EDUCATOR'S GUIDE



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ECHO, Vermont's innovative science and nature museum, welcomes school groups year round. With our incredible location on the historic Burlington waterfront, ECHO serves as the perfect destination for your half-day or full-day adventure, no matter the season.

Getting Started

3 Easy Steps to Booking Your ECHO Adventure

Step 1

Choose between our 3 field trip options

Step 2

Check out our changing exhibits, calendar of events, and theater schedule at echovt.org

Step 3

Book your trip by completing our online reservation form at echovt.org/fieldtrips

Group Rates

For current admission rates, please visit our website at echovt.org/fieldtrips

Field Trip Options

Field Trip Option 1: Self-Guided Group Experiences

Self-guided tours give your group access to more than 100 hands-on exhibits, live animals, daily activities, and pre-/post-visit slideshows, worksheets, and lessons.

Groups receive a personalized welcome by ECHO staff.

Field Trip Option 2: Teacher's Choice Program (additional \$80/program)

Our most popular option. Designed for students grades K -12, each 50-min, educator-led program is based on the Next Generation Science Standards. Offerings include Engineering in Action programs that encourage hands-on problem solving and other STEM-focused programs. Includes everything listed in the self-guided program option.

Field Trip Option 3: 3D Science & Nature Film (additional \$3/person)

Add this to your visit and experience stunning 3D educational films.

Check out current film offerings at echovt.org/films

Visit our Teacher Resource page for more materials to support your visit.

TEACHER'S CHOICE PROGRAM

50-minute ECHO educator-led programs based on the Next Generation Science Standards.

Available October 14, 2024 – May 16, 2025

Native American Artifact Inquiry (3-8)

Explore Native American artifacts to illuminate the sophistication of pre-1800s Abenaki life. Students will learn how to interpret historical objects in order to better understand traditional ways of life.

Engineering in Action: Launch, Fling, Fly (K-6)

Students will learn about the ecology of Vermont butterflies and practice engineering design skills as they plan, build, and test a solution to an engineering challenge.

Engineering in Action: Zipcarts (K-12)

Students will receive a grade-appropriate introduction to ECHO's Turtle Headstart program. They will use the Engineering Design Process to transport model turtles to safety as they plan, build, and test solutions to ECHO's zipline challenge.

Engineering in Action: Wetland Wonders (K-3)

It's a sponge, it's a filter, it's a nursery...it's a wetland! After exploring the living and nonliving elements of this important habitat, students will use the Engineering Design Process to plan, build, and test a solution to a related engineering design challenge.

Engineering in Action: Fish Assist (K-6)

Students will learn about Lake Champlain's elusive, endangered lake sturgeon as they use the Engineering Design Process to plan, build, and test a solution to an engineering challenge.

Engineering in Action: Renewable Ride (K-6)

Students will develop their understanding of climate change as they use engineering design skills to plan, build, and test a wind-powered vehicle that runs the length of a MagLev track.

Engineering in Action: Nest Rescue (K-6)

Students will learn about the decline and recovery of peregrine falcon populations. They will then use the Engineering Design Process to plan, build, and test a solution to a related engineering design challenge.

Engineering in Action: Journey to the Sea (K-6)

Students will learn about the American eel and their amazing migration of over one thousand miles from Lake Champlain to the Sargasso Sea. They will then use the Engineering Design Process to plan, build, and test a solution to a related engineering design challenge.

Featured Program Available May 19 – June 13, 2025

This is the only program offered during this period.

Engineering in Action: Safe Crossing (K-6)

Students will learn how local animal species are impacted by habitat fragmentation and about engineered solutions that can minimize human impact. They will then use the Engineering Design Process to plan, build, and test a solution to a related engineering design challenge.

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January 18, 2025 - September 7, 2025

Inspired by Pulitzer Prize winning cartoonist Rube Goldberg's original illustrations and inventive storytelling, this exhibit contains a collection of new 3D, life-size machines and hands-on, interactive components that connect Rube's iconic cartoon contraptions to the way things work in the physical world.

Rube GoldbergTM, The World of Hilarious Invention Exhibit! is created by the Children's Museum of Pittsburgh in partnership with the Heirs of Rube Goldberg.



EXHIBIT RENOVATION

Begins September 16, 2024 Opens June 2025

ECHO's well-known Into the Lake exhibit is getting a completely new design and undergoing a large-scale renovation! The upgraded gallery will feature an even larger, expanded aquarium, updated exhibits, a new presentation space, and more.



