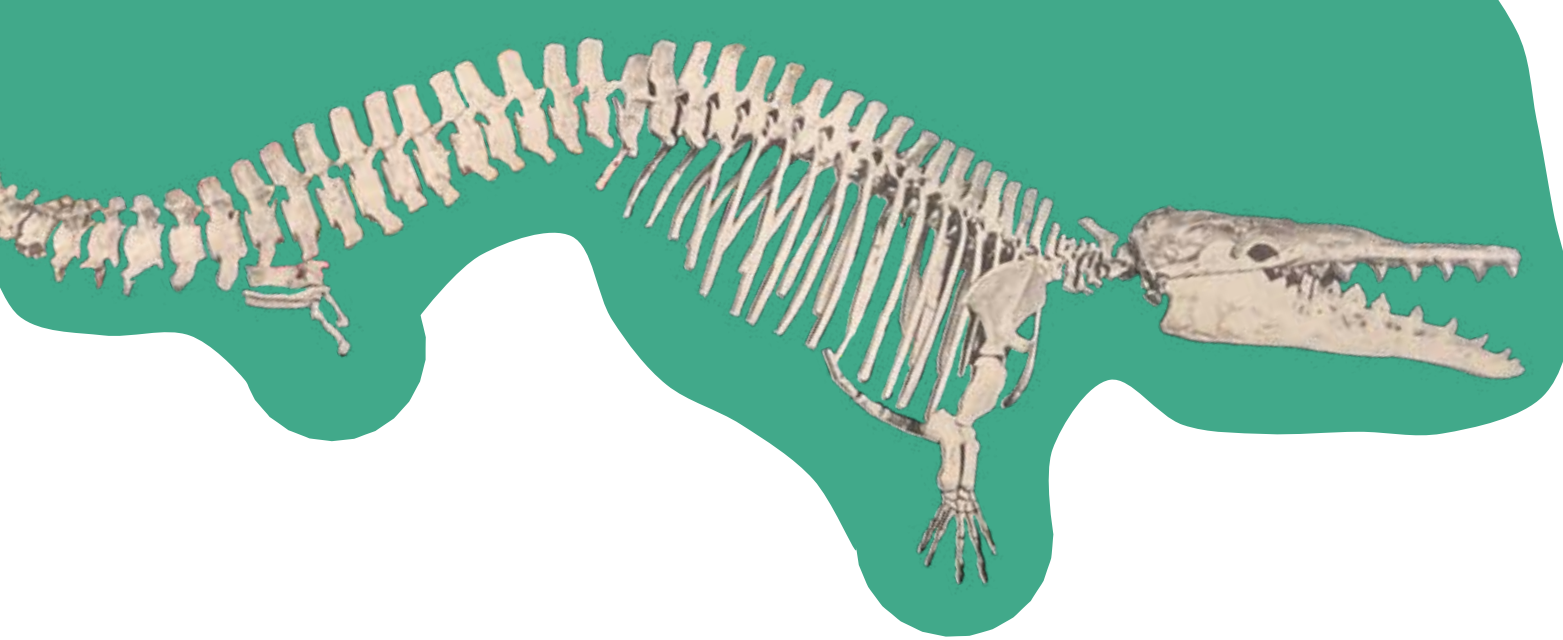




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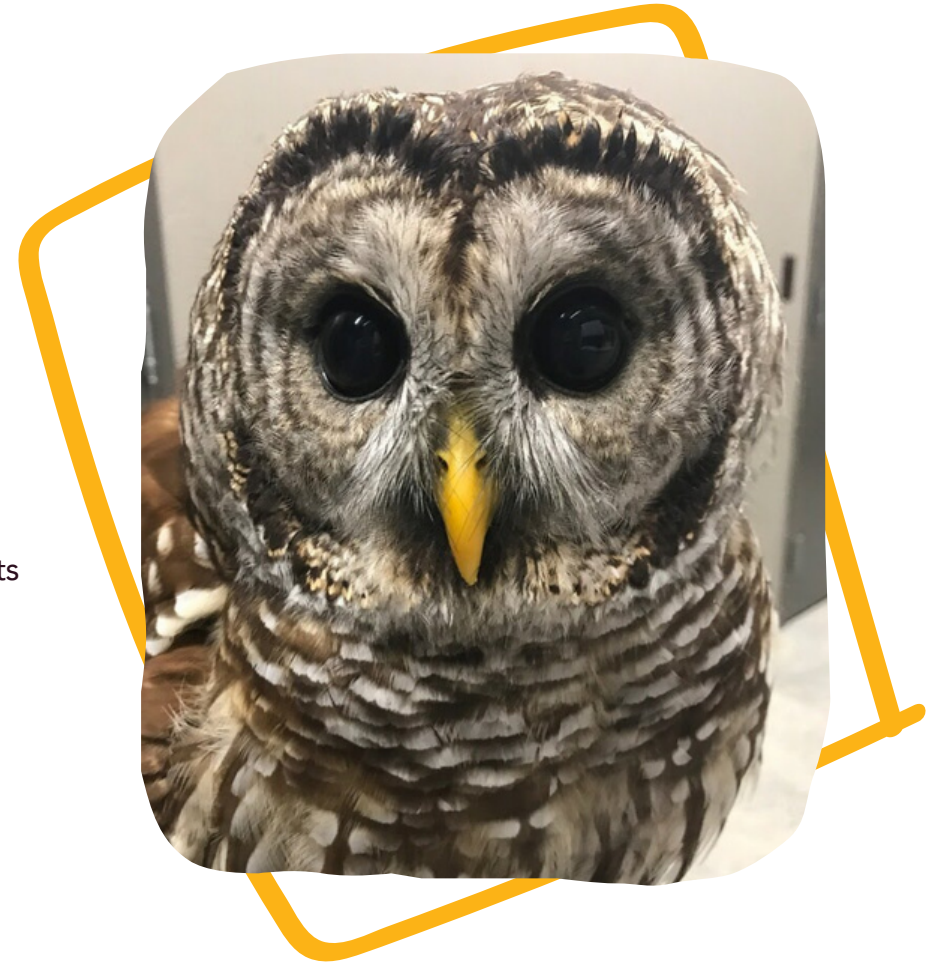
MAS

Educator's Guide



It's not just a field trip, it's a *MAS field trip!*

We offer a diverse selection of programs that focus on STEAM Learning and support the Georgia Standards of Excellence. Just as steam rises when it's produced and can be used as a lifting gas in a balloon, the addition of the creative thinking engendered by the arts to the STEM curriculum can lift our students to greater academic and career achievement. As it has for 70 years, the Museum of Arts and Sciences designs student activities and selects exhibits that incorporate the arts into combinations of the STEM concepts to make STE+aM.



The Museum of Arts and Sciences (MAS) offers curated experiences that go beyond a normal field trip tour. With a Planetarium, Georgia's first NOAA Science on a Sphere®, Mini-Zoo, Nature Trails and a multi-million-dollar art collection, the MAS is one of the finest nationally accredited institutions in the South.

Field Trip Options

Kindergarten

Stayin' Alive

Student capacity: 120

Students will explore living and non-living objects in order to gain a better understanding of how organisms and objects are grouped. Students will make their own animal creation to take home. Programs include Live Animal Experience, STEAM Activity, and Discovery House.

Standard(s) Supported: SKL1, SKL2

It's a New Day

Student capacity: 120

Students will discover objects in the sky and investigate what causes day and night. Students will make their own paper lantern that shows daytime and nighttime to take home. Programs include Planetarium, STEAM Activity, and Discovery House.

Standard(s) Supported: SKE1

First Grade

What Do You Need?

Student capacity: 120

