



FIELD TRIF





2024



STEAM EDUCATION FOR THE

21st CENTURY

EDUCATOR GUIDE



About Challenge Island

Why?

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#1
in STEAM
Education!

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What is Challenge Island?

It's where engineering meets imagination!
It's a one-of-a-kind program on
the cutting edge of S.T.E.A.M Education.

21 st CENTURY SKILLS

We foster the fundamental skills kids need to thrive today &tomorrow including creativity, collaboration, communication, flexibility and leadership.

SOCIAL EMOTIONAL LEARNING

We encourage the social & emotional intelligence children need to form healthy relationships & make positive choices.

PROJECT BASED LEARNING

Kids engage in inquiry-based, collaborative, student driven learning grounded in eal world connections while problem solving.

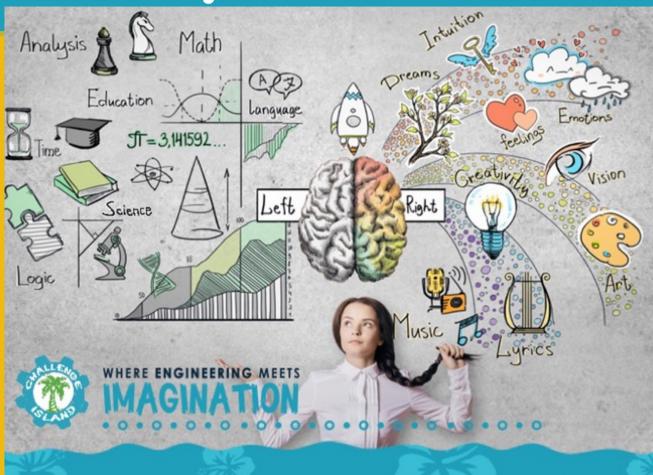
HICHER LEVEL THINKING SKILLS

Our field trips promote deep, analytical & critical thinking abilities in kids which help ensure their longterm academic and professional success.



Educators choose a cross-curricular theme based challenge for their students. Students will experience an unforgettable adventure while having STEAM-tastic fun!

Challenge Island supports whole brain development with their STEAM programs while enriching kids with an "I CAN" attitude.





I CAN generate & compare multiple possible solutions to a problem



I CAN plan & carry out fair tests to identify how a model can be improved.



I CAN design a solution to a complex real-world problem through engineering.



I CAN analyze data from tests among several design solutions & combine them into a new solution.



I CAN plan a solution to a problem by drawing & creating a model.



Field Trip Offerings

Challenge Island
Center
(Come to us)







ONE Challenge:

Cost: \$10/student

Duration: 1.5 hour

Activity: Choice of 1

STEAMtastic challenge

ONE Challenge:

Cost: \$10/student

Duration: 1 hour

Activity: Choice of 1

STEAMtastic challenge

TWO Challenges:

Cost: \$15/student

Duration: 2.5 hours

Activity: Choice of 2

STEAMtastic challenges

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Cost: \$15/student

Duration: 2.5 hours

Activity: Choice of 2

STEAMtastic challenges



DESCRIPTION OF ACTIVITIES

(Kindergarten - First grade)



— Best for large groups



ZIPLINE ZONE

Students will design, build & test a zip line that transports a self-made device all while exploring Newton's Laws. Will distance, height & weight make a difference? Budding engineers want to know!

CITY & NEIGHBORHOOD PLANNERS

Students will take on the role of a city planner to design and build a 3D neighborhood. Future engineers will learn about geographical map skills, architecture and the power of magnets as they build infrastructure.





BEACH COASTERS

Students will design an entire amusement park ride using railway paper "tracks".

How will the power of potential and kinetic energy, gravity and momentum impact their ride? It will be a thrill to find out!

ROCKIN' ROLLER COASTERS

Students will let their marbles fly in this amazing engineering challenge.

Space will be needed as students construct hills, curves and loops while exploring physics & velocity. Where will the marble travel? The possibilities are endless!



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MONKEY PLAYGROUNDS

Students will build model playgrounds using simple machines such as levers and inclined planes. There's much excitement and creativity in this challenge as students innovate, invent, experiment and collaborate!

BLOWCART FUN

Students will design & build a blow cart that can go the distance while studying wind power energy. Will sail size and shape and wheel placement make a difference? Students will get blown away finding out!





Descriptions of Activities (Second - Sixth grade)



Rest for large groups



STAR MOUNTAIN

Students will simulate the pull of gravity as they create swirling wormholes, drops, tunnels and chutes! What will their enclosed indoor ride look like? Where will the marble end up? Future engineers will want to know!



ROCKIN' ROLLER COASTERS

Students will let their marbles fly in this amazing engineering challenge. Space will be needed as students construct hills, curves and loops while exploring physics & velocity. Where will the marble travel? The possibilities are endless!





