

STEAM: Missions & Applications Tour Overview

Immersive Education's *STEAM: Missions & Applications* program is an all-inclusive travel and immersive experience. The standard duration of this program is ten days, eight nights. The package is all inclusive, with:

- Return international airfares
- Travel insurance
- Chartered Bus Transfers, exclusive to your school group
- Breakfast, Lunch and Dinner each day
- An action-packed 10-day itinerary

Five Day Space Camp at the Marshall Space Centre. Each of the five days has a set itinerary with tailored programs, each contributing to enhance student enjoyment and STEM engagement. As part of these five days, students will:

- Participate in a mission simulation that includes launching and landing a Space Shuttle and simulating a spacewalk on the International Space Station
- Participate in a mission simulation that includes launching, landing and walking on Mars
- Experience the effect of zero gravity in the multiaxial trainer
- Experience one-sixth gravity of the Moon, by performing a Moon walk
- Work through challenges of Mission Control during live space missions
- Build model rockets and complete analysis of their launch and flight trajectories
- Build a heat shield use to protect Space Shuttles during re-entry
- Complete leadership development and team work activities
- Partake in a guided tour of the operational side of the Marshall Space Centre and Davidson Centre
- Participate in a simulated shuttle launch - with simulated G-force
- View retired NASA rockets and the Pathfinder shuttle
- Participate in various IMAX and Space Camp-staff led presentations

One Day Immersion at Universal Studios. Students participate in a STEAM workshop at Universal Studios. Through this, students are guided through the technical side of a range of attractions, and will use this information to analyse a range of Universal's top attractions, such as rollercoasters and 3D Simulation rides. This workshop is designed to help students to deepen their understanding of how Science, Technology, Engineering, the Arts, and Mathematics are integrated into the rides of Universal Studios. Time is also built in on this day for students to have a "free-exploration" of Universal Studios - allowing them the opportunity to experience the first-hand thrill of STEAM in action.

One Day at Disneyland. This day provides students with the unique opportunity to experience the iconic Disneyland, including a STEAM Youth Educational Experience. Through this, students are guided through the technical side of a range of attractions, and will use this information to analyse a range of Disneyland's top attractions. The program is designed to assist students to deepen their understanding of how Science, Technology, Engineering, the Arts, and Mathematics are integrated into the rides of Disneyland. Time is also built in this day for students to have a "free-exploration" of Disneyland allowing them to take in the full Disney experience.

This tour can be extended with a host of optional add on experiences. Optional experiences include, but are not limited to:

- Combining activities and experiences from the *STEAM: Frontiers & Applications* tour in Orlando, FL, USA
- Combining activities and experiences from the *STEM Innovation: Silicon Valley* tour, CA, USA
- Visiting and participating in a variety of programs at the Johnson Space Centre in Houston, TX, USA
- Visiting the Smithsonian National Air and Space Museum in Washington, D.C, USA
- Tour of the Boeing Factory and participation in various STEM workshops in Seattle, WA, USA

With so many inclusions to our standard package, the simplest way to describe this experience is by what is not included;

- The cost of a passport (\$148 AUD for students aged under 16, \$293 for those aged over 16)
- The cost of an ESTA (VISA application for Australian citizens - \$14 USD)
- Any discretionary spending money

Immersive Education's *STEAM: Missions & Applications* all-inclusive standard program is priced at **\$6,000 per person**, including two staff free of charge for the first fifteen students, and one additional staff member per ten students thereafter.

We pride ourselves on the best educational value-for-money product on the market. Immersive Education is owned and operated by current educators, and runs solely to serve the best interests of school communities.

I look forward to hearing from you to discuss the possibility of booking this package for your students in 2021.

Regards,

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