



## KIDS IN CHARGE! LAYOUT & EXHIBIT DESCRIPTIONS

### ACTIVATE!

*Balls float, pendulums swing, wheels roll, clouds whirl, feathers revolve. This is Activate!, the first exhibition space within **Kids In Charge!**. Located just past the building entry, Activate! is an impressive space of motion and physical activity. Large-scale exhibits serve as iconic landmarks to help guests orient themselves to this new space. The physical nature of the experiences allow excited kids to jump right into the **Kids In Charge!** experience (and burn off a little energy while they're at it!).*

*Activate! is the guest's introduction to some of the key concepts underlying **Kids In Charge!**. Want to make the giant pendulum swing using just a tiny magnet? Guests discover that it takes many people, all communicating and working together, to make small actions add up to big effects. Other experiences, such as a raceway where guests experiment with weighted wheels, gravity and momentum, encourage observation and experimentation. And mind-boggling activities such as a Bed of Nails challenge people to look at their assumptions and see the science beneath the mysterious. Activate! is more than making devices work. It is designed to jumpstart the mind and the emotions, helping people of all ages and abilities engage fully in the **Kids In Charge!** experience, open up to new ideas, and begin to connect in the conversations critical to the learning process.*

One of the first exhibits guests encounter is a **Cargo Loading** area. Kids will learn how to operate a giant crane, with which they can move large boxes and place on large conveyer belts. Next, guests will be able to play in strong winds at the **Wind Tunnel**. Here, kids can learn about the power of wind as they use various wings and other equipment to re-direct wind. Kids can also re-direct these strong winds to a **Shimmer Wall**, where discs on the wall will create colorful reflections. The next area is the **Bed of Nails**, where children will be able to lay, literally, on a bed of nails. As they lie on a plastic mat, nails will come up through holes and lift their bodies. In the **Lever Tug of War**, guests on two sides of a giant lever are challenged to a tug-of-war, each side attempting to pull the lever in their direction.

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By having different distances of the tug rope from the lever's fulcrum, providing a long lever-arm-distance, one side has the advantage of needing less strength to out-pull the other side. Shaped as a giant spider body, the **Rope Maze** will feature a maze of ropes, similar to a giant spider web. In this activity, children will tie themselves to a rope, and then follow this rope throughout a labyrinth of ropes.

## **INVESTIGATE!**

*Investigate! takes the guest in a new direction by introducing more focused, thinking-based experiments that both challenge and build skills of observation, logic, analysis and imagination. Can you figure out the mathematical code needed to crack a safe, or guess the identity of a strange object just by asking the right questions? Can you read the history of an animal from a single tooth, or turn on a light bulb by assembling the right circuit? The experiment stations in Investigate! invite guests to spend time together to solve puzzles and explore scientific concepts. Guests will also be given the chance to experiment with real tools of science—video light microscopes, radiometers, optic readers—and uncover the intricate detail and workings of the world around us. Just as in Activate!, the emphasis in Investigate! lies in cooperation and conversation. While guests will be able to work alone successfully if that suits their learning style, the friendly design of the space, with its tabletop experiments and abundant seating, encourages teamwork and the exchange of ideas.*

*Within Investigate!, guests will also discover a distinctive zone of activities. This is the Clubhouse, a fun space dedicated to preschool and early elementary-aged children. The activities in the Clubhouse match the experience level of this younger group, giving them a place all their own where they can build skills at their own pace. Experiments with simple pulleys, gears and levers help send messages from one friend to another. Magnetic walls become a canvas for three-dimensional sculptures of everyday objects, and computers become tools to create drawings and tell stories. Glowing fiber optic cables change color at the turn of a wheel, while optical illusions challenge perception skills. The Clubhouse will be a rich, energetic space where the enthusiasm of young guests finds playful, purposeful expression.*

In the first area of the Investigate! section, kids will be able to challenge each other to a game of **Giant Checkers and Chess**. This area will feature a 20 x 20 ft. floor, surrounded with bleachers for spectators. In the next area, Body Investigators, children will be able to measure weight, strength, flexibility, and endurance. Once measured, they are able to compare themselves to other guests on large magnetic charts and graphs. **In MOSI Magnified**, children will be able to view various objects on a large screen through a Video Light Microscope, where small objects will appear much larger. Next, a **Wentzscope**, an easy-use microscope, will enable kids to engage in an exciting problem solving scenario – a crime scene. In the **Head on a Platter** exhibit, children will be able to raise their heads up through a counter and with the help of mirrors, their heads will appear completely separated from their bodies.

