



Table of Contents:

2..... Mobile Factory Pre-Visit Requirement List

3.....Table Layout

4.....Mobile Factory Components

5.....Pre & Post Activity

6.....Fluent Reader BINGO

7.....Pre-Reader BINGO

8.....Rental Agreement

Mobile Factory Pre-Visit List



1

Volunteer Plan

2-4 Volunteers needed to help set-up, 4 Volunteers needed during each session, and 2-4 Volunteers needed to help tear down.

2

When to Set-Up

The Mobile Factory can set up the evening before the event, or the morning of the event. Morning set-up requires early morning access to the space.

3

Tables

Many schools have their custodial staff set-up tables in the gym beforehand to speed up set-up time. A map of table locations is provided.

4

Day of Schedule

It is the schools responsibility to create a session schedule and to determine which classes attend which session. Up to 100 students can attend a session.

5

Parking

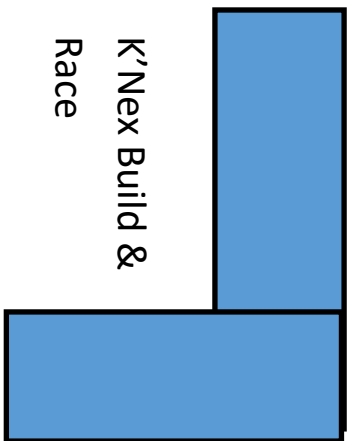
Communicate with KDF staff about where to park for unloading and where to park during the school event.

6

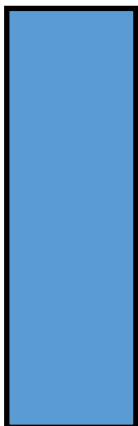
Pre & Post Activity

Share STEAM Bingo information with teachers. This activity will be completed before, during and after their visit to the Mobile Factory. Download STEAM Bingo at: www.kidsdiscoveryfactory.org/steam-bingo

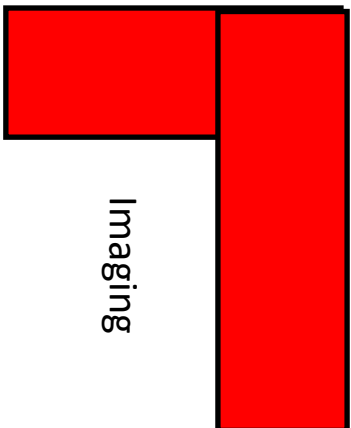
Call Vanessa: 812-212-4080 or Vanessa@KidsDiscoveryFactory.org



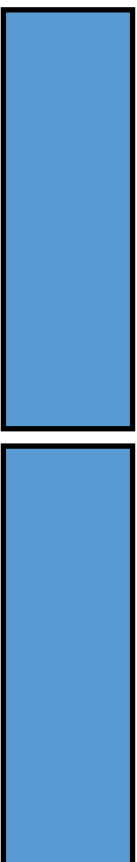
Rig-ama-jig



Fingerprint
Discovery



Air & Wind
Energy



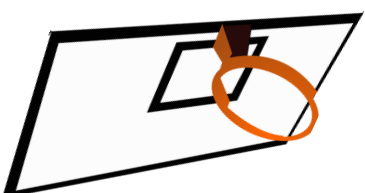
Magnets & Mazes

- Gym - Table Layout
- 7 Tables provided by school. (Blue)
 - 2 Tables provided by KDF. (Red)
 - If possible could we have a few chairs for volunteers

Chemistry Lab



Dr. Dash



Imagination
Playground



3E Grant Program Overview

Kids Discovery Mobile Factory has a variety of exhibits, all designed to be appropriate for kids of all ages and abilities.

Explorer Exhibits:



Imagination Playground

Ramps, Thrones, Walls, Forts, Build it all!



K'Nex Build & Race

Build your own K'Nex car and race it on the ramp.



Magic Magnets

Harness the power of magnets to create a masterpiece!



Wind & Air Energy

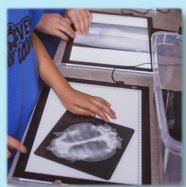
Explore the power of air with our wind tunnel and blower boxes.

