



All content aligns with NGSS-Next Generation
Science Standards

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STEAM Encounters Overview

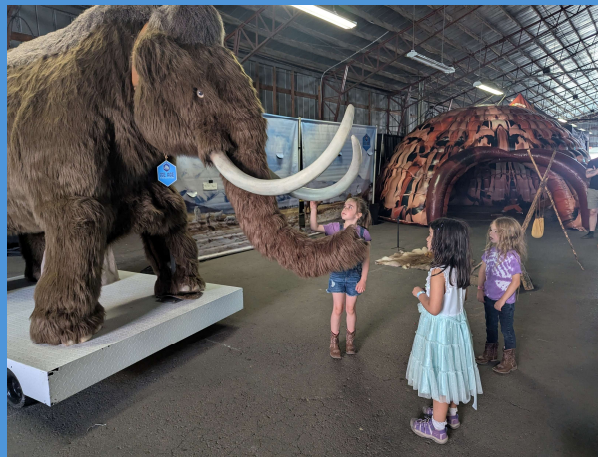
STEAM Encounters is more than just a traveling science museum.

It's live educational shows, a maker fair, Meow Wolf, and amusements all rolled into a traveling educational experience.

STEAM Encounters goal is to inspire children, introduce them to careers of the future, and to make STEAM education accessible to every child regardless of their economic status or geographical location.

We make learning fun!

20,000 sq. ft. of Educational Entertainment



5 Different Educational Shows



10 Hands on Activity Stations



10 Free Explore Stations



Daily Schedule

Morning Section: 9:00 AM-11:00 AM
Three groups up to 250 children each for a total of 750 children 1st grade -6th grade

Afternoon Section: 12:00 PM-2:00 PM
Three groups up to 250 children each for a total of 750 children 1st grade -6th grade

Activity Rotations 40 minutes each

Shows

- Dino Encounters Show with Rocky
- Engineering Encounters Show with Bitz
- Ice Age Encounters with Amka the Woolly Mammoth
- Lewis and Clark
- Mars Encounters with Destiny the Mars Rover
- Mythical Encounters with Sparky the Dragon

Hands on Activities- craft to keep

- Real Fossil Digging
- RC Rover Build
- 3D Candy Print
- Build and Launch Paper Rockets
- Make Electric Circuit Cards
- Map & Compass Navigation
- Coding with Bitz
- Fizzy potion lab
- Holograms
- Dino Detective

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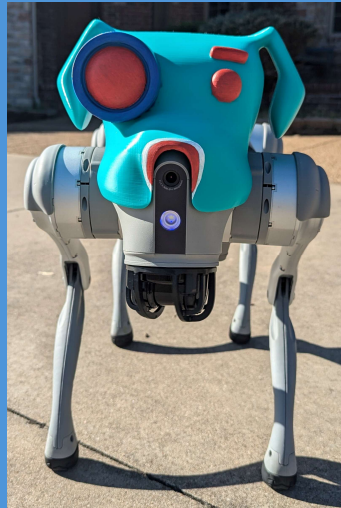
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Free time Explore

- Operate Construction Equipment
- Prehistoric Museum
- Puzzles
- Fly Augmented Reality Drones
- RFID Escape Room
- Fossil Replicas
- Lewis & Clark Museum
- NASA Achievements
- Prehistoric Mini Golf
- Holograms



Dino Encounters

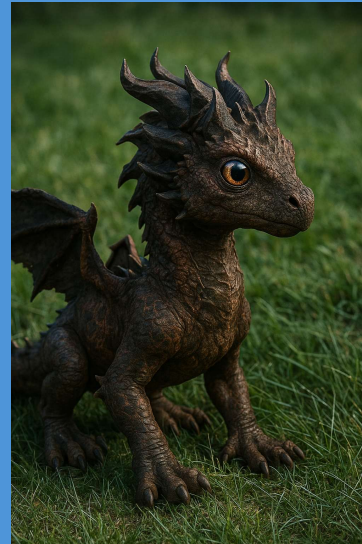


Bitz the Robotic Dog



Destiny the Mars Rover

Live Shows



Sparky the Dragon

Ice Age With Amka



Lewis & Clark





Hands on Activity Stations



RC Rover Construction



Coding Bitz



Design 3D Printed candy



Digging for real Fossils



Build a hologram



Design and launch Paper rockets



Free Explore Stations

Prehistoric Mini Golf



Try out Construction Equipment



Augmented Reality Games



Escape room puzzles



Museum Exhibits





Academic Alignment

Sample mapping of Activities with NGSS, CCSS ELA, CCSS Math and DDOE grades 1st-6th

