Experience the **properties of moving air**. Explore ways of **observing and feeling** the effects of air, even if you cannot directly see the air around you.

**Try This**

**Exhibit: Airflow**

Using just one clear tube and one PVC connector piece, try getting a ping pong ball to float. Experiment with different lengths of tube or different connector pieces. Does this change how the ball floats?

Try connecting the pieces to move a ping pong ball through the pipes. Can you create more than one “maze” for the ping pong balls?

**Exhibit: A-Mazing Airways**

What does it feel like when you place a scarf or yarn ball through the plastic flap and into the Airways? What does this tell you about how the scarves and balls are able to move through the tubes?

**Try This**

Investigate how to **direct air flow**. Test ways of changing the direction of air flow to move an object to a specific location.

**Try This**

**Exhibits: A-Mazing Airways, Bernoulli Blowers**

Can you adjust flaps in the Airways and direct a scarf or yarn ball to come out in a specific place? Make predictions about where you think the soft object will come out if you put it into the same, or a different, opening.

How long can you balance a ping pong ball above the hair dryer? Can you direct the ball into the hoop? How many times can you “score” a basket?
As you and your child engaged with the exhibits in the AirPlay Gallery you may have explored concepts that are connected to the Massachusetts Science and Technology/Engineering Curriculum Frameworks and specifically taught in Pre-Kindergarten, Kindergarten, and Grades 2 through 4.

**Dig Deeper**

**Reflect and communicate**

What was your favorite exhibit to explore? What did you like about it?

**Make connections**

Extend your air play in the *da Vinci Workshop* at the Wind Table. Using supplies from the Workshop, explore how different materials behave in a column of air. Does the speed of the air effect how a material behaves? Challenge yourself to build something that can float, fly, hover, or spin.

**Explore more at home**

Investigate together beyond the Discovery Museum. Continue asking questions, making observations, designing experiments, and predicting outcomes: What happens to a pile of leaves on a windy day? How can you tell if there is a breeze coming through your bedroom window? Do you have any tools around your home that use air? How do these tools control or direct air for a purpose?

As you and your child engaged with the exhibits in the AirPlay Gallery you may have explored concepts that are connected to the Massachusetts Science and Technology/Engineering Curriculum Frameworks and specifically taught in Pre-Kindergarten, Kindergarten, and Grades 2 through 4.