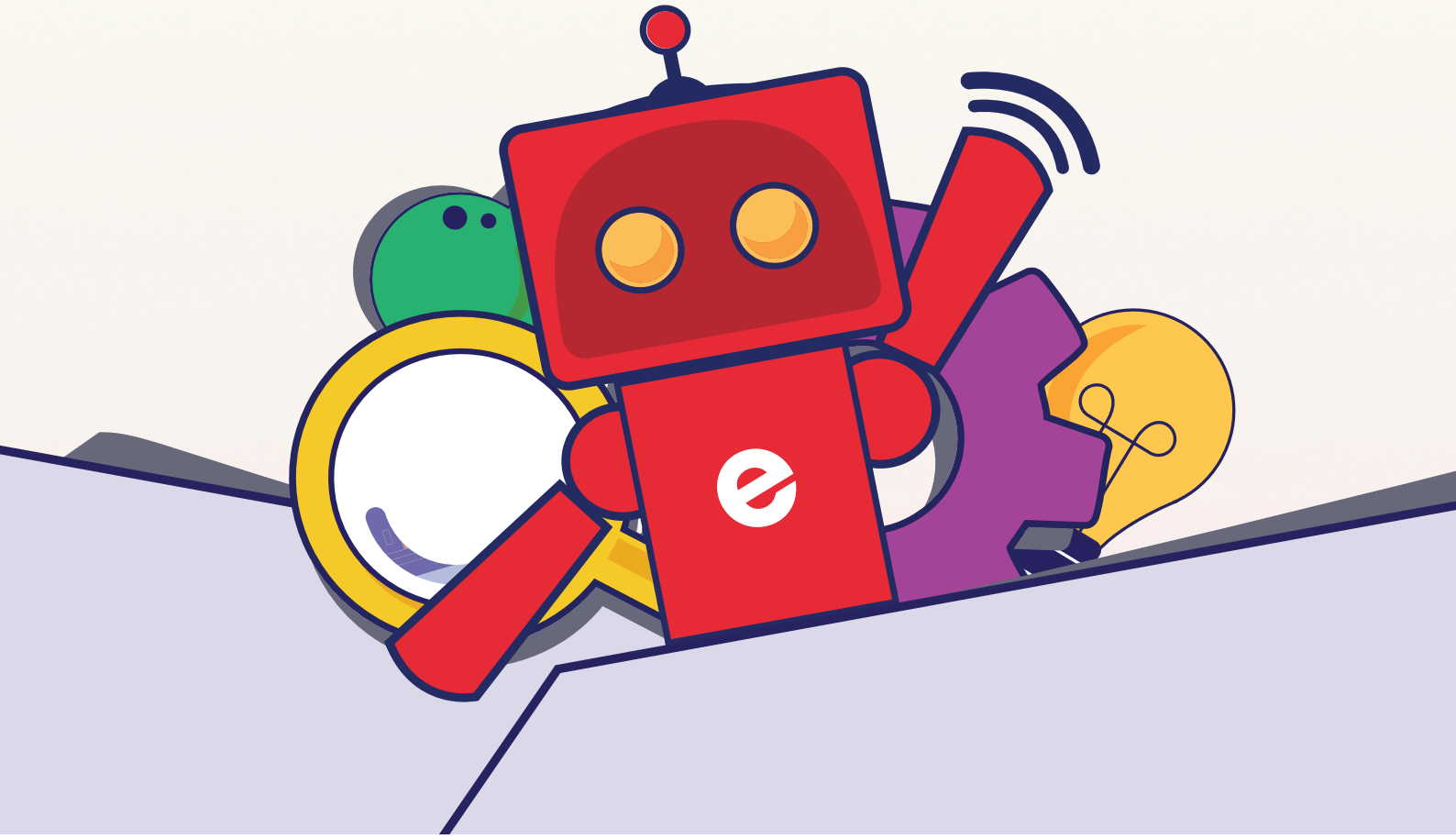
esplora®

10 YEARS ANNIVERSARY

EDUCATION PROGRAMME

2026–2027



GOVERNMENT OF MALTA
MINISTRY FOR JUSTICE,
RESEARCH AND INNOVATION

XJENZA MALTA

Quality assured
VISITOR ATTRACTION
MALTA TOURISM AUTHORITY



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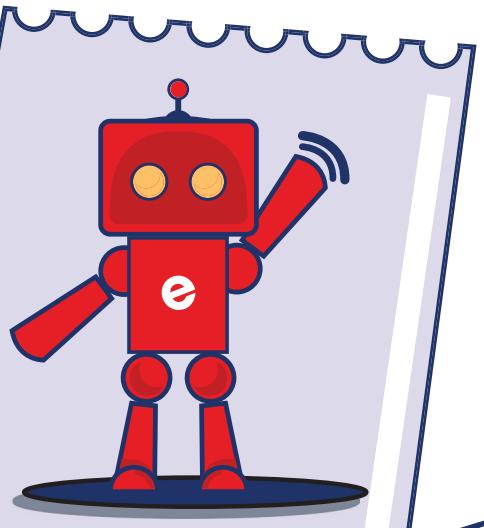
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EDUCATION PROGRAMME 2026 - 2027

VISIT INFORMATION

Here's everything you need to know before booking an educational visit to Esplora Interactive Science Centre.



OPENING HOURS

MONDAY–FRIDAY:
9:00 a.m.–3:00 p.m.

SATURDAYS, SUNDAYS & PUBLIC HOLIDAYS:
10:00 a.m.–5:00 p.m.

COST

€6.00 per student.

- Each booked class includes up to 4 free educators or supervising adults.
- Additional educators or supervising adults are charged at €12.00 per person, payable upon their arrival.
- Ticket prices may vary for special activities and events.

WHAT DOES AN EDUCATIONAL VISIT INCLUDE?

We recommend planning a visit of at least three hours, typically from 9:30 a.m. to 12:30 p.m. **Each booked class will receive:**

- A self-led Esplora trail guiding the group through selected exhibition galleries;
- One booked educational activity;
- A 30-minute lunch break.

HOW TO BOOK

Before booking, educators are kindly asked to visit the Esplora website and refer to Esplora's School Visits Terms and Conditions.

EMAIL:
bookings@esplora.org.mt

PHONE:
23602300

FREE TRANSPORT

State schools may benefit from free transport to Esplora, thanks to the support of the Ministry for Education & Sport.

To make use of this service, State schools are required to complete the free transport form provided by the Esplora Bookings Team and send it to the transport coordination office within the Ministry for Education & Sport on:

beatrice.mizzi@gov.mt and **schooltransport.educserv@gov.mt**.

Esplora facilitates access to this service by providing the necessary form and assisting schools with the initial process. However, transport arrangements are coordinated by the transport coordination team at the Ministry and not by Esplora.

For assistance related to transport on the day of the visit, schools are kindly asked to call the number of the transport provider given in the transport confirmation email or the transport coordination office on 25981886.

ESPLORA TRAILS

Educational visits to Esplora are now designed as self-led experiences. This means that each school group follows a planned trail independently throughout the visit.

Each Esplora trail is carefully prepared to help your class move through the visit in a structured and enjoyable way. The trail includes a selection of exhibition galleries, which will be reserved for your class during the allocated time, together with the times and locations for your booked educational activity and lunch break.

The trail is accompanied by an Esplora map to help you find each location around the building. Esplora is a large site and, as a historic building, it can sometimes be a little tricky to navigate. However, our staff will be present around Esplora throughout your visit and will be happy to help you find your way, support your science engagement, and assist whenever needed.

WHAT'S NEW AT ESPLORA?

SCIENCE ON A SPHERE

Science on a Sphere is one of Esplora's most powerful tools for exploring our planet and beyond. More than just an exhibit, it can be used by educators as a visual teaching resource during a school visit, helping to support lessons, guided discussions and facilitated sessions.

This six-foot sphere can project dynamic datasets onto its surface, allowing students to observe Earth and other celestial bodies in a highly engaging way. The system gives access to a wide range of datasets, including some that use live, or near-live, data from satellites currently orbiting Earth.

Educators can use *Science on a Sphere* to explore continents, countries, weather systems, earthquake patterns, sea surface temperatures, ocean currents and climate change over time. Some datasets also show animal migration using GPS tracking, global connections and even selected planets and moons.

This space is particularly useful for Year 7+ students studying topics related to geography, Earth science, environmental studies, climate change, social studies and space science. Teachers may use it to introduce a topic, support an existing lesson, encourage discussion or help students visualise complex global processes that are difficult to show in a traditional classroom setting.

