • Ages 3 - 5

Hands-on programs for our youngest learners, designed to spark curiosity through age-appropriate exploration and discovery. Programs are 30–60 minutes and include hands-on activities and discussion time. Book a program as part of a field trip or on its own.

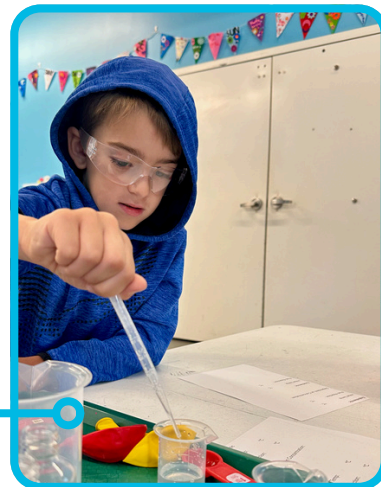


Program	Description	Standards	Formats Offered
What to Do with Goo?	The story of Billy Bloo! Why slime is so sticky and gooey and what do you do with that goo?	3.2 PK.A.1 3.2 PK.A.3 3.2 PK.A.6	IP O
It's Alive!	Investigate living and nonliving things with up-close looks at our animal artifacts.	3.1 PK.A.1 3.1 PK.A.2 3.1 PK.A.5	IP O
Head in the Clouds	Learn how clouds form and what happens when a cloud becomes saturated.	3.3 PK.A.5	IP O
Rainbow Remix	Paint, fold, and splatter in the spirit of Hervé Tullet as we explore how to create new colors and hues.	3.2 PK.A.1 3.5 PK.N 9.1.V PK.B	IP O

Science Center Programs

Grades K-1 • Ages 5 - 7

Build curiosity and confidence through hands-on science and STEAM exploration. Programs are 30–60 minutes and include hands-on activities and discussion time. Book a program as part of a field trip or on its own.



Program	Description	Standards	Formats Offered
Chemistry 101 	Our most popular field trip! Make slime and experiment with it to learn a grade-appropriate scientific principle.	3.2.2.A 3.2.2.D	  
Colorful Chromatography	Watch capillary action separate colors, and learn how plants use the same principle to move water up their stems.	3.2.2.A 3.2.2.C	 
Dino Discovery!	Unearth secrets underground — pick up a paleontologist's tools and uncover the identity of a hidden fossil.	3.1.3.E 3.3.2.A	 
Inspired by Nature	How the natural world inspires innovation in architecture, fashion, technology, and more, with an up-close look at our animal artifacts.	3.1.3.G 3.1.4.A 3.5.3-5.Z 3.5.3-5.GG	 
Showtime Sunshine!	A investigation into the day/night cycle and how shadows are made.	3.3.1.A 3.3.1.B 3.3.K.A	 

Science Center Programs

Grades 2-4 • Ages 7 - 10

Dig deeper into science and STEAM through hands-on activities, investigation, and discovery. Programs are 30–60 minutes and include hands-on activities and discussion time. Book a program as part of a field trip or on its own.



Program	Description	Standards	Formats Offered
Chemistry 101 	Our most popular field trip! Use chemistry to make slime and experiment with it to learn a grade appropriate scientific principle.	3.2.5.A 3.2.5.E 3.5.3-5.W	  
Colorful Chromatography	Watch capillary action separate colors, and learn how plants use the same principle to move water up their stems.	3.2.5.B 3.2.5.C	 
It's Electric!	Discover conductors vs. insulators as you build a closed circuit from unconventional materials.	3.2.3.C 3.2.4.B	 
Launch into Science	Use the engineering design process to build a catapult – design, build, test, improve!	3.2.3.A 3.2.4.A 3.5.3-5.M	  
Out of This Galaxy! 	Explore the planets of our solar system and the distant stars we observe at night.	3.3.5.A 3.3.5.B	  
Playing with Polarity	The pushes and pulls of magnets: the magnetic field, ferro- vs. paramagnetic materials, and how electricity and magnetism relate.	3.2.3.C 3.2.3.D	 
Young Aquarist* (30 min, 10 max) Flat \$50.00	A behind-the-scenes tour of our Marine Life Center with a Marine Educator: run a water chemistry test, observe a feeding, and make a marine-inspired creation.	3.1.4.A 3.1.4.B 3.3.5.F 3.4.3-5.A	

* Young Aquarist is subject to Marine Educator availability. Feedings follow a set schedule and may not align with your visit. Animal health and safety come first, and visits may change due to emergencies.

