



# Virtual Field Trip Planning Guide

## NASA Wallops Flight Facility Visitor Center

### TO SCHEDULE A VIRTUAL FIELD TRIP

1. Look over this Virtual Field Trip Planning Guide and ensure that your group is eligible.
2. Go to <https://wallops-visitor-center.appointlet.com> to view available program times. Complete and submit the program request form.
3. After program details are confirmed, you will be sent a confirmation within 2-3 business days **and** a Microsoft Teams meeting invitation/ calendar invite with your virtual field trip program link.
4. Carefully review the confirmation emails, save the Microsoft Teams meeting link, and prepare the hands-on activity materials (if applicable). Reach out to the NASA Wallops Visitor Center for further questions.

### ELIGIBILITY

- Virtual Field Trips are only available to non-profit organizations, public or private schools, educational institutions, homeschool groups, and civic groups.
- Groups may not charge participants a fee to attend the program.
- Virtual Field Trips have a minimum of **15** school-age participants.
  - While no maximum number of students is set, extremely large groups may have limited ability/opportunity to interact with the Wallops Visitor Center educator leading the live program and activity.
- Program requests should be submitted at least **1** week in advance, and can only be submitted up to **90** days in advance.
  - In an effort to provide opportunities to as many students as possible with high program demand and limited staff availability:
    - groups/schools may be limited by the number of programs they can reserve each semester.
    - smaller classes from the same school that are requesting the same program topic may be asked to combine classes for a single program.



### Program Availability:

Tuesdays and Fridays  
10 a.m. - 3 p.m., Eastern  
September - May

### IMPORTANT INFORMATION

*All virtual and in person programs and activities at the NASA Wallops Visitor Center, are subject to cancellation or change at any time due to NASA mission operations, exhibit installations, and staff availability. Late arrivals the day of your trip may result in the cancellation of your program.*

### WALLOPS VISITOR CENTER CONTACT INFORMATION

757.824.1404 - front desk  
[wff-nasa-visitor-center@mail.nasa.gov](mailto:wff-nasa-visitor-center@mail.nasa.gov)



# Program Information

## ACTIVITY MATERIALS

Most virtual field trip programs include a hands-on activity that is completed live with the Wallops Visitor Center educator. These programs will require that students or teachers gather materials that are common in most households and classrooms ahead of time, before the program begins. The list of materials will be shared with the group contact prior to the program date, attached to the Microsoft Teams meeting invitation/calendar invite

## VIRTUAL PLATFORM

The NASA Wallops Visitor Center hosts the virtual program through Microsoft Teams (no download required). The group's contact will be sent a Microsoft Teams meeting invitation/calendar invite from the NASA Wallops Visitor Center when their virtual field trip is confirmed. If you do not receive this link ahead of your program start time, call the visitor center's front desk line: 757-824-1404, opt. 4

## VIRTUAL FIELD TRIP OPTIONS

Virtual field trips are conducted live by a Visitor Center informal educator and are approximately 30-60 minutes in length, depending on the chosen program. Most virtual field trips include a presentation, question and answer session, and a hands-on activity.

### Grades K-2

**Option 1: Our Neighbor, The Moon (30 minutes):** What is something up in the sky visible during the day and at night? Something that may be dim or shine bright? What might have a different shape when we look at it on different days? It's our neighbor, the moon! Join us on a short adventure about the moon and NASA's plans to go back and visit. This 30-minute program consists of an interactive presentation and a short question and answer session, all led live by one of our educators.

**Option 2: Building a Better Tomorrow (30 minutes):** NASA's working to build a better tomorrow by creating innovations that solve problems and help people while protecting planet Earth. We'll explore how engineers look back in history to learn from past engineering marvels and draw inspiration from nature, to improve designs. This 30-minute program consists of an interactive presentation and a short question and answer session, all led live by one of our educators.

### Grades 3-5

**Option 1: Moon to Mars (60 minutes):** Why is NASA going back to the moon and what's left to discover? How will going to the moon help astronauts get to Mars? Why do we want to land astronauts on Mars? We'll answer these questions and more as we explore from the Moon to Mars. Following the discussion, students can get an idea of how large our solar system is as they create a pocket size scale model of the solar system. This 60-minute program consists of an interactive presentation, a short question-and-answer session, and a hands-on activity – all led live by one of our educators.



**Option 2: Spaceship Earth (60 minutes):** Earth is our oasis in space, and the only place that can support life as we know it. To better understand our complex, ever-changing planet, we'll explore how NASA monitors and collects information about five interconnected Earth systems: hydrosphere, atmosphere, cryosphere, biosphere, and geosphere. As travelers on "Spaceship Earth," you and your students will consider how interactions between air, water, rock, and life change on our planet and its climate. Are all systems going? This 60-minute program consists of an interactive presentation, a short question and answer session, and a hands-on activity – all led live by one of our educators.

## Grades 6-8

**Option 1: Mission Explorers: Design a Spacecraft (60 minutes):** Explore how NASA uses robotic spacecraft technology to uncover mysteries within the solar system! Participants will receive a solar system exploration mission, then design their very own spacecraft prototype that will collect data about a target destination. This 60-minute program consists of an interactive presentation, a short question and answer session, and a hands-on activity – all led live by one of our educators.

**Option 2: Journey to Mars (60 minutes):** Mars is a rich place for scientific exploration and discovery. By studying the Red Planet, we come to learn more about Earth and if life could have existed in another world. We'll make comparisons between Earth, the moon, and Mars, explore technological innovations behind Mars-based missions, and learn how NASA is preparing for future human spaceflight challenges through analog missions. This 60-minute program consists of an interactive presentation, a short question and answer session, and a hands-on activity – all led live by one of our educators.

## Grades 9-12

**Option 1: Explore Flight (60 minutes):** NASA is charged with solving the problems of flight and developing new technology to keep U.S. aviation first in safety, efficiency, and innovation. Join us in this live, virtual experience as we uncover how NASA explores the full range of Earth's atmosphere and achieves flight on Mars! Participants can create and test a paper helicopter along with our educator. This 60-minute program consists of an interactive presentation, a short question and answer session, and a hands-on activity – all led live by one of our educators.

**Option 2: Your Home. NASA's Mission. (60 minutes):** NASA's known for its incredibly bold and inspiring deep space explorations, but did you know that it's also the largest community of earth scientists in the world? From the unique vantage point of sky and space, explore how NASA's Earth Science Division uses remote sensing to collect long-term data about our changing planet as humanity finds solutions for one of our most ambitious challenges yet - climate change. This 60-minute program consists of an interactive presentation, a short question and answer session, and a hands-on activity – all led live by one of our educators.