Students will explore the basic needs of plants and animals, and observe different parts of plants (root, stem, leaf, and flower). Programs include Live Animal Experience, Nature Trail, and Discovery House.

Standard(s) Supported: S1L1

Looks Like Rain

Student capacity: 120

Students will observe weather data and make their very own weather instrument to take home. Programs include Planetarium, STEAM Activity, and Discovery House.

Standard(s) Supported: S1E1

Second Grade

Change Happens

Student capacity: 120

Students will discover how animals and plants change and grow throughout their life cycles. Programs include Live Animal Experience, Nature Trail, and Discovery House. Standard(s)

Supported: S2L1

Patterns in the Sky

Student capacity: 120

Students will explore the sky and learn more about the relationship between the Earth, moon, and sun. Each student will make their own art of the moon's surface to take home.

Programs include Discovery House, Planetarium, and STEAM Activity.

Standard(s) Supported: S2E1, S2E2

Select a field trip that supports Georgia Standards of Excellence. Each field trip option includes three 45-minute programs and a 45-minute time slot for lunch, during which time you can also visit the Museum Store. Field trips run from 10:00 AM to 1:00 PM.* Lunch occurs at 11:30 and/or 12:15 depending on your group size. Please select one field trip option below based on your grade level:

Third Grade

Location! Location! Location!

Student capacity: 120

Students will discover native plants and animals, take a closer look at the Georgia Piedmont habitat, and explore local art and objects. Programs include Live Animal Experience, Nature Trail, and Discovery House.

Standard(s) Supported: S3L1

Fossils

Student capacity: 120

Students will investigate different fossils to learn how fossils are formed and what they can tell us about the past. Students will get to create and take home their own fossil mold and cast.