Schools interested in visiting *Science on a Sphere* are kindly asked to advise the Esplora bookings officer when planning their visit. It is also possible, on selected dates, to book a session in this room where an Esplora staff member will be available to load datasets related to the topic being covered. This allows educators to use the sphere as part of their own lesson or facilitated session with their group.

For a list of available datasets and guidelines on how *Science on a Sphere* may be used, please visit www.esplora.org.mt/sos.



SUITABLE FOR: ALL AGES

DRAW ALIVE

This new exhibit allows learners to see their own creations come to life. Using prepared templates, students can draw or colour their designs, scan them into the system and watch as their artwork appears as a digital animation moving across the screen, labelled with their own name.

The experience combines creativity, technology and visual storytelling, making it a useful tool for educators who wish to support lessons through an interactive and memorable activity. It can be used to encourage creativity, observation, discussion and personal expression, while also linking to different curriculum themes depending on the chosen setting.

There are 15 themes available. Educators may speak to Esplora staff if they would like to choose a particular theme to complement a class topic or visit focus.

NATURE & ANIMALS

- Bees
- Marine Life Aquarium
- Fresh Water
- Safari
- Jungle
- Farm Animals
- Alpine Forest

ADVENTURE & FANTASY

- Dinosaurs
- Fantasy World
- Space
- Robots
- Winter Wonderland

TRANSPORTATION

- Vehicles
- Airport
- Trains

Draw Alive is especially suitable for supporting topics related to animals, habitats, environments, transport, space, storytelling, digital creativity and design. It gives younger learners the chance to actively contribute to the experience, transforming their drawings into part of a shared animated world.

SUITABLE FOR: ALL AGES



SIX MACHINES ONE JOURNEY

This new custom-built exhibit in the Engineering Gallery introduces learners to the six simple machines that form the basis of many mechanisms: the lever, wheel and axle, pulley, inclined plane, screw and wedge. By interacting with the *Rube Goldberg Machine*, learners set off a chain reaction and see these engineering principles in action.

Educators can use this exhibit to support topics such as cause and effect, forces, energy transfer, motion and problem-solving. It also provides an excellent link back to the classroom, where students can be encouraged to design and build their own Rube Goldberg machine using simple materials and everyday mechanisms.



SUITABLE FOR: ALL AGES

SELFIE

The *Selfie* exhibit invites learners to explore different AI image prompts and see how they might appear as a warrior, pop star, athlete and more. This playful experience can open meaningful conversations about identity, career aspirations, life goals, body image, mental health and the growing role of generative AI in everyday life.

For educators, this exhibit can be used as a starting point for discussions about how images are created, how digital tools influence the way we see ourselves, and what ethical questions arise when using AI. Topics such as data privacy, consent, representation and responsible technology use can also be explored.

Please note that all images are securely stored with restricted access and are deleted on a regular basis.

SUITABLE FOR: ALL AGES



PANORAMA

The *Panorama* exhibit allows learners to use generative AI prompts to transform panoramic scenes of Malta into unique and imaginative landscapes.

Through simple arm motions, users can move between different local scenes, choose AI prompts and generate new images. Prompts can also be layered, making every result different.

This exhibit offers educators a creative way to introduce discussions about Malta's changing landscape, urban development, technology, sustainability and the built environment. It can also support conversations about how AI can be used to imagine possible futures, while encouraging learners to think critically about the opportunities and challenges of generative AI.



SUITABLE FOR: ALL AGES

BEEHIVE GALLERY

The *Beehive Gallery* will offer learners a unique opportunity to observe the fascinating world of Maltese bees up close. This permanent observation hive has been custom-built for Esplora and will allow students, teachers and visitors to explore the inner workings of a live bee colony in a safe and engaging way.

Once established, the hive will provide a valuable learning tool for exploring topics such as pollination, biodiversity, ecosystems, food production, animal behaviour and the importance of local species.

The observation hive will include transparent sides, allowing learners to directly observe different types of bees and the roles they carry out inside the colony. Students may be able to spot worker bees, drones and, with a careful eye, perhaps even the queen herself. The Beehive Gallery can support classroom learning by helping educators facilitate discussions about life cycles, habitats, interdependence, conservation and the role of pollinators in our environment.



SUITABLE FOR: ALL AGES

PHOTO CREDIT: TERRY CASELLI

PELICAN LIGHTS FOR ROAD SAFETY

Esplora's tricycle track has received a safety upgrade with the installation of a fully functioning system of *Pelican Lights for Road Safety*. The white road markings and traffic light housing are designed to reflect real road-safety features, helping young learners connect their play experience with real-world road behaviour.

By pressing the buttons on either side of the track, learners can change the lights from green to red, signalling tricycle drivers to stop so that pedestrians can cross safely. This exhibit supports early discussions about road safety, rules, responsibility and awareness of others.

Road safety education resources are available on the Transport Malta website



SUITABLE FOR: KIDS AGED UP TO 8 YEARS OLD

MINIGOLF

Esplora's custom-made *Minigolf* exhibit gives young learners the opportunity to develop gross motor skills while learning how to handle a golf club, aim and move the ball through different stations.

The experience also tells a science story. As the golf ball passes through each station, a sensor triggers an animated puppet scene showing how energy changes form. Learners are introduced to the idea that light energy from the Sun is stored as chemical energy in plants, transferred to our bodies when we eat, and finally changed into kinetic energy when we swing the golf club.

Educators can use *Minigolf* to support topics related to movement, energy, plants, food, muscles, and cause and effect, all through an active and playful experience.



SUITABLE FOR: KIDS AGED UP TO 8 YEARS OLD

AIR FOUNTAIN

One of our most visually impressive exhibits is surely the new *Air Fountain* which has been installed in the Motion Gallery.

This STEAM installation by artist Daniel Wurtzel uses carefully designed parts to create air flow that circulates in a very particular way. While most air exhibits result in the moving pieces being ejected from the air flow, the *Air Fountain* creates a circular flow which contains them, allowing a mesmerising and continuous flow high up through the air.

Learners can enjoy viewing and interacting with the moving pieces and also tie in their experience of aerodynamics to the nearby exhibits *Aerofoil Lift* and *Forces of Flight*.

SUITABLE FOR: ALL AGES



LITTLE ESPLORAS ACTIVITY SPACE

THE MALTESE WILDLIFE PUPPET SHOW

INTERACTIVE SCIENCE SHOW

FOR KINDER 1- YEAR 1

30 MINUTES

MAX. CAPACITY OF 25

Join a puppet adventure that introduces young audiences to Malta's protected wildlife through storytelling, science and imagination. Children meet a sperm whale, a monk seal, the Mediterranean chameleon, the Algerian hedgehog and the common pipistrelle bat, while exploring where these animals live, how they survive and why they need protection.

Children will help guide Pippu the pipistrelle back home after he gets lost, meeting different Maltese wildlife characters along the way. Each puppet introduces a new habitat, adaptation or conservation idea through playful dialogue and short interactive moments, including listening games, colour spotting and identifying safe or dangerous objects. The experience blends science with storytelling, helping young children connect emotionally with local wildlife while learning that every creature has its own special place in nature.



ACTIVITY OBJECTIVES

The Maltese *Wildlife Puppet Show* will:

- Introduce young learners to some of Malta's protected wildlife through storytelling and puppetry;
- Help children recognise different local animals and where they live, including land, sea and flying species;
- Explore how animals use special features to survive in their habitats;
- Encourage care, curiosity and empathy towards wildlife and the natural world;
- Raise awareness of simple actions that help protect local animals and their habitats.

LINKS TO FORMAL LEARNING OUTCOMES

Learners will explore local wildlife through storytelling, observation and interaction. The *Maltese Wildlife Puppet Show* encourages children to communicate ideas, ask questions, collaborate with others and develop curiosity and care towards living things. It also supports early science learning by introducing animal features, habitats and the basic differences between living and non-living things.

LOs:

K1 & K2 · LEVELS 1 & 2

1.1.2 1.1.5 2.1.2 2.2.1
3.1.5 3.2.3 3.2.4 4.4
4.5 4.6

PRIMARY SCIENCE · Y1 & Y2

PLANTS & ANIMALS



THE MINI SCIENCE THEATRE

QATRA QATRA

INTERACTIVE SCIENCE SHOW

FOR YEAR 4+

60 MINUTES

MAX. CAPACITY OF 25

Water is essential for life, but where does it come from, and how does it reach our taps? In *Qatra Qatra*, audiences follow the journey of a single drop of water from cloud to tap and back again. Along the way, they explore the water cycle, freshwater availability and Malta's relationship with water collection, storage and conservation.

