



# FIELD TRIP GUIDE



2024 - 2025



STEAM EDUCATION FOR THE  
**21st CENTURY**

**EDUCATOR GUIDE**



# About Challenge Island

#1  
in STEAM  
Education!

## 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<sup>st</sup> 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.

## Why?

### PROJECT BASED LEARNING

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

### HIGHER LEVEL THINKING SKILLS

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

## How?

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  
(minimum: \$300 or 30 kids)**

**TWO Challenges:**

**Cost: \$14.50/student**

**Duration: 2.5 hours**

**Activity: Choice of 2  
STEAMtastic challenges  
(minimum: \$435 or 30 kids)**

**Discounts available for Title 1  
schools and large groups**

WHERE?



**OUTREACH  
at your  
CAMPUS**



**ONE Challenge:**

**Cost: \$10/student**

**Duration: 1 hour**

**Activity: Choice of 1  
STEAMtastic challenge  
(minimum: \$300 or 30 kids)**

**Two Challenges:**

**Cost: \$14.50/student**

**Duration: 2.5 hours**

**Activity: Choice of 2  
STEAMtastic challenges  
(minimum: \$435 or 30 kids)**

**Discounts available for Title 1  
schools and large groups**





# DESCRIPTION OF ACTIVITIES

(PreK - Kindergarten)

 — Best for large groups



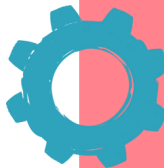
## ZIPLINE ZONE

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!



## ROCKIN' ROLLER COASTERS (STAR MOUNTAIN)

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!



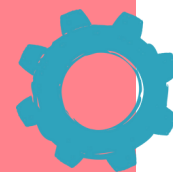
## WIND POWERED CARS

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!



## 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!



## PENGUIN TOBOGGANS

Students will learn about Antarctic penguins, and how they move through snow. Students will design and engineer a penguin toboggan ride using inclined planes and while learning about the impact of potential & kinetic energy. How will friction and momentum impact the penguin velocity? Come find out in this wacky waddling super sliding field trip!

## SLIME -TOPIA

Students will learn about the chemistry of slime where 2 or more substances react and combine to form a new substance. Students will engage in hands-on chemical reactions and create their own slime. While playing with the slime students will observe its properties as a polymer and non-Newtonian liquid. It's squishy slimy fun!





# Descriptions of Activities

## (First - Sixth grade)

 — Best for large groups

### **ROCKIN' ROLLER COASTERS - 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!



### **SKATEBOARD PARK**

Students Will dive into the world of skateboarding as they engineer and build their own skateboards and skateparks, complete with half pipes, verts, rails and ramps. Join us as we explore this new Olympic sport and take home a fingerboard skateboard of their own.



### **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!

### **MUDDY MARATHON**

Students will learn about Tough Mudder (non-typical marathon) races. Using STEAM skills, students will design a launch system for their "marathon racers" (marbles) that must go thru creative and artistic obstacles with engineered jumps and turns. The marbles path will get tested, fixed and retested all while learning about potential and kinetic energy in action.



### **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)

— 4th gr & up



## 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!



## 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!



## SLIME-TOPIA

Students will learn about the chemistry of slime where 2 or more substances react and combine to form a new substance. Students will engage in hands-on chemical reactions and create their own slime. While playing with the slime students will observe its properties as a polymer and non-Newtonian liquid. It’s squishy slimy fun!



## FOOTBALL

Students will get in the mindset of a football player & learn about the physics involved in throwing a ball! Teams of students will design & build a mini stadium and simulate quarterbacks (launchers) throwing accurate passes to “receivers” using elasticity and a lot of ingenuity! Playing in America’s favorite “pass-time” is sure to be a ball!



## MOUNT KILIMANJARO

Students will learn about the tall Mt Kilimanjaro & its different climate zones (biomes). Using STEAM building steps, collaboration & problem-solving skills, students will design a coaster type track with twists & turns from Kilimanjaro’s peak down through all 5 biomes using just the right amount of slope! It’s sure to be an adventurous trek down the mountain!

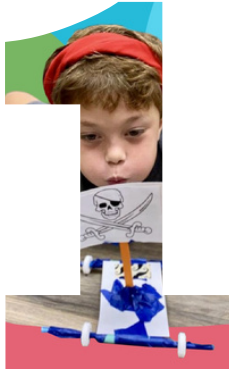


## Looking for something different?

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)





# Frequently Asked Questions



**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 by email 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?** We will ask for a final student head count one week prior to your event. 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 of \$1/student.

**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!

**Do 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 or teacher for every 10 kids.

**Is there a cost for teachers and chaperones?** Yes, teachers and chaperones above the 1 per every 10 students will be \$10 each.

**Are there any discounts available?** We offer a 10% discount for Title I schools or large groups over 100 students.

**Where can we park when we arrive?** Buses can drop students off in front of the building. Ample parking is available.





# OTHER PROGRAM OFFERINGS:



STEAM EDUCATION FOR THE  
**21st CENTURY**

Challenge Island-West Plano/North Dallas 469.779.7844 [dallasinfo@challenge-island.com](mailto:dallasinfo@challenge-island.com)



# What People Are Saying?



They have a wide variety of activities that can meet tons of different standards. Highly recommend!  
Lead teacher



"Challenge Island curriculum is inspired and allows participants to explore, create and achieve remarkable things!"  
Camp Director



"A Challenge Island field trip is like watching budding engineers shine! The program is amazing!"  
Teacher



"Challenge Island is on the front lines of STEAM education!"  
Teacher



"The children absolutely love challenge Island! One of them even said 'I'll never forget this!'"  
Teacher



"It's a great program! Hands-on, high-interest! A must experience for all kids!"  
Parent





# CONTACT US



WE HOPE YOU'LL JOIN US  
ON OUR NEXT CHALLENGE  
ISLAND ADVENTURE!



[dallasinfo@challenge-island.com](mailto:dallasinfo@challenge-island.com)



469-779-7844



<https://challenge-island.com/westplano-northdallas/>



**Challenge Island**  
**7989 Beltline Rd Suite 180 Dallas, TX 75248**