Programs include Discovery House, Planetarium, and STEAM Activity.

Standard(s) Supported: S3E2

Fourth Grade

Patterns and Cycles

Student capacity: 120

Students will observe weather data and patterns, and investigate the water cycle's role in our weather systems. Programs include Planetarium, STEAM Activity, and Science on a Sphere. Standard(s) Supported: S4E3, S4E4

What Goes Around Comes Around

Student capacity: 160

Students will explore the relationship between the sun, Earth, and moon. Programs include Discovery House, Planetarium, and Science on a Sphere.

Standard(s) Supported: S4E1, S4E2

Good Vibrations

Student capacity: 120

Students will explore the properties of sound waves through animal communication, space travel, and our own voices. Programs include Live Animal Experience, Planetarium, and STEAM Activity.

Standard(s) Supported: S4P2, ESGM4.CR.2, ESGM4.CN.1

Fifth Grade

A Shifting Surface

Student capacity: 120

Students will explore plate tectonics and the effects of these constructive and destructive processes on our surface. Programs include Planetarium, STEAM Activity, and Science on a Sphere.

Standard(s) Supported: S5E1

Classification

Student capacity: 120

Students will explore classification by observing different types of art, plants, and animals. Programs include Live Animal Experience, Nature Trail, and Discovery House.

Standard(s) Supported: S5L1, S5L2

Field Trip Options

Middle School

A Shifting Surface

Student capacity: 120

Students will explore plate tectonics and the effects of these constructive and destructive processes on our surface. Programs include Planetarium, STEAM Activity, and Science on a Sphere.

Standard(s) Supported: S6E5

What Goes Around Comes Around

Student capacity: 160

Students will explore the relationship between the sun, Earth, and moon. Programs include Discovery House, Planetarium, and Science on a Sphere.

Standard(s) Supported: S6E1, S6E1

Patterns and Cycles

Student capacity: 120

Students will observe weather data and patterns, and investigate the water cycle's role in our weather systems. Programs include Planetarium, STEAM Activity, and Science on a Sphere. Standard(s) Supported: S6E3, S6E4

Good Vibrations

Student capacity: 120

Students will explore the properties of sound waves through animal communication, space travel, and our own voices. Programs include Live Animal Experience, Planetarium, and STEAM Activity.

Standard(s) Supported: S8P4, MSGM8.CN.1

High School

A Shifting Surface

Student capacity: 120

Students will explore plate tectonics and the effects of these constructive and destructive processes on our surface. Programs include Planetarium, STEAM Activity, and Science on a Sphere.

Standard(s) Supported: SES2, SG4

Patterns and Cycles

Student capacity: 120

Students will observe weather data and patterns, and investigate the water cycle's role in our weather systems. Programs include Planetarium, STEAM Activity, and Science on a Sphere. Standard(s) Supported: SES5

What Goes Around Comes Around

Student capacity: 160

Students will explore the relationship between the sun, Earth, and moon. Programs include Discovery House, Planetarium, and Science on a Sphere.

Standard(s) Supported: SAST1, SAST2

Good Vibrations

Student capacity: 120

Students will explore the properties of sound waves through animal communication, space travel, and our own voices. Programs include Live Animal Experience, Planetarium, and STEAM Activity.

Standard(s) Supported: SPS9, HSMA.CN.1

Other

The Classic

Student Capacity: 280

Experience our three most popular programs suitable for large groups and mixed ages: Live Animal Experience, Planetarium, and Discovery House.

Early Explorers

Student Capacity: 120

This field trip is designed for preschoolers. Students will take a trip to space in our Planetarium and explore our most interactive area - The Discovery House. This is a three-floor section that includes our mini-zoo where students will experience a live animal encounter with one of our zoo keepers. *This field trip runs from 10:00-11:30 with the option to stay for lunch afterwards.

Accessibility & Inclusivity Experience

Student Capacity: 25

This field trip option aims to provide students with learning and/or physical disabilities unique and inclusive programming designed to educate students with tactile-focused experiences. Learn about different species in an animal experience using pelts, feathers, and textures of animals. Explore the moon with a cratering activity, and experience an environmental science program on animal tracks and leaf identification.

Self-Tour

Student Capacity: 40

This field trip option is great for homeschool groups or mixed ages looking to explore the Museum at their own pace. Your group will be provided with our self-tour guide to enhance your experience. *This field trip option can occur anytime during Museum hours (10-5), however, we do recommend arriving before 3pm to allow for at least 2 hours of exploration.