Through demonstrations, audience interaction and local examples, students discover that water's journey is much bigger than simply turning on a tap. The show connects everyday water use with Earth systems, Malta's geography and the science behind collecting and protecting this precious resource. It is especially useful for groups exploring sustainability, the water cycle, natural resources or Malta's environmental challenges.

GHAJN

THE ENERGY &WATER AGENCY

This science show is supported by the Energy and Water Agency.
All participants attending this show will receive a water-saving kit to take home*.

**till stocks last*



ACTIVITY OBJECTIVES

Qatra Qatra will help participants to:

- Understand why water is essential for life;
- Trace the journey of a water drop from cloud to tap and back again;
- Explore the stages of the water cycle;
- Learn how the Maltese historically collected, stored and conserved water;
- Understand the process through which people obtain water.

LINKS TO FORMAL LEARNING OUTCOMES

Learners will explore water as a vital resource, linking scientific ideas about the water cycle, changes of state and ecosystems with real environmental challenges. The activity encourages learners to observe, discuss and apply knowledge to practical situations, while considering how human activity affects habitats, water sources, aquifers and water conservation in Malta.

LOs:

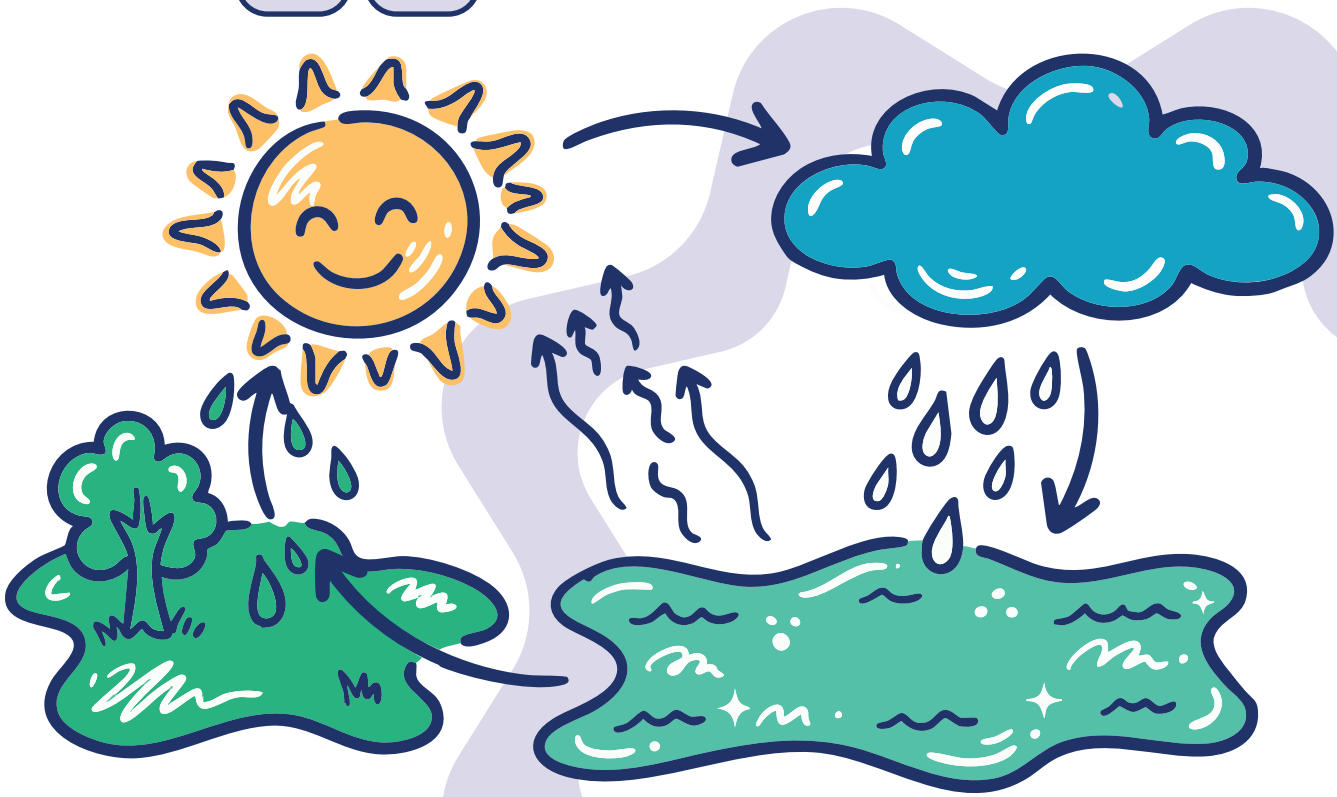
SCIENCE Y4 **4.1.6** **4.1.7**

SCIENCE Y5 **5.7.4**

SCIENCE Y6 **6.7.1**

SCIENCE Y7 **7.4.4** **7.4.6** **7.4.8** **7.4.9** **7.4.10**

GEOGRAPHY Y9 **3.1a** **3.1h** **3.2c** **3.2e** **3.2f** **3.2h** **4.1j**



THE ESPLORA SCIENCE THEATRE

SCIENCE ON FIRE

INTERACTIVE SCIENCE SHOW

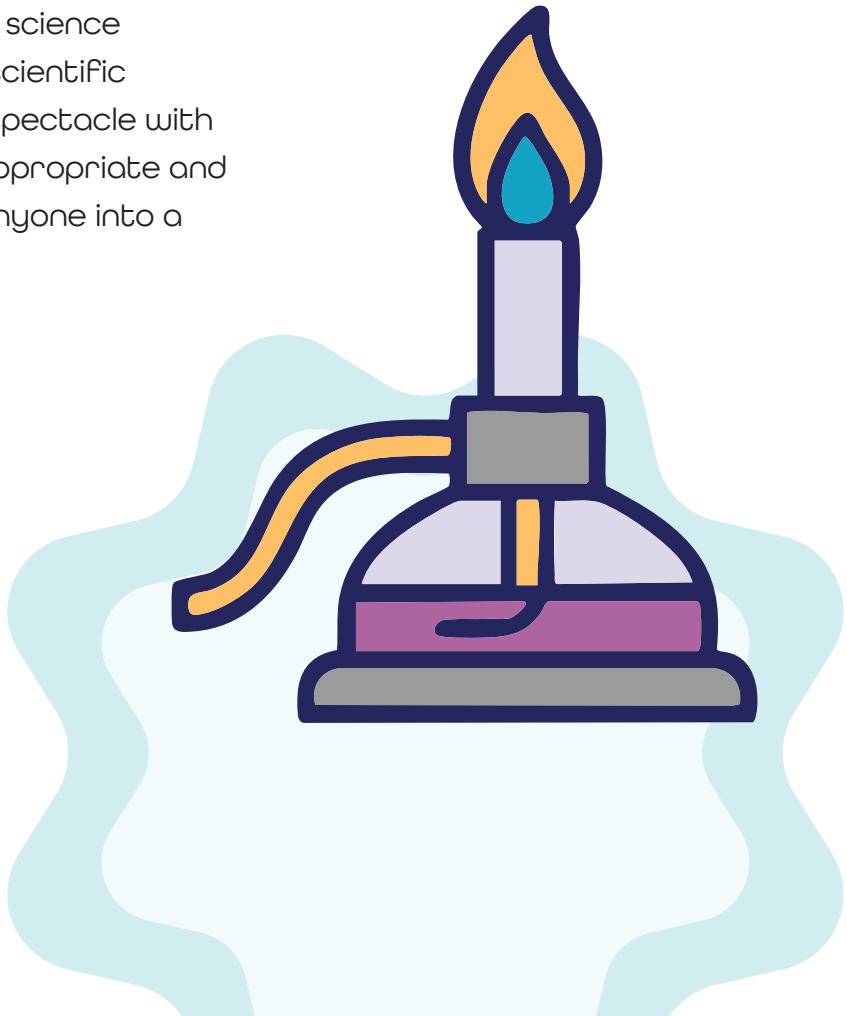
FOR YEAR 2+

60 MINUTES

MAX. CAPACITY OF 90

Science on Fire introduces young audiences to the science behind fire in a safe, controlled and exciting way. Through dramatic demonstrations, students explore the fire triangle, combustion, colour, heat, pressure and energy, while reinforcing the key message that fire is fascinating but must only be handled safely by trained people.