Science Center Programs

Grades 5-8 • Ages 10 - 14

Take learning further with hands-on science and STEAM experiences that encourage investigation, problem-solving, and discovery. Programs are 45–60 minutes and include hands-on activities and discussion time. Book a program as part of a field trip or on its own.



Program	Description	Standards	Formats Offered
Ocean Acidification	Chemical reactions at your fingertips — discover acids, bases, and how they combine, then apply it to our changing oceans.	3.1.6-8.1 3.3.6-8.N	IP O V
Frog Dissection*	Explore a frog's fascinating anatomy as you pair up to investigate its structure and function in this hands-on dissection.	3.1.6-8.C	IP O
Making Waves	In groups of 2–3, use Hummingbird Bit Kits and computer programming to learn how motor-driven periodic motion creates waves.	3.2.6-8.Q	IP O
Up in the Atmosphere	What's happening in the sky each day? Learn to read weather maps and the conditions behind common atmospheric events.	3.3.1.B. 3.3.K.A	IP O V
Young Aquarist**	A behind-the-scenes tour of our Marine Life Center with a Marine Educator: run a water chemistry test, observe a feeding, and make a marine-inspired creation.	3.1.4.A 3.1.4.B 3.3.5.F 3.4.3-5.A	IP

* Frog Dissection: from \$65 for up to 10 students, \$5 each additional student. Recommended for ages 10+.

** Young Aquarist: \$50 for a 30-minute program, up to 10 students max.

Science Center Programs

Mixed Age Groups

For mixed age groups we are happy to recommend programs specifically designed to allow older children to learn alongside younger children.



Science Center Assemblies

Bring the excitement of hands-on science to a whole group at once. Our assemblies are designed for mixed-age audiences and offer engaging, high-energy experiences that bring learners together. Assemblies are about 45 minutes and include time for discussion.

Program	Description	Standards	Formats Offered	Venue Requirements
Chemistry Unleashed! Assembly	It's elementary, friends! See how chemistry transforms the ordinary into the extraordinary right before your eyes.	3.2.2.A 3.2.2.C 3.2.2.D 3.2.5.E 3.2.3-12.A	 	2 x 4-6" tables, sink access HDMI Compatible screen preferred, 30-min set-up

Format Key:

IP = IN-PERSON

O = OUTREACH

Good to Know

DURATION

45-minute program + approximately 30 minutes for setup

SAFETY

Some experiments require a minimum safe distance for everyone's safety

RATE

- \$150 for up to 150 students, space permitting
- Same day repeat: \$130
- Outreach travel fees apply

Science Center Programs

Girl Scouts of the USA

Make your next scouting adventure hands-on! Our Girl Scout programs connect science and making with badge-related learning through engaging, age-appropriate activities.

Below are the programs we currently offer. Instructions and projects vary by grade level. Mixed groups are welcome—just let us know how many of each level will attend. Pricing includes up to one hour of free exploration on the exhibit floor.

Journey	Levels	Formats Offered	Rate
Space Science	Daisies Brownies Juniors Cadettes	IP O	\$10 Hold + \$10/scout
Think Like a Citizen Scientist	Daisies Brownies Juniors Cadettes	IP O	\$10 Hold + \$10/scout
Think Like an Engineer	Daisies Brownies Juniors Cadettes	IP O	\$10 Hold + \$10/scout
Think Like a Programmer	Daisies Brownies Juniors Cadettes	IP O	\$10 Hold + \$10/scout

Science Center Programs

Scouting America

Turn a scouting adventure into a hands-on experience! Discovery Space programs are curated to support specific Cub Scout adventure requirements while giving scouts opportunities to explore, experiment, and make. Scout troops are encouraged to arrange events with Discovery Space. Pricing includes up to one hour of free exploration on the exhibit floor.

Cub Scouts	Merit Badge	Formats Offered	Rate
Lions	Gizmo and Gadgets	IP O	\$10 Hold + \$8/scout
Tiger	Designed by Tiger	IP O	\$10 Hold + \$8/scout
	Sky is the Limit		
Wolf	Code of the Wolf	IP O	\$10 Hold + \$8/scout
	Digging in the Past		
	Germs Alive		
Bear	Forensics	IP O	\$10 Hold + \$8/scout
	Marble Madness	IP	
	Super Science	IP O	\$10 Hold + \$8/scout
Webelos	Build It	IP	\$10 Hold + \$8/scout
	Earth Rocks	IP O	

The Rivet Makerspace

The Rivet is Discovery Space's in-house makerspace, with educational programming for ages 8+ that builds new skills through hands-on, project-based learning. Maker programs combine STEM concepts with tools, techniques, and equipment through guided projects.



How Maker Programs Work

The Rivet offers three types of hands-on programming, each building on the last. Not sure where to start? Makerspace Programs are the best entry point; Project-Ready and Career-Ready Workshops go deeper into specific skills and tools.

MAKERSPACE PROGRAMS

Get introduced to tools, equipment, techniques, and STEM concepts through guided, hands-on projects. A great way to explore what The Rivet has to offer.

- Offered onsite at The Rivet or as outreach at your location
- \$115 per program for up to 18 students
- Repeat programs: 20% off
- Materials fees may apply
- Travel fees, one-way:
10–15 mi: \$10 · 15–20 mi: \$20 · 21+ mi: \$0.85/mile

PROJECT-READY WORKSHOPS

Learn practical making skills while completing a specific project you take home. These workshops build confidence with a particular skill or technique.

- Held onsite at The Rivet only
- 30–60 minutes, depending on age and content
- From \$12 per student, up to 16 students
- Some programs have an additional materials fee, noted per program

CAREER-READY WORKSHOPS

Explore tools, technologies, and skills used in real-world careers, with opportunities to build practical experience.

- Held onsite at The Rivet only
- 3 hours
- \$45–\$60 per student, depending on program

Find Rivet policies on p. 17.

Program catalog pages begin on p. 18.

Know Before You Book

Policies & Payment

BOOKING & SCHEDULING

- Workshops are held in-person at The Rivet only. Makerspace Programs are in-person with select programs offered as outreach.
- Primarily scheduled Monday–Friday, 9 AM–12 PM — ask us about alternate times.
- Reserve at least 3 weeks in advance so we can prepare materials.
- Max participants, session length, and materials deposit vary by program.
- Arrive at your scheduled time; call 814-234-0200 if you'll be more than 10 minutes late.
- Questions?
Education@DiscoverySpace.org



PAYMENT

Pay by check or credit card (invoice).

CHECKS / MONEY ORDERS

Make payable to: Discovery Space

Mail to: 1224 N. Atherton Street,
State College, PA 16803

Memo line: Please include booking name.

CANCELLATIONS

If you cancel, your deposit transfers to a new date booked within one year. If Discovery Space must cancel due to unforeseen circumstances, you may reschedule freely, subject to availability.

Community Agreement

Creativity thrives on a shared agreement among staff, members, volunteers, and visitors. We ask everyone to:

USE TOOLS RESPONSIBLY

Misuse can injure people or damage equipment. Groups may be responsible for excessive or preventable damage.

FOLLOW SAFETY GUIDELINES

Focus on the tool in use, stay aware of your surroundings, and support others in safe practices.

STAY DISTRACTION-FREE

Put phones and smart watches away during operations; distractions cause injuries.

Makerspace Expectations

Please arrive dressed for the workshop:

- Closed-toe shoes
- Long hair tied back
- No loose clothing or dangling jewelry (onsite storage lockers available)
- PPE is required for certain equipment and materials, and must be worn properly
- The Rivet may refuse participation to anyone not prepared for the space.



The Rivet
at Discovery Space

Makerspace Programs

Get hands-on with real tools and equipment. These guided programs introduce STEM concepts alongside foundational maker skills. Programs run 1–3 hours depending on content and are available in-person, with select programs offered as outreach.

