CELEBRATE COMPUTATIONAL THINKING!

Explore, experiment, celebrate

Science Museum of Minnesota

OVERVIEW

Let the Science Museum make your event a science celebration with some of our favorite hands-on activity stations. These experiments allow **kids and adults to work together** to explore, experiment, and have fun!

Our base science celebration event includes hands-on stations for up to **150 children and adults, for 90 minutes**. (We can also double the event size for up to 300 people, for more exploration fun!)

PRICING

Group size: 10-150
Event time: 90 min
Price: $600

The length or the capacity of the event can be increased for an additional cost.

FREE PRE-K ADD-ON!

While most of our stations are appropriate for K-5 audiences, you can also add on a special general science area for your youngest learners at no additional cost, thanks to our partners at PNC!

RECOMMENDED STATIONS

These stations are what we'd recommend for an average Celebrate Computational Thinking event. We're happy to discuss other available stations to best meet the needs of your theme, space, or attendees!

Tangram Patterns

Decompose and recompose the images using geometric shapes!!
Serves 10-15 participants, grades K-5
Computational thinking, math, creativity

Binary Beading

Binary is a language we use to talk to computers – and each other too!
Serves 10-15 participants, grades 3-5
Computational thinking, math, literacy

Cup Stacking

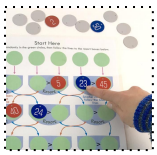
Build as many different towers as you can with only five cups!
Serves 10-15 participants, grades 3-5
Computational thinking, math, creativity

Pipe Shape Building

Free build with PVC pipes to find patterns and shapes!
Serves 10-15 participants, grades K-5
Computational thinking, math, creativity

Number Sorting

Ever wondered how computers make decisions? See an algorithm in action!
Serves 10-15 participants, grades 3-5
Computational thinking, math



Movement Patterns

Use light-up Simon games and dance mats to see and feel patterns!
Serves 10-15 participants, grades K-5
Computational thinking, math, large motor