Grade	Activity	NGSS (Science/Eng.)	CCSS ELA	CCSS Math	Alignment Notes
1	Fossil dig & museum curation	2-ESS1-1, 2-LS4-1	W.1.7, RI.1.3, SL.1.4	2.MD.1	DDOE Science (NGSS-adopted): fossils as evidence; Earth history; adaptation.
1	Rocker-bogie RC rover (simple)	K-2-ETS1-1, K-2-ETS1-2	W.1.7, RI.1.3, SL.1.4	1.OA.1	DDOE Science/Engineering (NGSS-adopted): ETS1 design; waves/forces where applicable. DDOE Technology Education/CS
1	Electric paper circuit cards	K-2-ETS1-1	W.1.7, RI.1.3, SL.1.4	2.MD.1	DDOE Science/Engineering (NGSS-adopted): ETS1 design; waves/forces where applicable. DDOE Technology Education/CS
1	Paper rockets (air compressor) with height calc	K-2-ETS1-2	W.1.7, RI.1.3, SL.1.4	2.MD.1	Align via NGSS (science/engineering) + CCSS (ELA/Math); add district SS/Tech details.
1	3D candy printing	K-2-ETS1-1	W.1.7, RI.1.3, SL.1.4	2.MD.1	DDOE Science/Engineering (NGSS-adopted): materials & design; measurement & data in math.
1	Map & compass navigation (point-to-point, XY grid)	K-2-ETS1-1	W.1.7, RI.1.3, SL.1.4	1.MD.1	DDOE Social Studies: Geography—maps, spatial patterns; History—exploration.
1	Fizzy potion lab (vinegar + baking soda)	2-PS1-1	W.1.7, RI.1.3, SL.1.4	2.MD.1	DDOE Science (NGSS-adopted): matter properties & reactions; investigation planning.
1	Hologram craft build	1-PS4-2	W.1.7, RI.1.3, SL.1.4	2.MD.1	DDOE Science/Engineering (NGSS-adopted): ETS1 design; waves/forces where applicable. DDOE Technology Education/CS
1	Augmented-reality drones	K-2-ETS1-1	W.1.7, RI.1.3, SL.1.4	1.OA.1	DDOE Science/Engineering (NGSS-adopted): ETS1 design; waves/forces where applicable. DDOE Technology Education/CS
1	Coding robots (Blockly)	K-2-ETS1-1	W.1.7, RI.1.3, SL.1.4	1.OA.1	DDOE Science/Engineering (NGSS-adopted): ETS1 design; waves/forces where applicable. DDOE Technology Education/CS
1	Lewis & Clark keelboat presentation + mapmaking	K-2-ETS1-1	W.1.7, RI.1.3, SL.1.4	2.MD.1	DDOE Social Studies: Geography—maps, spatial patterns; History—exploration.
1	NASA historical achievements	1-ESS1-1	W.1.7, RI.1.3, SL.1.4	2.MD.1	DDOE Science (NGSS-adopted): space systems; ELA research/presentation.
1	Bitz show: AI & robotics	K-2-ETS1-1	W.1.7, RI.1.3, SL.1.4	1.OA.1	DDOE Tech/CS & Career Pathways: AI/robotics awareness; ELA speaking/listening.
1	Dino Encounters show (Cretaceous, fossil formation, ad 2-LS4-1	2-ESS1-1, 2-LS4-1	W.1.7, RI.1.3, SL.1.4	2.MD.1	DDOE Science (NGSS-adopted): fossils as evidence; Earth history; adaptation.
2	Fossil dig & museum curation	2-ESS1-1, 2-LS4-1	W.2.7, RI.2.3, SL.2.4	2.MD.1	DDOE Science (NGSS-adopted): fossils as evidence; Earth history; adaptation.
2	Rocker-bogie RC rover (simple)	K-2-ETS1-1, K-2-ETS1-2	W.2.7, RI.2.3, SL.2.4	1.OA.1	DDOE Science/Engineering (NGSS-adopted): ETS1 design; waves/forces where applicable. DDOE Technology Education/CS
2	Electric paper circuit cards	K-2-ETS1-1	W.2.7, RI.2.3, SL.2.4	2.MD.1	DDOE Science/Engineering (NGSS-adopted): ETS1 design; waves/forces where applicable. DDOE Technology Education/CS