Technology Exhibits:



Dr. Dash

Role Play as a Doctor performing Robot-Assisted Surgery.



Imaging

Experience the different ways we can view images of objects to learn more about them.

Builder Exhibits:



Discovery Ramps

Kids can build simple or complex ramp systems using a variety of



Riga-ma-jig

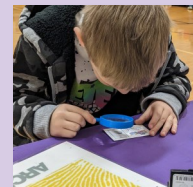
Future engineers will love harnessing the power of simple machines.

Discovery Exhibits:



Chemistry Lab

Kids test acidity levels in pocket sized chemistry labs.








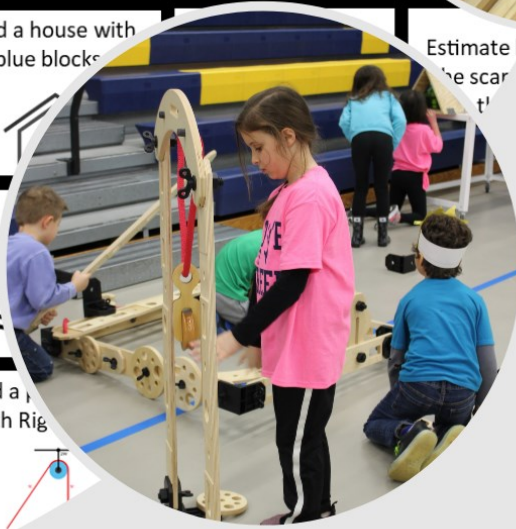





Fingerprint Discovery

Students can discover how unique the human body can be, no two are alike!

Name: _____

Date: _____

S	T	E	A	M
<p>Use a pipette to test a liquid's acidity</p> 	<p>Look at an X-Ray of an animal or human</p> 	<p>Build and test a racecar at the K'Nex Build and Race Station</p>	<p>In the space below, draw a picture of a STEAM career that you are interested</p> 	
<p>Use a magnifying glass to classify your fingerprints</p>	<p>Use a microscope to look at a plant or bug</p> 	<p>Build a ball ramp using wooden tracks and tubes</p> 	<p>In the space below, tell us which exhibit station you'd like to learn more about</p>	
<p>Explore polarity and repel two magnets</p> 	<p>Navigate a Robot Surgeon</p> 	<p>Build a house with blue blocks</p>	<p>Estimate how many scarves can fit on a shelf</p>	
<p>Use the Bernoulli Effect to make a ping pong ball float in the air</p>	<p>Build a robot with blue blocks— what type of skills does your robot have?</p>	<p>Build a robot with blue blocks</p>		
<p>Make an observation: What happens when more than one scarf goes in the wind tunnel?</p>	<p>Match the robot's lights to the color it's driving on</p> 	<p>Build a robot with Rig</p> 		

PRE & POST ACTIVITY: STEAM BINGO

DOWNLOAD BINGO:

Kids Discovery Factory has created an activity that can be done in the classroom before, during and after the Mobile Factory visit to enrich the experience for students and teachers.


- Early/Pre-Reader version available
- Fluent Reader version
- www.kidsdiscoveryfactory.org/steam-bingo

UPLOAD WORK:

Please share photos of select student work to help us facilitate more FREE STEAM programming for SE Indiana schools.

