



General Description

WonderWorks is an amusement park for the mind. It features over 100 hands-on, interactive exhibits for visitors of all ages to experience. Our exhibits utilize some of the most sophisticated graphic and audio presentation techniques available. Activities range from a realistic, simulated hurricane to virtual reality. Throughout WonderWorks, your students will actively participate in some of the most imaginative displays and exhibits found in any facility in the United States.

The most eye-catching feature of WonderWorks is the attraction's dramatic exterior; a four story tall classically designed building that has landed upside down, on top of a crab shack. At 97-feet tall, WonderWorks will tower over most nearby structures.

Background

Removed from the glare of the media and the encumbrances of governmental restrictions, a group of scientists from around the world collaborated to find answers to the unexplainable. Their mission: to understand, predict and control these phenomena. In early 2011, during a top-secret experiment, something went awry. When the scientists attempted to harness the power of a man-made tornado, the giant, swirling vortex unleashed its power throughout the laboratories! The energy vortex lifted the research facility from its foundations and transported the laboratory hundreds of miles away to Myrtle Beach, SC, where it landed upside-down, but otherwise functionally intact.

Students will experience the following and other unique phenomena for themselves inside the WonderWorks laboratories. In order for the journey to begin guests will step into the Inversion Tunnel to be turned upside-down.

Level 1

Wind Shack

Students will feel the effects of winds reaching 84 miles per hour. According to the Saffar-Simpson Scale, the hurricane in this simulation is classified as a category one.

Time Machine

Learn the most current interesting facts about time as you are able to send your picture postcard to a time in the future!!

How Cold Is It?

Experience firsthand what the water feels at 28° F, the same temperature that 2,223 people in the RMS Titanic felt when this one sank. Great exhibit to explain the concept of "hypothermia".

Google Earth

Travel the world through a virtual globe and view satellite imagery, terrain and maps in this giant screen version! With the rich geographical content of Google Earth, students will be able to experience a more realistic view of the world.

- Tesla Coil*** Explore Nikola Tesla's coil and the electrical realm of high frequency and high voltage. Place your hand inside a glove and touch 100,000 volts of electricity.
- Natural Disasters*** Twenty-five feet of computers and monitors present dramatic footage of some of the world's most famous natural disasters. These disasters are explained in basic scientific terms and the students can have the opportunity to quiz themselves about what they've learned!
- Anti-Gravity Chamber*** Water is traveling from the floor to the ceiling, or is it? At the touch of a special button that you control, water will appear to change direction! Look up! The change in frequency of the strobe lights is what causes the water to appear to change direction.
- Xtreme 360 Bikes*** Students will pedal their way on these tandem bikes as they try to generate enough power to complete a full loop over the top and back to its original position.
- How High Can You Jump?*** Standing flat on your feet, this exhibit allows you to determine how high you can jump. It allows you to experience how high it is to a basketball hoop, and how the NBA players do it.
- Swim with Sharks*** Utilizing the magic of blue screen cinema technology that this exhibit places the student's image inside an ocean habitat where he/she will be face to face with dolphins, "sharks" and other marine animals. Others can watch on the screen as students attempt to score as many points as they can.
- Hoop Fever*** Students will test their skills as they attempt to make as many baskets as they can until time runs out.
- Virtual Sports*** Students will see for themselves just how fast they can hurl a ball in the Virtual Sports Tunnel with a variety of sports to choose from! Use this exhibit to introduce the relationships among gravity, speed and distance.
- Pulley Power*** If simple machines is the unit of study, this exhibit is a terrific demonstration! Students will lift themselves up with the help of pulleys. Three stations with a different amount of pulleys have been set up to demonstrate first-hand "mechanical advantage". As the challenge is taken at each station, they will feel how much effort is needed to pull themselves up!

Level 2

- Lazer Tag*** When you request to participate in Lazer Tag, students will have a special interactive experience with their classmates while playing the hide and seek game of the 21st century.