This is a high-energy science show designed to capture attention through controlled fire demonstrations, colour changes and exciting visual effects. Children are encouraged to think like scientists by predicting what might happen and observing the results, while the science communicators clearly model safe scientific practice. The experience balances spectacle with safety, making it memorable, age-appropriate and delightfully fiery, without turning anyone into a tiny dragon.



ACTIVITY OBJECTIVES

Science on Fire will help participants to:

- Learn that fire needs heat, fuel and oxygen;
- Observe what happens when one part of the fire triangle is removed;
- Explore simple chemical reactions that produce heat and light;
- Discover that different materials can create different-coloured flames;
- Investigate energy stored in fuels;
- Practise asking questions, making predictions and observing outcomes;
- Understand the importance of safety around fire and science demonstrations.

LINKS TO FORMAL LEARNING OUTCOMES

Learners will engage with scientific investigation through questioning, prediction, observation and safe, practical exploration. The activity supports understanding of materials, mixtures, reversible and irreversible changes, chemical reactions, light, energy, states of matter and forces. Learners are encouraged to connect scientific concepts to everyday situations while developing observation, reasoning, collaboration and practical inquiry skills.

LOs:

PRIMARY SCIENCE Y4

4.1.1 4.1.3 4.1.6 4.1.7
4.1.12 4.1.13 4.6.1 4.4.5

PRIMARY SCIENCE Y5

5.1.1 5.1.3 5.1.7 5.1.8
5.1.11 5.1.15 5.4.5 5.5.1
5.5.2

PRIMARY SCIENCE Y6

6.1.1 6.1.3 6.1.7 6.5.1
6.6.2 6.6.3 6.6.4 6.8.1



THE ESPLORA WORKSHOP ROOM

COLOUR SPLASH

HANDS-ON WORKSHOP

FOR YEAR 2-YEAR 3

60 MINUTES

MAX. CAPACITY OF 25

Jump into the world of colour in this vibrant hands-on workshop! Participants will explore how colours mix, match and contrast through exciting games, creative challenges and fun experiments. Using multiple approaches, participants will discover colour theory in action, just like artists and scientists do!

Participants take part in colourful investigations that combine science, creativity, and play. They mix colours, test ideas, observe results and use colour theory to make sense of patterns found in art, nature and the environment. *Colour Splash* is a lively, sensory workshop with plenty of "Wait, how did that colour happen?" moments.



ACTIVITY OBJECTIVES

Colour Splash will help participants to:

- Learn the basics of colour theory, including primary and secondary colours;
- Learn how colours mix to create the different colours of the rainbow;
- Understand what a colour wheel is and how it can be useful;
- Learn about complementary colours;
- Observe how complementary colours are present in nature.

LINKS TO FORMAL LEARNING OUTCOMES

Learners will explore colour, light and materials through hands-on investigation, creative experimentation and guided discussion. The activity encourages learners to use their senses, make predictions, observe changes, compare materials and draw simple conclusions. It also supports collaboration, safe practical work and the development of early inquiry skills through colour mixing, optical exploration and material-based challenges.

LOs:

PRIMARY SCIENCE GUIDELINES Y2

PLAY AND CONSTRUCTION ACTIVITIES

INQUIRY PROCESS

EXPLORATION **INVESTIGATION**

ASSESS **EVALUATE**

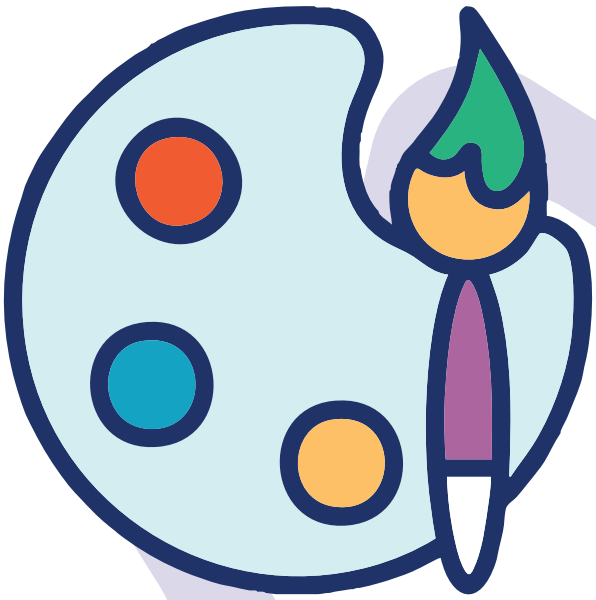
COMMUNICATE

PRIMARY SCIENCE Y3

3.1.1 **3.1.3** **3.1.4** **3.1.6**

3.1.7 **3.1.12** **3.1.13** **3.4.7**

3.6.1 **3.6.2** **3.7.1**



DIGIT DIGGERS

HANDS-ON WORKSHOP

FOR YEAR 4-YEAR 6

60 MINUTES

MAX. CAPACITY OF 25

Digit Diggers is designed to help visitors use mathematical concepts to discover information about dinosaurs through the study of their footprints. The main objectives are to understand the significance of dinosaur footprints in palaeontology, apply mathematical skills to analyse these footprints, and encourage critical thinking through problem-solving exercises.

Students work in teams to investigate a fossil trackway and record their findings like real palaeontologists. Through guided challenges, they measure footprints, compare track patterns, and use evidence to make informed conclusions about the dinosaurs that may have left them behind. *Digit Diggers* is a hands-on workshop where maths becomes a tool for discovery, with dinosaurs doing most of the heavy stomping.

ACTIVITY OBJECTIVES

Digit Diggers will help participants to:

- Explore how dinosaur footprints help palaeontologists study the past;
- Use measuring, estimating and data-handling skills in a practical context;
- Learn how to interpret evidence from fossil tracks;
- Develop critical thinking through problem-solving challenges;
- Experience how scientific research combines observation, maths and reasoning.

LINKS TO FORMAL LEARNING OUTCOMES

Learners will apply mathematical skills through practical, real-life challenges involving measurement, estimation, calculation and data handling. *Digit Diggers* supports learners in choosing and using measuring instruments, interpreting scales, comparing measurements, solving problems using the four operations and collecting, organising and interpreting data presented in tables, charts and graphs.

LOs:

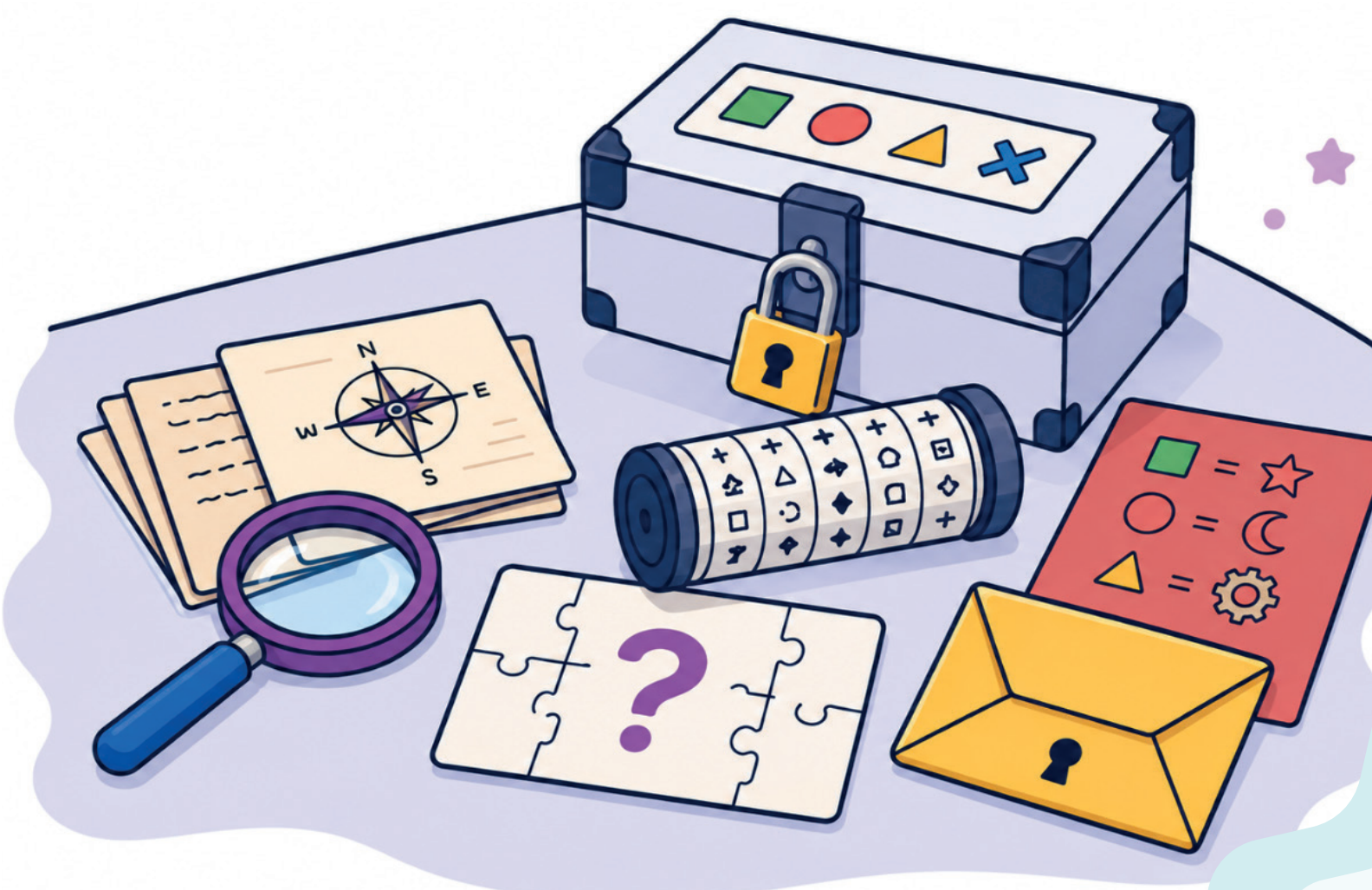
MATHEMATICS Y4 – MEASUREMENT:	4.2.1 4.2.2 4.2.3
NUMERICAL CALCULATIONS:	6.2.1 6.2.5
DATA HANDLING & STATISTICS:	7.2.1 7.2.2
MATHEMATICS Y5 – MEASUREMENT:	4.2.1 4.2.2 4.2.3
NUMERICAL CALCULATIONS:	6.2.3 6.2.13
MATHEMATICS Y6 – MEASUREMENT:	4.2.1 4.2.5
NUMERICAL CALCULATIONS:	6.2.3 6.2.5 6.2.14
DATA HANDLING & STATISTICS:	7.2.1 7.2.2



THE UNLOCKING STEAM WORKSHOP SERIES

An Interactive Escape Game workshop is a fast-paced, tabletop challenge where participants work together to solve a series of themed puzzles, crack codes and unlock clues, all without being physically locked in a room. These hands-on, minds-on experiences combine problem-solving, teamwork and critical thinking with real-world STEAM topics. Each game is designed to spark curiosity, apply knowledge in a playful setting and develop 21st-century skills, such as communication, collaboration and resilience.

The class will be split into groups (maximum of 6 groups). Each group will have an identical table with the same resources. Each group will need to work together to successfully complete the game. The team who manages to complete it first will win.



UNLOCKING AI

HANDS-ON WORKSHOP

FOR YEAR 7+

60 MINUTES

MAX. CAPACITY OF 25

Artificial Intelligence has quickly become both a popular buzzword and a powerful tool in everyday life. The escape game *Unlocking AI* helps students unpack the myths and misconceptions surrounding AI by exploring what it is, what it can and cannot do, and how it is already being used in real-life applications. AI is more than just a chatbot; it's a tool used across many aspects of life.



ACTIVITY OBJECTIVES

In *Unlocking AI*, participants will be able to:

- Explore ways to collaborate effectively as part of a team;
- Use critical thinking to interpret clues and solve puzzles;
- Apply problem-solving skills under time pressure;
- Explore key ideas linked to Artificial Intelligence;
- Reflect on the role of technology in real-life situations.

LINKS TO FORMAL LEARNING OUTCOMES

Learners will explore artificial intelligence through an escape-room-inspired challenge that encourages teamwork, critical thinking, problem-solving and decision-making. *Unlocking AI* introduces how algorithms work, how they may include or exclude information, and how bias can influence results. Learners will also consider the benefits, risks and ethical implications of AI in everyday life.

LOs:

ETHICS

Y7-LO5 **Y8-LO18** **Y8-LO20** **Y8-LO21**

21ST-CENTURY SKILLS

COLLABORATION **COMMUNICATION** **CRITICAL THINKING**

PROBLEM-SOLVING **DECISION-MAKING** **ADAPTABILITY**

UNLOCKING PHARMA

This workshop is supported by the Medicines Authority.

HANDS-ON WORKSHOP

FOR YEAR 7+

60 MINUTES

MAX. CAPACITY OF 25

Where can a career in pharmacy take you? Step beyond the counter and discover the many exciting roles in the world of pharmacy—from research and laboratory work to regulation. Solve puzzles, crack codes and explore how pharmacists are involved in bringing safe medicine to your local pharmacy in more ways than you think. With everything you need to unlock the world of pharmacy, are you ready for the challenge?

ACTIVITY OBJECTIVES



In *Unlocking Pharma*, participants will be able to:

- Discover different career paths within the field of pharmacy;
- Explore the science, communication and problem-solving skills used by pharmacists;
- Work in teams to solve timed challenges relevant to real-life scenarios;
- Use logical thinking to investigate clues within the pharmaceutical context;
- Reflect on personal strengths and possible future career interests.

LINKS TO FORMAL LEARNING OUTCOMES

Learners will explore pharmacy-related careers and scientific investigation through an escape game focused on evidence, compliance and problem-solving. *Unlocking Pharma* highlights how science and technology are used in everyday life, including pharmacy settings, while learners investigate clues linked to magnetism, dissolving, insoluble substances and the use of science to test evidence and solve problems.

SCIENCE Y7 **7.1.1**

SCIENCE Y8 **8.5.1** **8.2.12** **8.2.7**

21ST-CENTURY SKILLS

TEAMWORK

COMMUNICATION

LOGICAL THINKING

PROBLEM-SOLVING

CAREER AWARENESS

DECISION-MAKING

TIME MANAGEMENT.

UNLOCKING CHEMISTRY

HANDS-ON WORKSHOP

FOR YEAR 7+

60 MINUTES

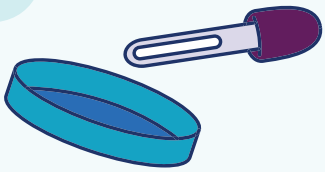
MAX. CAPACITY OF 25

Your lab is on lockdown after a viral outbreak, and a lead scientist, whose work holds the key to undoing all the chaos, has gone missing. In the *Unlocking Chemistry* escape game, students will have to work together to solve puzzles, unlock clues and uncover all the information they need before time runs out.

ACTIVITY OBJECTIVES

In *Unlocking Chemistry*, participants will:

- Explore the periodic table and the idea of elements, while learning about atoms and their components;
- Investigate light, colour, wavelengths and emission spectra;
- Explore pH and how indicators can identify acidity or alkalinity;
- Experiment with smart materials such as thermochromic paint;
- Apply teamwork and problem-solving skills to complete challenges.





LINKS TO FORMAL LEARNING OUTCOMES

Learners will investigate chemistry concepts that link scientific knowledge to practical problem-solving. *Unlocking Chemistry* introduces indicators, acids and alkalis, litmus testing, the visible spectrum, wavelength, colour perception, smart materials and the periodic table. Learners will work collaboratively under time pressure while interpreting clues and applying scientific reasoning.

LOs:

SCIENCE Y7	**7.5 LO6** **7.5 LO7**
PHYSICS Y9	**1.1v**
CHEMISTRY Y10	**LO6**
21ST-CENTURY SKILLS	**TEAMWORK** **COMMUNICATION** **CRITICAL THINKING** **PROBLEM-SOLVING** **OBSERVATION** **TIME MANAGEMENT**

esploraplanetarium™

MAX. CAPACITY OF 50 (INC EDUCATORS)

PLANETARIUM LIVE SHOW

A *Planetarium Live* Show is an interactive, presenter-led experience that takes place inside the Esplora Planetarium. Unlike pre-recorded planetarium films, which follow a fixed script and visual sequence, live shows are guided in real-time by one of Esplora's trained Science Communicators using dynamic visuals.