 812-212-4080

 vanessa@kidsdiscoveryfactory.org





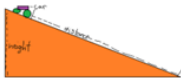




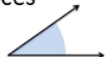

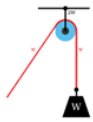

 www.kidsdiscoveryfactory.org/upload















Name: _____

Date: _____

S	T	E	A	M
<p>Use a pipette to test a liquid's acidity</p> 	<p>Look at an X-Ray of an animal or human</p> 	<p>Build and test a racecar at the K'Nex Build and Race Station</p>	<p>In the space below, draw a picture of a STEAM career that you are interested in</p>	<p>Create a pattern with magnets</p> 
<p>Use a magnifying glass to classify your fingerprints</p>	<p>Use a microscope to look at a plant or bug</p> 	<p>Build a ball ramp using wooden tracks and tubes</p> 	<p>In the space below, tell us which exhibit station you'd like to learn more about</p>	<p>Measure how far your K'Nex Car travels after going down the ramp</p>
<p>Explore polarity and repel two magnets</p> 	<p>Navigate a Robot Surgeon</p> 	<p>Build a house with blue blocks</p> 	<p>In the space below, draw a new STEAM exhibit for us to add to the Mobile Factory</p>	<p>Estimate how high the scarves reach when they fly out of the wind tunnel</p>
<p>Use the Bernoulli Effect to make a ping pong ball float in the air</p>	<p>Build a robot with blue blocks– what type of skills does your robot have?</p>	<p>Build something that spins</p> 	<p>In the space below, list three different careers that use STEAM. Which one is your favorite?</p>	<p>Create acute, right, and obtuse angles with Rig-ama-Jig pieces</p> 
<p>Make an observation: What happens when more than one scarf goes in the wind tunnel?</p>	<p>Match the robot's lights to the color it's driving on</p> 	<p>Build a pulley system with Rig-ama-Jig</p> 	<p>Draw a picture of your favorite exhibit station in the Mobile Factory</p>	<p>Turn 2D shapes (squares) into a 3D shape (cube) at the Magnet Station</p> 
<div style="border: 2px solid black; height: 237px; width: 100%;"></div>				

Date: _____

Name: _____

S	T	E	A	M
<p>Look at your...</p> 	<p>Use a ...</p> 	<p>Build a...</p> 	 <p>Draw a picture of the Mobile Factory</p>	<p>Make a ...</p> 
<p>Use a...</p> 	<p>Look at a...</p> 	<p>Build a...</p> 	 <p>Draw a picture of what you want to be when you grow up</p>	<p>Make a pattern.</p> 



www.KidsDiscoveryFactory.org

PO Box 62, Batesville, IN 47006

812-932-KIDS (5437)

Mobile Factory Rental Agreement

1. **FACILITY REQUIREMENTS** - Due to the size of the Mobile Factory and the Needs of the Exhibits we require the following be provided by the facility where the Mobile Event will be held:
 - A full sized gymnasium, or equivalent
 - 7 banquet tables (6ft or 8ft tables)
 - Access to 2 electrical outlets
 - Space must be handicap accessible
2. **VOLUNTEER REQUIREMENTS** - A Kids Discovery Factory Staff member will be present at all times, and will lead the Mobile Factory Event. **4 Volunteers are needed during set-up, tear-down and during the event** to man exhibits. These can be the same 4 volunteers for the entire event, or shifts can be created. It is the responsibility of the school/organization to provide and co-ordinate volunteers. *Volunteers are often parents or Special's Teachers.*
3. **SET-UP / TEAR DOWN SCHEDULE**—Please allow 1.5 hours for set-up time prior to the beginning of programming, either day of or the night before. We will tear-down and load up as quickly as possible afterwards. Volunteer help as mentioned above is necessary. *Many schools have used older students to help with set-up, tear-down as well.*
4. **DAY OF SCHEDULE (FOR SCHOOLS)**- Our Mobile Factory is designed to accommodate up to 100 students per Session. Each Session is 45 minutes long with a 15 minute reset between sessions. It is the responsibility of the school/organization to create a session schedule . Please share the schedule with the Mobile Factory Director at least a week prior to the visit.

Example:

Group 1 (80 students) 8:15-9:00

Group 2 (100 students) 9:15-10:00

Group 3 (74 students) 10:15-11:00
5. **CANCELLATION POLICY** - Mobile Factory events are non-refundable. If a non-weather related cancellation occurs the School /Organization will have a 1 year window to reschedule at no additional cost. In the event of a weather related cancellation (Snow Day, Two Hour Delay) the Mobile Factory event will be held on the next full in-school day.

Date of Rental: _____ School / Organization _____

Contact: _____

Address: _____

Representative Signature:

KDF Signature: