ASHEVILLE MUSUEM OF SCIENCE IMPACT REPORT

LAST QUARTER: 10/1 - 12/31

As Western North Carolina's center for science learning, Asheville Museum of Science (AMOS) strives to spark imagination and foster lifelong curiosity in science, technology, engineering, art, and math (STEAM) through museum exploration and science demonstrations, school field trips, in-school and after-school programs, and summer & winter camps. AMOS envisions a world where all have access to excellent science education, helping youth envision a pathway to success in local industries.

16,000⊕ PEOPLE SERVED

Snapshot

Museum Admissions: 10,529 Reduced or Free Museum Admissions 540+

> STEAM Education Programming: 3580+

Community Engagement and Events: 671



STEAM EDUCATION PROGRAMMING

Access to STEAM education is critical to the success of our region and its youth!
Through museum programming and outreach, AMOS works to ensure that young students and children across Western North Carolina can discover and grow their interest in STEAM topics.

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Science learning through play and informal instruction is a proven method for creating positive associations with STEAM topics and skills. With this in mind, our educators develop games, workshops, guest lecturers, and science experiments that reflect the specific learning objectives of our programs. AMOS's experiential and hands-on learning model serves as a pillar of community development, workforce preparation, and fun-filled exposure to STEAM subjects for children, families, and educators.



Field Trips: Welcoming local classrooms from Buncombe and surrounding counties into the museum for guided activities, science experiments, and museum exploration

Camps: Bringing scientists and fun science activities to kids, year round

Afterschool: Supporting our community and families with school pod support and afterschool programming

Little Explorers Club: Museum science hour with our youngest scientists

Outreach Programs: STEAM lessons and activities provided to schools and libraries through community partnerships

Internships: Through partnerships with local schools and universities, both in-person and virtual opportunities

Saturday STEAM: Science talks and Q&A's with subject matter experts providing hands on activities and group lectures

Star Stories: Our monthly program dedicated to different astronomical events and space themed activities and viewings with our star dome Hands on Exhibits: Guest ages 2 to 12 enjoy a range of children exhibits with a science focus learning about space to dinosaurs.

ONGOING PROJECTS:

AN ASTRONAUT LANDED IN ASHEVILLE

In partnership with Collider, Astronaut Scott Altman shared how STEM launched his career in space. Drawing from his personal experiences, Altman shared his unique perspective on science education as a springboard to his impressive STEM careers during a lecture and meet and greet that was free to the public.





ISLI (INTEGRATING STEM AND LITERATURE INITIATIVE) Wit and Wisdom collaboration

Through a partnership with Buncombe County Schools and Pratt & Whitney, AMOS is supporting the integration of science into their newly adopted curriculum. It inspires teachers and students to experience complex texts and ideas on a deeper level by fostering the questioning spirit that will shape the next generation of great writers, thinkers, problem solvers, and leaders.

ROCK STARS - GEOLOGY AND BEYOND

Through a partnership with Vulcan Materials Company, AMOS has provided discounted and free STEAM programming to Buncombe, Henderson, and Transylvania County students by hosting engaging field trips in the museum and leading after school and outreach programs. Through the lens of geology, AMOS hands-on programming encourages interest and understanding in a wide variety of science disciplines and scientific practices to fuel a passion for future STEAM learning and experiences.



BUNCOMBE COUNTY MUSEUM AND CULTURAL RESOURCES

Through Buncombe County Government Strategic Partnership support, AMOS works to ensure the museum and STEAM programs like field trips are made available to local residents through museum admission, discounts and free programming.

BUILDING A STEAM ECOSYSTEM - ASHEVILLE MERCHANTS FUND

The STEAM Ecosystem is a dynamic collaborative of academia, science, local industry business leaders, and nonprofit service organizations. The group is charged with creating and identifying cross-sector opportunities for middle/high school students to provide access to STEAM-rich learning environments to develop awareness and access to important skills and engagement in science, technology, engineering, and math.





PNC'S LITTLE STEAM LEADERS

AMOS continues to work with Verner Center and Irene Wortham Center by developing curriculum, leading Professional Development, and supporting classroom activity execution. The pilot grant funded program has just been renewed into its second year. Findings will support Early Childhood Centers and programs throughout the region on STEAM integration at all levels of learning.

FALL OUTREACH

AMOS traveled to Henderson, McDowell, Yancey, Haywood, and Cherokee counties, where our educators provided on-site STEAM programming and hands on scientific activities to students between K-5th grade at Franklin School of Innovation, Glen Arden Special Ed Program, BCS STEM Day, Isaac Dickson, North Windy Ridge Intermediate, WD Williams, Estes Elementary, and Candler Elementary (among others). AMOS continues to work with community partners to provide equitable and accessible STEAM education to a diverse population of students whether we host them in the museum or travel to their organizations. These partners include YMCA, Open Doors, My Daddy Taught Me That, Eliada, Buncombe County Libraries, Mills River Library, Children First Community in Schools, Serve to Lead/Youthful Hand, and St. Gerard House.

EN-ROADS CLIMATE ACTION WORKSHOP

New this quarter, AMOS piloted the Climate Action Workshop outreach program geared towards high school students studying Earth & Environmental Science in their classroom curriculum.

The interactive group-learning experience utilizes the En-ROADS simulator to:

- 1- Promote greater understanding of the causes of climate change and the solutions essential to its mitigation.
- 2- Engage participants test various solutions and immediately view the effect on global temperature rise.

This experience is hopeful, scientifically-grounded, action-oriented, and eye-opening.