2	Paper rockets (air compressor) with height calc	K-2-ETS1-2	W.2.7, RI.2.3, SL.2.4	2.MD.1	Align via NGSS (science/engineering) + CCSS (ELA/Math); add district SS/Tech details.
2	3D candy printing	K-2-ETS1-1	W.2.7, RI.2.3, SL.2.4	2.MD.1	DDOE Science/Engineering (NGSS-adopted): materials & design; measurement & data in math.
2	Map & compass navigation (point-to-point, XY grid)	K-2-ETS1-1	W.2.7, RI.2.3, SL.2.4	1.MD.1	DDOE Social Studies: Geography—maps, spatial patterns; History—exploration.
2	Fizzy potion lab (vinegar + baking soda)	2-PS1-1	W.2.7, RI.2.3, SL.2.4	2.MD.1	DDOE Science (NGSS-adopted): matter properties & reactions; investigation planning.
2	Hologram craft build	1-PS4-2	W.2.7, RI.2.3, SL.2.4	2.MD.1	DDOE Science/Engineering (NGSS-adopted): ETS1 design; waves/forces where applicable. DDOE Technology Education/CS
2	Augmented-reality drones	K-2-ETS1-1	W.2.7, RI.2.3, SL.2.4	1.OA.1	DDOE Science/Engineering (NGSS-adopted): ETS1 design; waves/forces where applicable. DDOE Technology Education/CS
2	Coding robots (Blockly)	K-2-ETS1-1	W.2.7, RI.2.3, SL.2.4	1.OA.1	DDOE Science/Engineering (NGSS-adopted): ETS1 design; waves/forces where applicable. DDOE Technology Education/CS
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2	Bitz show: AI & robotics	K-2-ETS1-1	W.2.7, RI.2.3, SL.2.4	1.OA.1	DDOE Tech/CS & Career Pathways: AI/robotics awareness; ELA speaking/listening.
2	Dino Encounters show (Cretaceous, fossil formation, ad 2-LS4-1	2-ESS1-1, 2-LS4-1	W.2.7, RI.2.3, SL.2.4	2.MD.1	DDOE Science (NGSS-adopted): fossils as evidence; Earth history; adaptation.
3	Fossil dig & museum curation	3-LS4-1	W.3.7, RI.3.3, SL.3.4	3.MD.3	DDOE Science (NGSS-adopted): fossils as evidence; Earth history; adaptation.
3	Rocker-bogie RC rover (simple)	3-5-ETS1-1, 3-5-ETS1-2, 3-5-ETS1-3, 3-PS2-2	W.3.7, RI.3.3, SL.3.4	3.OA.8	DDOE Science/Engineering (NGSS-adopted): ETS1 design; waves/forces where applicable. DDOE Technology Education/CS
3	Electric paper circuit cards	4-PS3-2, 3-5-ETS1-1	W.3.7, RI.3.3, SL.3.4	3.MD.2	DDOE Science/Engineering (NGSS-adopted): ETS1 design; waves/forces where applicable. DDOE Technology Education/CS
3	Paper rockets (air compressor) with height calc	3-PS2-2, 3-5-ETS1-1	W.3.7, RI.3.3, SL.3.4	3.MD.1, 3.OA.8	Align via NGSS (science/engineering) + CCSS (ELA/Math); add district SS/Tech details.
3	3D candy printing	3-5-ETS1-1, 5-PS1-3	W.3.7, RI.3.3, SL.3.4	3.MD.5	DDOE Science/Engineering (NGSS-adopted): materials & design; measurement & data in math.
3	Map & compass navigation (point-to-point, XY grid)	3-ESS2-2	W.3.7, RI.3.3, SL.3.4	3.MD.4	DDOE Social Studies: Geography—maps, spatial patterns; History—exploration.
3	Fizzy potion lab (vinegar + baking soda)	3-5-ETS1-2	W.3.7, RI.3.3, SL.3.4	3.MD.3	DDOE Science (NGSS-adopted): matter properties & reactions; investigation planning.
3	Hologram craft build	4-PS4-2, 4-PS4-3	W.3.7, RI.3.3, SL.3.4	3.MD.3	DDOE Science/Engineering (NGSS-adopted): ETS1 design; waves/forces where applicable. DDOE Technology Education/CS