The Science Communicator can tailor the show to the audience's age, interests and questions, creating a more engaging, flexible and conversational experience. Visual journeys can be paused, adjusted or expanded upon as needed, making each session unique.

Available for students from Year 2 onwards, our live show is never the same. Our Science Communicator will help the audience explore the night sky and go on a trip to the Moon, before flying through the Solar System to see a planet up close. The participants will take a dramatic tour of our Solar System, from the International Space Station to distant planets, and then head out into interstellar space as we explore our galaxy and our place in the cosmos. Where will you go? That depends on what the audience decides! This live show is flexible and adaptable to all students and audiences.

HEARING LOOP SYSTEM

Esplora Planetarium is equipped with a hearing-loop system for the benefit of people making use of hearing-aid devices. Users need to switch their hearing-aid devices to Telecoil mode to benefit from this system.
The Hearing Assistance System is accessible in rows 2 to 5.



PLANETARIUM FILMS

NEW LILA: LIFE CYCLES AND CONNECTIONS



KINDER 1-YEAR 6

Shrink to caterpillar size and join Lila's butterfly journey, exploring photosynthesis, the water cycle, climate change, tree networks, biodiversity, and how every living thing is connected in nature around us.

Main themes: Animals, Climate and Biology

NEW THE STELLARS: MISSION GREEN

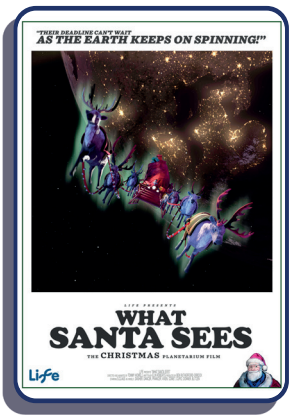


KINDER 1-YEAR 6

Three young alien friends crash on Earth and need children's help to save their onboard forest, discovering what plants need to survive through clues, teamwork, and their adventures along the way.

Main themes: Environment, Biology and Life Sciences

NEW WHAT SANTA SEES



KINDER 1-YEAR 6

Travel with Santa and his reindeer on Christmas Eve, exploring the Moon, stars, constellations, shooting stars and directions in a magical festive journey that blends storytelling with astronomy for children.

Main themes: Christmas Storytelling, Night Sky, Moon and Constellations

ACCIDENTAL ASTRONAUTS



YEAR 2-YEAR 6

Join Cy, Annie, and their dog Armstrong on an unexpected space adventure, exploring Earth, the Sun, the Moon, asteroids, solar storms and our wonderful home planet, with their spaceship computer.

Main themes: Astronomy, Moon and the Solar System

PERFECT LITTLE PLANET



YEAR 2-YEAR 6

Join a spacefaring family searching for the ultimate holiday destination, exploring Pluto, Miranda, Saturn, Jupiter, Mars and the solar system's most spectacular planetary sights along the way, as cosmic tourists.

Main themes: Astronomy, Planets and the Solar System

MAGIC GLOBE



YEAR 2-YEAR 8

At her grandfather's home, Mia discovers a mysterious astronomical machine and learns why seasons change, exploring the Sun, Earth, weather, climate and science through a magical story for young audiences.

Main themes: Seasons, Meteorology and Climate



KITZ THE CAT'S SUPERMOON ADVENTURE



YEAR 2-YEAR 8

In a future Earth ruled by intelligent cats, Kitz, Tutti and Pepe leave their space-junk-cleaning mission behind and launch together into a playful Moon adventure aboard the Galaxy Sweeper shuttle.

Main themes: Space Junk, Lunar Exploration and Space Cleanliness

DINOSAURS: A STORY OF SURVIVAL



YEAR 2-YEAR 11

Join Celeste and Moon on a journey through prehistoric Earth, discovering dinosaur evolution, giant creatures, mass extinction and the surprising secret of how dinosaurs continue to survive in today's world.

Main themes: Astronomy, Dinosaurs and Evolution

CELL! CELL! CELL!



YEAR 4-YEAR 11

Shrink down with Raj and Sooki to explore the trillions of living cells inside us, discovering how bodies grow, function, communicate and make us who we are, every single day.

Main themes: Cells, Human Biology and Life Sciences

DREAM TO FLY

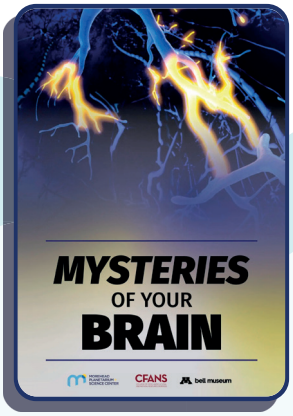


YEAR 6-YEAR 11

Explore humanity's dream of flight, from Leonardo da Vinci to balloons, aircraft and space exploration, celebrating invention, courage, imagination and the technological breakthroughs that changed history and our skies forever.

Main themes: History of Aviation, Innovation and Flight

MYSTERIES OF YOUR BRAIN

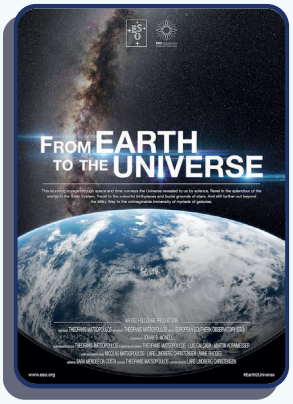


YEAR 6-YEAR 11

Follow a girl and her crow companion inside the human brain, exploring neurons, animal brains, illusions, identity and our remarkable ability to learn, adapt and change through an immersive adventure together.

Main themes: Human Biology, Life Sciences and the Brain

FROM EARTH TO THE UNIVERSE



YEAR 7-YEAR 11

In this documentary by the European Southern Observatory, see the vastness of the Universe, and learn more about the place of the human race in the cosmos.

Main themes: Stars, Galaxies and the Universe

WE ARE STARS

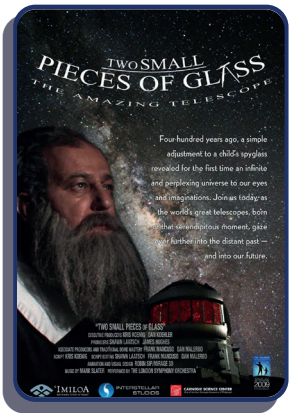


YEAR 7–YEAR 11

Connect life on Earth to the evolution of the Universe by following the formation of hydrogen atoms to the synthesis of carbon, and of the molecules for any form of life.

Main themes: Formation of Elements, Life Formation and the Universe

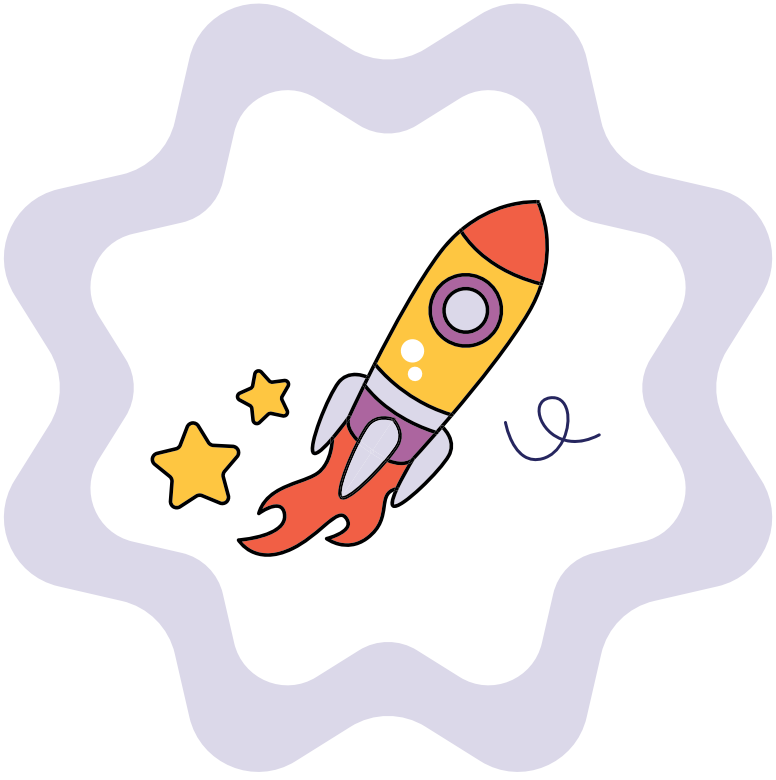
TWO SMALL PIECES OF GLASS



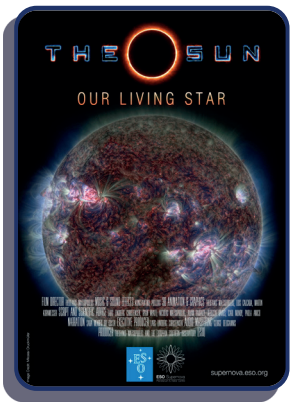
YEAR 7–YEAR 11

Telescope development has helped us understand our place in Space. Discover how telescopes work and how astronomers have used them to scrutinise the structures within our cosmos.