Program	Description	Age	Class Size	Cost	Formats Offered
Automotive Engineering 1 hour	Use the engineering design process to build the fastest car from recycled, everyday materials — then apply kinetic energy and forces to improve it.	9+	15	\$120 for up to 10 students + \$5 each additional student	IP
5-in-1 Handheld Game 2 hours	Learn the basics of circuitry and how electricity flows, then make a light-up name badge and solder a classic handheld game.	8+	4-12	\$40/student	IP
Wooden Bird Houses 3 hours	Birds play a vital role in our ecosystem. Learn about their habitat needs and basic woodworking skills, and leave with your own bird house.	11+	4-8	\$45/student	IP
Sound and Wave 1 hour	Explore the physics of sound through the humble kazoo. Build a wooden kazoo from pre-cut pieces and leave ready to make music.	8+	5-15	\$12/student	IP O
Eco-Resin Casting 2 hours	Learn the chemistry and material properties of eco-resin as you go through the full molding cycle with Jesmonite, leaving with your creation.	11+	4-12	\$30/student	IP

- Primarily scheduled Monday–Friday, 9 AM–12 PM — ask us about alternate times.
- Reserve at least 3 weeks in advance so we can prepare materials.
- Repeat programs: 20% off
- **Materials fees may apply**
- Travel fees, one-way: 10–15 mi: \$10 · 15–20 mi: \$20 · 21+ mi: \$0.85/mile



Project-Ready Workshops

Ready to build something to take home? These workshops focus on a single project from start to finish, building confidence with a specific skill or technique .



Program	Description	Age	Class Size	Cost	Formats Offered
Digital Design and 3D Printing 2 hours	Design a 3D model in TinkerCAD (grades 3–8) or Blender (grades 9–12), prep it for printing, and learn to run our in-house Bambu printers. Prints ready for pickup later. Not offered for mixed-age groups – the software differs by age.	9-14 15-18	4-8	\$40.00/student	IP
Serving Trays 1.5 hours	Assemble and customize a hardwood tray with cabinet handles, add wood-burned designs, and finish with food-safe oil.	12+	4-8	\$30.00/student	IP
Fused Glass Creations 1 hour	Create a colorful piece using glass-fusing techniques. Pieces ready for pickup at The Rivet the following week.	11+	4-12	\$40.00/student	IP
Luminaries 1.5 hours	Light up your creativity! Assemble a wooden lantern and learn basic wiring to make it shine.	12+	4-16	\$25.00/student	IP

- Primarily scheduled Monday–Friday, 9 AM–12 PM — ask us about alternate times.
- Reserve at least 3 weeks in advance so we can prepare materials.
- Repeat programs: 20% off
- Materials fees may apply



Career-Ready Workshops

Explore the tools, technologies, and skills used in real-world trades and careers. These longer-format workshops give teens and adults practical, hands-on experience. A Rivet workshop is a great way to test-drive a skill before committing to it.



Program	Description	Age	Class Size	Cost	Formats Offered
Build a Wall 3 hours	Practical skills for life! Walk through building a wall start to finish — project planning, essential tools, and fundamental construction techniques. Great for DIY or exploring a trade.	15+	4-8	\$45/student	IP
Blender Buildings 3 hours	Learn the basics of Blender, an open-source 3D modeling program, then measure and recreate a 3D-printed building.	15+	4-8	\$60/student	IP

- Primarily scheduled Monday–Friday, 9 AM–12 PM — ask us about alternate times.
- Reserve at least 3 weeks in advance so we can prepare materials.
- Repeat programs: 20% off
- Materials fees may apply

Curious About Additional Offerings?

The Rivet offers workforce development and technical education classes alongside a range of artistic and creative design courses. See TheRivet.org for full workshop and equipment info.

New Rivet programs are added all the time as we bring on new instructors and develop new classes. Don't see what you're hoping for? Email TheRivet@DiscoverySpace.org. We may have something great in the works.



DiscoverySpace.org
TheRivet.org



814.234.0200



1224 N Atherton St
State College, PA 16803

f in @DiscoverySpaceOfCentralPA

ig @MyDiscoverySpace

f ig @TheRivetDS

in The Rivet at Discovery Space