VOLCANOES, ERUPTIONS & DISASTER

Students will design and build houses that can survive lava damage by implementing sloping roofs & stilts. Then, students will construct an eruptive volcano. Will the "lava" destroy what they built? It's going to be explosively fun to find out!



Students will design & build a blow cart that can go the distance while studying wind power energy. Will sail size and shape and wheel placement make a difference? Students will get blown away finding out!





SUSPENSION BRIDGES

Students will take on structural and civil engineering as they design a model suspension bridge. Can the bridge sustain a possible earthquake? How much weight can it support? How long will it span? This challenge is sure to be a long stretch of enjoyment!

TREEHOUSES

Students will build model treehouses using simple machines such as levers & inclined planes. There's much excitement and creativity in this challenge as students innovate, invent, experiment and collaborate!





Descriptions of Activities

(Second - Sixth grade)



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MARCH ON WASHINGTON

Students will recreate a model of the famous "March" on Washington while learning about civil liberties, freedom and economic justice as they explore map skills.

This challenge is the best of architecture, engineering, creativity and history!

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INDUSTRIAL REVOLUTION - SORTING MACHINES

Students will design and build a sorting conveyor belt (without electrical power)
while studying the Industrial Revolution. How will oranges be sorted by size without touching
them? That's what budding mechanical engineers will solve in this challenge!



Students will study structural engineering while designing tall towers.

What type of foundation and supports will they implement? Will they need cross braces and

columns? Future engineers will find out!

PUTT PUTT GOLF

Students will design and build a mini golf course with holes, traps and obstacles.

Fun will soar as they implement scientific methods and play at that same time!

Who knows, they may get a hole in one!



SLIMETOPIA

Students will ooze with excitement as they experiment with multiple recipes of slime.

The chemistry of the different ingredients is sure to be stretchy, squashy and cool!

No matter how you squish it, this challenge is colossally fun!



Looking for something different?

Do you have a specific theme you are looking for?
We can also create customized field trip activities to meet
your thematic needs. Just ask us!



How to Book





Fill out a Field Trip Request Form





We will confirm date & send contract. Signed contract means you're on our calendar.



Confirmation email sent one week prior to event. Please CONFIRM student count one week prior.



Payment due on day of event.

(Invoice sent when contract is signed)

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Frequently Asked Questions



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How do I reserve a date for a field trip? Date may be selected on our Field Trip request form or by email. Based on availability, we will confirm your date byemail or phone.

Is a deposit required for the field trip(s)? No. A signed contract is confirmation of your event with us.

When do I need to provide a final student head count? One week prior to your event, we will ask for a final student head count. This allows us to prepare for the best STEAMtastic event.

When is the balance due? Balance in full may be paid on or before the scheduled event. An invoice will be emailed?

Is there a late payment fee? Yes. Payments made 15 days AFTER the scheduled event will incur a 10% (of total balance) fee.

Can I get a refund for students who do not attend? No. We provide materials and set up according to the number of students confirmed one week prior to your field trip.

What happens if we are running late? Please let us know as soon as you are aware of any issues the day of your field trip that will cause your group to be late. Depending on our schedule and/or how late your group arrives, programs may need to be modified to fit the allotted timeframe. If we need to increase the scheduled time period due to a late arrival, an additional fee may be charged.

Can we eat lunch at your facility? Yes, you may bring sack lunches and stay for an additional 30 minutes after your program for an additional fee.

Do we need to bring anything? Students may bring their own water bottles. Please note, our facility only has sink water. We do not have a water fountain. Other than water, we will supply everything needed for a STEAMtastic program!

Po you have food for purchase? Yes, advance notice is required. We can offer: Pizza: Large Cheese Pizza – \$25 each & Large Pepperoni Pizza – \$30 each. Boxed Lunches: \$10/child (sandwich, chips and drink)

Water Bottles: \$1/child

Are chaperones required? We suggest 1 chaperone for every 10 kids.

What is the maximum number of students you can accommodate at your facility? We can fit approximately 100 – 120 students depending on chosen activity.

Where can we park when we arrive? Buses can drop students off in front of the building. Large buses should park on the Davenport street.



















OTHER PROGRAM OFFERINGS:

BIRTHDAY PARTIES

CAMPS



Scouting

FAMILY/ SCIENCE NIGHTS

ENRICHMENT CLASSES

STEAM EDUCATION FOR THE

21st CENTURY



Challenge Island STEAM Programs for you!

Field •
Trips

CAMP Programs



Family Engagement

SCIENCE NIGHTS

ENRICHMENT CLASSES

STEAM EDUCATION FOR THE

21st CENTURY



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CONTACT US













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