Level 3

Giant Piano	Compose music with your feet on this Giant Piano. Students can start by trying “Twinkle Twinkle Little Star” or “Hush Little Baby”. Who knows if you have the next Beethoven in your classroom!
Body Morph	Using various shaped mirrors, you can push a button and determine how you would look if you were a different size or shape.
Roaring Sounds	By pushing one of four buttons, determine how a lion communicates with various emotions.
Wonder Wall	Create an instant three-dimensional impression of the entire body in this 8ft. tall pin wall, which consists of over 40,000 plastic pins.
XD Theater	6D Extreme Motion ride provides an action packed movie adventure with 12 simulated seats and 3D glasses.
Mind Ball	Students will discover how well they can relax their minds in this bio feedback game based on EEG technology. Players will wear a headband with electrodes and relax their minds in order to use their brain waves and move the ball across the table to the opposing side. The most relaxed player wins!
Risk Zone	Students will learn the basics of probability and statistics with these series of exhibits. By tossing a coin, rolling the dice or spinning a tube full of beads they will try to beat the odds! Good to compare outcomes among the students.
Wonder Simulators	Design the roller coaster you’ve always wanted to ride with the help of technology. This virtual coaster has the ability to turn 360° in every direction. Hold on to your seats, while experiencing physics at work!
Earth Update	Play TIC-TAC-TOE the scientific way! Students will test their earth science knowledge by choosing between 5 categories such as: geosphere, biosphere, atmosphere, hydrosphere and cryosphere.
Bed of Nails	Is it possible not to be punctured while laying on this bed? The Bed of Nails is a great way to demonstrate to students the principle of pressure: " <u>force-per unit area</u> " and for classroom discussions of Newton's Laws of Motion.
Plastex Surgery	For those who have wondered what they would look like with facial plastic surgery, this exhibit gives them a chance without actually going under the knife. The computer will take a photograph of their faces and change their appearance according to the procedure they select.
Harp	Play a harp with no visible strings!
TV Trivia	Two separate stations that allow you to choose a decade of TV theme songs that you can listen to and choose the correct answer.

Strike a Pose Students can actually leave their shadow behind in this unusual experiment. Through phosphorescence, this exhibit retains students' images on a special wall for several minutes. Your students will stand directly in front of the wall and block bright light from reaching it. While the rest of the wall quickly absorbs the light, the area blocked by your student remains dark, even after he/she walks away.

Bubble Lab Kids of all ages (1-101) love bubbles! This exhibit is just for the fun of it! Put yourself inside a gigantic bubble that you created!

Memory Sequencer Follow the sequence of lights and remember the pattern in this life size Simon game.

Alien Stomp Dome Preschoolers and primary level students will love to battle aliens, stomp the invaders and save *WonderWorks* with their feet. Choose from a variety of other games suitable for all ages, such as air hockey, and guitar/dance challenge games.

Robotic Arms Robots of today are not exactly the talking; walking amazingly intelligent machines of the movies and stories. Robots can be found working for people in factories, warehouses, laboratories, etc. At *WonderWorks* students will have a hands-on experience operating our robot arms that have been built with human proportions. Use this exhibit to introduce students to the relationship between science, technology and society.

Shuttle Landers Kids of all ages will enjoy being able to maneuver the controls of the space shuttle Discovery. By following NASA instructions, try to make a safe landing under different weather conditions. Find out if you have what it takes to pursue a career in aeronautics!

Level 4

Space Weight This "scale" determines weight on Mars, the Moon, and Earth.

Fighter Jets Discover the freedom of flight as you soar in the F18 fighter jet across the blue skies or make a landing on the carrier.

Mercury Capsule Experience what it is like to lay inside the Mercury Capsule, designed to be a one-man vehicle.

Cosmic Discovery By taking the interactive space travel quiz, students will learn fascinating science facts. They can also plan an interstellar trip and compare the travel time between the different vehicles available. This space voyage will assist with lessons that involve the relationship between speed and distance.

Space Info Center Four separate stations that test your knowledge of various space topics ranging from the space shuttle to the Milky Way.

Space Suit Explore the life size replica of the astronaut space suit.

- Ropes Challenge Course** Students will be able to test their endurance and locomotor skills as they encounter over 20 different obstacles and physical activities in this 3 story indoor ropes course. Closed shoes required.
- Convex Mirrors** Step in front of one of these mirrors as they turn your body into several different contorted views.

The Far Out Art Gallery

The Far Out Art Gallery is spread throughout the stairwells and hallways of WonderWorks. Enter a new dimension of reality and explore the unknown. Discover how perception and perspective are used in over 35 exhibits located throughout this art gallery where the unexplainable will come to life and the unusual will be the norm.

The Works Eatery

WonderWorks offers a casual eatery with indoor and outdoor seating. Special lunch packages and a private banquet room are available for your students. Please pre-order your lunch at the time of booking your field trip.

WonderWorks Gift Shop

The WonderWorks gift shop offers a fascinating collection of themed and educational merchandise. Gift items that recapture the attractions' laboratory experience will be found here as well as interactive toys, puzzles and much more. Student groups receive a 10% discount on purchases during their field trip visit.