Main themes: Telescopes, Light and Astronomy



THE SUN



YEAR 9-YEAR 11

All of us can feel the Sun's warmth on our skin. Discover the secrets of Earth's main source of light and energy,and experience never-before-seen images of the Sun's violent surface.

Main themes: The Sun, Stars and Solar Science

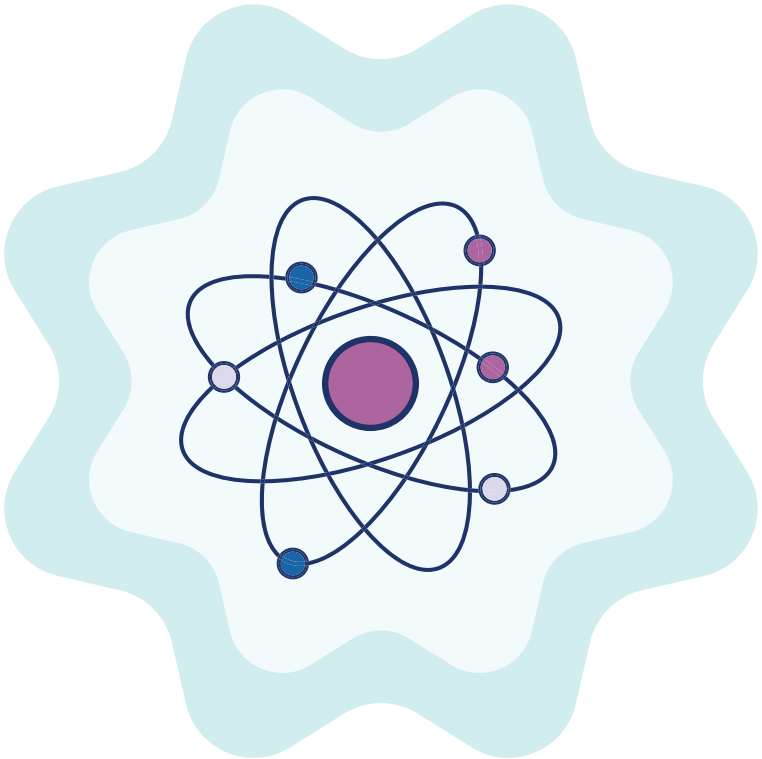
EUROPE TO THE STARS



YEAR 9-YEAR 11

Discover the European Southern Observatory in a story of cosmic curiosity, courage and perseverance: a story of observing a Universe of deep mysteries and hidden secrets; and a story of designing, building and operating the most powerful ground-based telescopes on the planet.

Main themes: The European Southern Observatory and Astronomy Research



STEAM CONNECT

A VIRTUAL MEET-THE-RESEARCHER PROGRAMME



YEAR 9–YEAR 11

COMING SOON

STEAM Connect brings students closer to the people working in science, technology, engineering, arts and mathematics in Malta.

Through this virtual meet-the-researcher programme, students will have the opportunity to interact directly with STEAM professionals from different fields, ask questions and learn about current research, career pathways and local opportunities.

STEAM Connect is designed to help older students connect classroom learning with real-world applications. It also encourages awareness of STEAM careers in Malta and supports students as they begin to consider future study and career paths.

HOW WILL IT WORK?

Schools will be able to book an online session for their class, and Esplora will coordinate the virtual meeting with the invited researcher or STEAM professional. The session will be held via Microsoft Teams, and moderated by a member of the Esplora team to support discussion and encourage student participation.

Further information, including participating researchers, session dates, availability and full programme details, will be shared with schools through an official circular.

Schools interested in taking part may register their interest by contacting the Esplora Bookings Team at **bookings@esplora.org.mt** or on **23602300**. Once the *STEAM Connect* programme is launched, Esplora will get back to interested schools directly with further details.

SPECIALISED WORKSHOPS

These specialised workshops are offered on demand as part of Esplora's education programme. These sessions are designed to support deeper engagement with specific topics and can be delivered either at Esplora or on an outreach basis where the Esplora team visits the school. While they are not linked directly to any formal curriculum, these workshops are designed to strengthen science communication skills and raise awareness of the topics they address.

The information provided in this section offers a brief overview of each workshop. Schools interested in booking or receiving further details about the content, suitability, format or availability of these sessions may contact the Content Development Unit directly at education.esplora@gov.mt.

LET'S SCI COMM

 **FOR YEAR 7+**  **60-120 MINUTES**  **MAX. CAPACITY OF 25**

Do you have a story to tell? Are you curious about how to share your science in a fun and engaging way? In the *Let's Sci Comm* workshop, you'll discover the secrets behind great science communication, and learn how to present your ideas with confidence, creativity and a touch of showmanship.

Main themes: Science Communication, Public Speaking and Audience Engagement

SCIENCE WITHOUT BORDERS

 **FOR YEAR 7+**  **60-90 MINUTES**  **MAX. CAPACITY OF 25**

Science Without Borders invites students to think about what science is, how it is conducted and who gets to take part in it. Through discussion-based activities, students reflect on their own understanding of scientific topics, explore how information shapes opinions and consider why scientific literacy matters in everyday life.

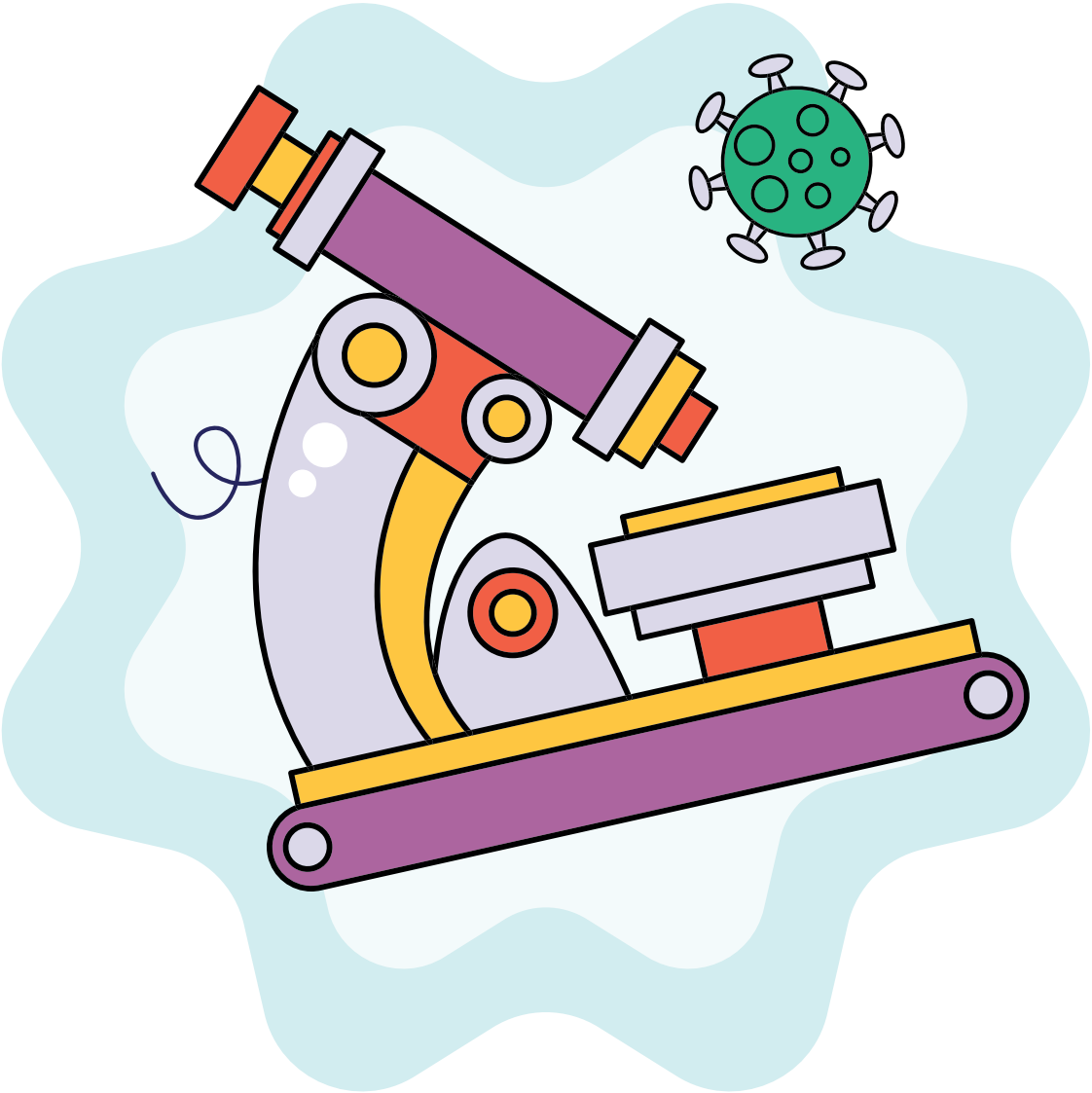
Main themes: Science Literacy, Misinformation, and Critical Thinking in Science, Society and Inclusion