## **KIDS CREATE!**

*Kids Create! is a activity-rich workshop where guests apply knowledge, skill and creativity to the process of “making.” Working as a team, kids can design, build and test a ball fall roller coaster by assembling a three-dimensional trackway. Elsewhere, simple panels, posts, nuts and bolts become the palette for the imagination, transformed into everything from tables and chairs to fanciful animals or race cars. Guests will be able to engineer a bridge or make their own stop-action animated movie. Anchoring the Kids Create! area, the Parachute Drop activity will challenge guests to design, build and launch a parachute that can hit specific targets, encouraging observation and experimentation through the fun of friendly competition. Overall, Kids Create! will be a space of creative thinking, celebrating the ingenious spirit of children and giving them tools to express it.*

*Housed within the Kids Create! area, the Playhouse provides a different opportunity for kids of all ages to express their creative side. The Playhouse is a stage for role-playing designed around the theme of space science. Young guests can put on costumes and go on a “space walk,” become an alien for a day and invent their own language, customs and stories, or discover the planets through a visually stunning multimedia presentation of NASA photography. The Playhouse encapsulates the blending of creativity, fun and scientific thinking that makes Kids In Charge! a unique learning opportunity for young and old alike.*

In the **Shadow Garden**, children will stand in front of a large projector that gives the appearance of sand coming down on top of their bodies. The machine looks for flat spots, such as shoulders, and as long as the individual stands still, sand will build up in a pile. If the person moves, the sand will disperse and look for a new flat spot to build on. A similar visual is available with butterflies, which will congregate on flat areas in this illusion exhibit. In order to visit the **Glowing Rocks** area, children will have to crawl through caves (doors available). Surrounded by rock walls, they will watch rocks glowing as special lights are projected onto them. With over 2,400 planes available, the **Flight Simulator** will take guests on a full-motion simulated flight. In **Sound Labs**, five sound proofed rooms await visitors who want to get an idea of instrumentation and playback effects of recorded sounds. Each room features a different sound effect, such as drums, karaoke, and synthesizer. While children sing in the karaoke room, each pitch is monitored and may suggest a different pitch to the singer. Also in the Kids Create! Section is the **Ball Fall Building**. Here, children get a feel for the basics of gravity, when they construct and modify a track where a ball will fall. Couplings are used to connect a wide variety of track sections, such as 90° curves, straight pieces, hills, loops, etc.

## **THE BUSY BOX**

*The Busy Box is a centrally-located activity space specifically designed for children three and under—an age group with very specific skills development and learning needs. Here, these youngest guests and their parents will find a world of exploration and discovery to delight the mind and senses. Activities in The Busy Box will focus on the development of gross motor skills, fine motor skills, balance, coordination, classification, and movement. Young guests, for example, will be challenged to climb up a small stepped pyramid made of squishy foam, or navigate a pathway of soft bumps and ridges. Stacking and sorting opportunities will introduce concepts such as shape, color, size and number.*

*Group playspaces and cooperative activities such as simple ball falls and block-building will also encourage the development of emotional, social and verbal skills.*

*The Busy Box will be a protected area located centrally in Kids In Charge!. This design will let our youngest guests play safely, out of the way of larger crowds. Answering a concern of parents with several children, the design will allow adults within The Busy Box to have a clear view of the exhibition space where older kids may be working. It also allows young guests to have full view of older children and adults, who serve as critical models for skills and knowledge-building. As a result, The Busy Box provides security without isolation, reinforcing the idea that people learn best when they interact.*

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