Curriculum

E3 provides to participating schools a downloadable curriculum summary for teachers to review with students and reinforce key concepts post event.



THE FIRST 4.4 BILLION YEARS!
2ND-6TH GRADE TEACHER GUIDE

DINO ENCOUNTERS

NEXT GENERATION SCIENCE STANDARDS ALIGNED MOBILE FIELD TRIPS

We bring the Experience to you

CHILDREN WILL LEARN THROUGH SIX HANDS-ON INTERACTIVE STATIONS:

- 1 Introduction to Dino Encounters and Paleontologist Dr. T. Rex. Students will learn about Earth's formation, rock layers, early environments, dinosaurs and various fossils.
- 2 Students investigate the Paleozoic Era's Cambrian and Ordovician Periods. Students will learn about corals, sponges, jellyfish, early trilobites and the birth of the first land animals.
- 3 Includes the Silurian and Devonian periods. Students will learn about vertebrates, fossil formation and make four representations to keep.
- 4 Includes the Carboniferous and Permian Periods. Students will learn about reptiles, dinosaurs, early land plants, extinction events and what makes a dinosaur a dinosaur!
- 5 & 6 Dino Encounters utilizes humor, music, special effects, facts, and audience participation to educate children on the amazing life of dinosaurs. Children will get to learn about prehistoric insects and interact with several realistic dinosaur puppets.

S.T.E.A.M. ENCOUNTERS
K-8TH GRADE TEACHER GUIDE

THE SCIENCE BEHIND THE LEWIS & CLARK EXPEDITION

CHILDREN WILL LEARN THROUGH SIX HANDS-ON INTERACTIVE STATIONS:

- 1 Students will learn about who led the expedition, their strengths and skills that contributed to the success of the mission.
- 2 Students will be introduced to the basics of navigation, identifying longitude, latitude, taking a bearing with a compass and mapping coordinates onto a map.
- 3 Students will learn about modes of transportation, the engineering of a keelboat and enjoy a first person view experience of riding on the only operational keelboat in the world.
- 4 Students will get to observe and analyze real plants and animal examples that Lewis and Clark documented in their journals and create a journal entry with their own unique illustrations.
- 5 Students will discover how Native Americans totemes, survived, contributed to the expedition and set up a real tipi!
- 6 Students will learn about the materials used in Native American Art, Design and color their own container.

NEXT GENERATION SCIENCE STANDARDS ALIGNED MOBILE FIELD TRIPS

We bring the Experience to you



Reserve Your School Today!

- Schools must register and reserve their field trip date and morning or afternoon session as well as their preference for activity in the Hands on Activity Station
- A 50% deposit is required at the time of registration based on the number of students attending. Balance can be paid online or at the event.
- Price is \$12/ student (see options for discounts)
- Registration closes 45 days before the event
- Limited spaces are available.
- Don't wait till the last minute.



CONTACT

info@E3Encounters.com

Register & Pay

www.e3encounters.com/booksteam



Discounts



Sponsorship: STEAM Encounters has partnered with O-STEAM a 501-3C non-profit. If your school has businesses that want to sponsor students to attend, they can make a tax-deductible contribution to the O-STEAM on your students behalf.

CASH Back Program: Registered schools will receive a catalog flyer that can be copied and sent home to students prior to the event date. Those order forms as well as payment should be turned into our staff at the event. We will process the purchases, bag the items, write the students name on the bag and the orders to your school contact. We will donate 20% of those sales back to the school



Marketing and Youtube



- E3 will begin marketing through social media the STEAM Encounters Field Trip location 90 days before the event date and close registration 45 days out.
- Participating schools that have registered by 45 days before the event, will be emailed confirmation that will include parking information, and an event packet that corresponds to the Hands On Activity selected and store catalog.
- **Special Promotional Contest**-Included in the packet will be an optional essay contest for students to write an essay describing, which of our themes interests them the most , and what do they want to be when they grow up and why? A video taping parental release form will be included. Both the application and release form will need to be returned 20 days before the event. Three winners will be chosen and will be featured in our YouTube channel Show, STEAM Encounters.



About

- Ten years, over 1000 events across the US. 373 in just 2019.
- Part of the prestigious Segerstrom's Performing Arts Art's Teach Program 2017-2020
- Awarded two years in a row the Most Interactive Exhibit Award at the Oklahoma State Fair 2023-2024
- Custom designed all exhibits, holds US Copyright on Ice Age puppets
- 9 Issued US Patents in Software
- Developed 5 educational mobile apps



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