Your field trip will include one workshop topic (choose from below) along with an After Party with a scientist related to the topic. Each workshop is designed to accommodate classrooms participating in virtual or in-person schooling. The discussions with a scientist after the activity are best suited for no more than 50 students.

Please review our offerings available during the semester of your field trip. When applying you will need to enter your preferred topic and also preferred week/time for your After Party with a scientist. Please note that these will be scheduled on a first-come, first-served basis. The Discovery Outreach team will follow up as timely as possible to confirm status and After Party logistics.

**Fall 2021**

**Meet the Lab Collection**
Did you know that scientists work together in teams to discover answers to unique questions? Meet diverse scientists and explore science with them in a set of online learning experiences the scientists helped to create. The project is a Discovery Building partnership with PBS Wisconsin Education as part of the Timothy William Trout Education Fund, a gift of Monroe and Sandra Trout. These learning opportunities show how diverse groups of people work together across disciplines to pursue answers to questions about our world. The students complete the activities based on your teaching schedule prior to the event and the field trip will be an online conversation with scientists to learn more about them and their work. **Selecting this option when applying will prompt you to indicate your preference of the following lab/topics:**
1. **Meet the Lab: Data Decoders: Superpowered by Computers** - The Solis-Lemus lab develops math models to answer biological questions. The lab deals with modern big data in living systems and uses math to better understand life.

2. **Meet the Lab: Virus Investigators: Superpowered by Electron Microscopes** - The Virology Research Team at the Morgridge Institute uses multiple approaches to accelerate understanding of virus replication including super amazing technologies that can see itsy bitsy viruses in great detail.

3. **Meet the Lab: Nervous System Engineers Superpowered by Stem Cells** - The Stem Cell Bioprocessing and Regenerative Biomaterials Lab bioengineers neural tissue to study the nervous system. Brains, spines, nerves, oh my!

4. **Meet the Lab: Cancer Detectives Superpowered by Laser Microscopes** - The Optical Microscopy in Medicine Lab uses high-powered laser microscopes to research cancer cell growth!

5. **Meet the Lab: Antibiotic Hunters Superpowered by Students** - The Tiny Earth Network discovers new antibiotics through the soil; and students do the hunting!

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**A Day in the Life of a Stem Cell Scientist**

Have you ever wondered what a science lab actually looks like and who works in a science lab? In this experience you'll get to take a behind-the-scenes tour of a stem cell research lab at UW-Madison - with a scientist as the tour guide! After the tour of the lab, you'll get to chat with scientists about what it’s like to be a scientist. It's a perfect opportunity to hear more about how they knew they wanted to be a scientist, what their science career pathway was like and what a day in the life of scientist looks like.

**My Story in Science So Far: From Voices Underrepresented in Science**

Join SciMed Graduate Research Scholars (GRS) for an engaging and interactive discussion with scientists and researchers who are underrepresented in science, engineering, technology and math careers. Engage with UW-Madison students and learn about their journey in STEM. How might your journey be similar or different from theirs?

**Material Science Explorations**

Choose from one of two options. Classroom kit materials included when applicable.

1. **Sustainable Energy Through Motion** - Use simple materials to build a triboelectric nanogenerator, a device that converts motion into electricity!

2. **Machine Learning with Hexapawn** - Explore machine learning, the technology behind search engines and computers that can play video games, by building a computer that learns to play a simplified version of Chess and improves the more you play!