Field Trip Preview



For more information please
visit our [Field Trip Page!](#)



- At the time of booking, you will choose one Field Trip Option (see above) for your group.
- Each program typically runs 40-45 minutes long. A staff member will assist you in moving from program to program, as well as seating.
- Check in is at 9:30 AM. Early arrival allows students to unload from the bus and have a bathroom break before programming begins.
- Please call the MAS if you are experiencing delays. Late arrival may shorten or forfeit programming as your field trip begins promptly at 10:00 AM.
- Buses should pull up to the front doors to unload students and park at the back of the parking lot near the outdoor picnic area.
- A lead teacher will check-in at the Front Desk before students/parents enter the building.
- Upon arrival, the Group Tour Coordinator will ask you for your check-in form that was emailed during the booking process. Be prepared to give final numbers for students, teachers, and parents.
- You will form groups based on your final numbers and field trip choice. Please note that we may ask you to divide as evenly as possible due to program seating limitations. This may require that classes be split up.
- You will be given your group schedule(s) with your group number and program timeline, including lunch.
- Students will enter the building to use the restroom and form lines in front of their designated group numbers in the Lobby.
- Eating/drinking is not allowed inside the building.



- There is no indoor eating space. Lunch will be located at the picnic area next to the caboose. In the event of rain you will be guided to use our covered pavilion.
- Your group is welcome to order food to be delivered to the Front Desk, however, a group representative must be present to receive it.
- You may choose to shop at the Museum Store during lunch. The store offers a wide range of items for kids and adults. There are budget friendly items available for as low as \$3. We also offer a penny squishing machine next to the store. Please limit the store to 10 students at a time.
- Field Trips run from 10:00 AM - 1:00 PM. There is no guided programming after 1:00 PM, but your admission is good all day until closing at 5:00 PM.

Booking Your Experience at MAS

Book early! Our busiest time of year is March, April, and May. Please book at least two months in advance of your anticipated field trip date. To begin the field trip booking process, fill out the field trip [interest form](#)!

The MAS Group Tour Coordinator will contact you within 5-7 business days with more information and booking instructions. Please check that all information on the inquiry form is correct before submitting to ensure a smooth booking process.

Field Trip Requirements

- Minimum group size is 15 students
- Maximum group size is 280 students
- **One teacher/chaperone per every 10 students is required.**

Fees*

- Students: \$10/student
- Teachers & Bus Drivers: FREE
- Parents/Additional Adults: \$10/person

Home School groups receive 1 free adult per family, \$10 for each additional adult.

All Parent/Additional Adult payments **must be paid with the school.** The school is responsible for collecting parent payments. The Museum provides a Parent Ticket form during booking for your convenience.

The Museum accepts payment in the form of a check, cash, or card.



Scan the code to be taken to the field trip interest form

Quotes/Invoices

A quote/invoice will be provided upon being approved for your field trip. You may request to update this **one** time before your visit. If needed, an invoice can be sent after your visit with the numbers you brought that day.

Payment

Payment is due upon arrival of your field trip. Please note that no refunds under the amount of \$25 will be issued. Make arrangements to pay for students, parents, and additional adults all together to expedite the check-in process. All Parent/Additional Adult payments **must be paid with the school.** The school is responsible for collecting parent payments. **NOTE-** parents attending the field trip that are not included in your numbers and paying separately from the school must wait until the Museum opens at 10:00 AM, as individual transactions cannot be made before that time. Additionally, these parents may miss out on their child's first program at 10:00 AM, as there is no late seating. **Please ensure that attending parents are aware of this policy.**

*Please note: MAS Memberships do not apply to school field trips for any attendees.



Scan the code to view our Parent Policies

Accessibility & Accommodations

MAS is for everyone! If students or adults in your group require special accommodations, please let us know. The MAS building is ADA accessible with spaces available in programming areas for wheelchairs and an elevator to access all three floors of the Discovery House.

Sensory-Heavy Areas & What to Expect

- **Live Animal Experiences:** Programs may include several other guests and some animals may produce loud, sudden noises.
- **Mini-Zoo:** Some animals may produce sudden, loud noises that make students uncomfortable.
- **Light Box (Top Floor of the Discovery House):** The Light Box produces several bright colors using your silhouette. This may be triggering for students with epilepsy and/or overwhelming for students with sensory sensitivity.
- **Balcony:** The Top Floor of Discovery House has a balcony that overlooks the Mini-Zoo. This is accessed through two doorways.
- **Planetarium:** During these shows it can become very dark, very loud, and may include flashing lights that can be difficult for students with epilepsy or sensory sensitivity. Students may need to leave with an adult during the program. You will not be able to re-enter due to safety reasons.
- Please communicate any questions or concerns ahead of time so that we can provide the best experience possible for all students!

