

## Youth Field Trip Program Overview

Go behind the scenes in the high-tech world of California's famed Silicon Valley. See what it's like inside an ultra-clean, highly automated silicon chip factory, and connect with technologies that give us new ways to work, learn, play and communicate. The Intel Museum is 10,000 square feet of fun, interactive learning for children and adults.

School and youth groups explore the complex world of silicon technology, learning about Intel's microprocessor history, silicon chip design and chip fabrication. Interactive exhibits encourage students to explore concepts in a fun and educational manner.

Field trip programs last two hours and are available for grades 2-12. Field trip programs include a hands-on class and a guided museum tour. We recommend allowing extra time for free time in the museum or visiting the adjacent Intel Store. Each field trip program can accommodate a minimum of 12 students and a maximum of 36 of one grade level, plus required chaperones. Please provide 1 chaperone per 6-8 students.

For school and youth groups with fewer than 12 students, please schedule a guided tour or self-guided visit. For school and youth groups with more than 36 students, please book two separate dates or select a self-guided visit.

Field trip programs can be booked at [www.intel.com/museum](http://www.intel.com/museum) up to 90 days in advance. Admission and programs are free.

### Binary Beading (Grade 2)

What are all those 1s and 0s that make up binary code? And for that matter, what is binary code? Students learn how computers use this "digital" language to send, process and receive information. By using beads to represent a switch's on and off states (1 and 0), students use binary code to pattern their initials in a beaded keychain.

### Exploring Conductors and Insulators (Grade 3)

After building their own conductor testing using a notecard, tape and battery, students will use the scientific method to determine which materials conduct electricity and which insulate from electricity. This course will be available starting March 2026.

### Schematics, Switches and Circuits (Grades 4-5)

Wires, batteries, bulbs and switches help students gain an understanding of electrical circuits as they decode basic schematics to build simple circuits and more complex projects, such as burglar alarms, musical doorbells, light displays and karaoke boxes.

### Garbage In, Garbage Out (Grades 6-12)

Clear communication and teamwork are key in this lab activity. Teams of students focus on problem-solving and writing instruction sets as they decide how to put together a cube puzzle.