STI AWARENESS

FOR YEAR 9+ **60–90 MINUTES** **MAX. CAPACITY OF 25**

STI Awareness is an introductory workshop that helps students understand sexually transmitted infections (STIs) in a safe, respectful and age-appropriate setting. The session explores transmission, symptoms, treatment, prevention, consent and safe sex practices, while addressing common misconceptions through guided discussion and interactive activities.

Main themes: Sexual Health and STI Prevention, Consent and Safe Practices, Health and Wellbeing, and Responsible Decision-Making



OUTREACH PROGRAMME



Reaching learners and communities across Malta and Gozo is an important part of Esplora's mission. Through our outreach programme, Esplora brings engaging STEAM experiences directly into schools and learning institutions, making hands-on science more accessible to learners who may benefit from experiencing Esplora within their own educational setting.

This programme allows schools to welcome Esplora's educators to their premises for selected activities, workshops and sessions designed to support learning through interaction, curiosity and active participation. By taking STEAM beyond our walls, we continue to support educators in creating meaningful learning experiences that connect science, creativity and real-world ideas.

At Esplora, we believe that STEAM learning should be accessible, exciting and inclusive. When schools cannot come to us, we are proud to bring the wonder of STEAM to them.

BEAUTIFUL BUBBLES

SCIENCE SHOW | **FOR KINDER 1-YEAR 3** | **30 MINUTES** | **MAX. CAPACITY OF 25-30**

What kind of bubbles can we make? In *Beautiful Bubbles*, a playful science show, learners explore what bubbles are made of, the shapes they can form and how we can even hold a bubble in our hands.

LINKS TO FORMAL LEARNING OUTCOMES

Beautiful Bubbles supports early scientific inquiry through observation, prediction and experimentation. Through playful demonstrations, learners explore the properties of materials, including flexibility, elasticity, texture, transparency and strength.

LOs:

K1 & K2
LEVELS 1 & 2

2.2.1 **2.2.2** **4.2** **4.3** **4.6** **5.1** **5.2** **5.3**

PRIMARY SCIENCE GUIDELINES K1-Y3

PLAY AND CONSTRUCTION ACTIVITIES

SCIENTIFIC INQUIRY **PROPERTIES OF MATERIALS**

STEAM GAME SHOW

 **SCIENCE SHOW**

 **FOR YEAR 4–YEAR 6**

 **60 MINUTES**

 **MAX. CAPACITY OF 90**

Let's choose a mystery card and test our STEAM superpowers! Through the fast-paced game-show format of *STEAM Game Show*, learners explore exciting topics such as fire, electricity, sound, adaptation, microscopy, reactions and materials.

LINKS TO FORMAL LEARNING OUTCOMES

STEAM Game Show supports scientific inquiry across Years 4 to 6. Learners are encouraged to ask questions, observe demonstrations, make predictions and connect scientific ideas to topics such as senses, energy, materials, forces, living things and everyday phenomena.

LOs:

PRIMARY SCIENCE Y4

4.1.1 - 4.1.3 | 4.1.6 | 4.1.7 | 4.1.9 | 4.1.12 | 4.1.13 | 4.4.1 | 4.6.1 - 4.6.3

PRIMARY SCIENCE Y5

5.1.1 - 5.1.7 | 5.1.11 | 5.1.12

PRIMARY SCIENCE Y6

6.1.1 - 6.1.3 | 6.1.5 - 6.1.7 | 6.1.11 - 6.1.13 | 6.5.3 | 6.6.1 | 6.6.4

PLANET BOOTCAMP

 **HANDS-ON WORKSHOP**

 **FOR YEAR 2–YEAR 3**

 **60 MINUTES**

 **MAX. CAPACITY OF 25**

Calling all trainee astronauts! In *Planet Bootcamp*, learners explore the fantastic features of our Solar System—from Venus's volcanoes to Saturn's rocky rings—as they take part in an interactive Space-themed bootcamp.

LINKS TO FORMAL LEARNING OUTCOMES

Planet Bootcamp supports learning about Planet Earth, Space, and the wider Solar System. Learners practise scientific inquiry by observing, questioning and exploring how Earth and other planets can be compared.

LOs:

K1 & K2
LEVELS 1 & 2

1.1.1 - 1.1.6 | 1.1.6 | 1.1.8 | 1.1.9 | 1.2.1 - 1.2.4 | 1.3.1 | 2.1.1 - 2.1.4 | 2.2.1 | 2.2.2

COLOUR SPLASH

HANDS-ON WORKSHOP | **FOR YEAR 2–YEAR 3** | **60 MINUTES** | **MAX. CAPACITY OF 25**

Jump into the world of colour in *Colour Splash*, a vibrant hands-on workshop! Participants will explore how colours mix, match and contrast through exciting games, creative challenges and fun experiments. Using multiple approaches, participants will discover colour theory in action, just like artists and scientists do!

LINKS TO FORMAL LEARNING OUTCOMES

Colour Splash supports learning related to light, colour, materials and observation. Learners use their senses to investigate, compare, sort and describe colours and materials, while developing prediction and communication skills.

LOs:

PRIMARY SCIENCE Y3

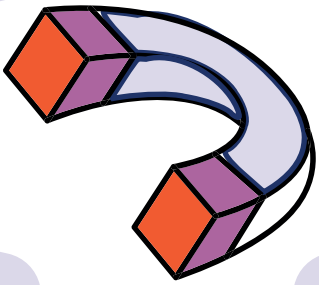
3.1.1 | 3.1.3 | 3.1.4 | 3.1.6 | 3.1.7 | 3.1.12 | 3.1.13 | 3.4.7 | 3.6.1 | 3.6.2 | 3.7.1

PRIMARY SCIENCE GUIDELINES Y2

PLAY AND CONSTRUCTION ACTIVITIES

INQUIRY PROCESS

EXPLORATION | INVESTIGATION | ASSESS | EVALUATE | COMMUNICATE



MAKER MISSIONS

 **HANDS-ON WORKSHOP**

 **FOR YEAR 4- YEAR 6**

 **60 MINUTES**

 **MAX. CAPACITY OF 25**

With imagination, teamwork and a few simple materials, learners can create almost anything. In the *Maker Missions* hands-on workshop series, groups design, build, test and improve their own creations while solving a practical challenge.

LINKS TO FORMAL LEARNING OUTCOMES

Maker Missions supports engineering design, creativity, problem-solving and scientific inquiry. Learners design, build, test and improve models while exploring structures, movement, materials, forces, energy transfer and real-world engineering challenges. The activities also promote collaboration, communication, practical making skills and evidence-based decision-making.

LOs:

PRIMARY SCIENCE Y4 — **4.1.1 - 4.1.13** **4.5.4** **4.6.4** **4.8.1** **4.8.2** **4.9.1** **4.9.3**

PRIMARY SCIENCE Y5 — **5.1.1 - 5.1.16** **5.5.1** **5.5.2** **5.6.1**

PRIMARY SCIENCE Y6 — **6.1.1 - 6.1.9** **6.1.11 - 6.1.16** **6.8.1 - 6.8.4**

CHEMCURIOUS

 **HANDS-ON WORKSHOP**

 **FOR YEAR 4- YEAR 6**

 **60 MINUTES**

 **MAX. CAPACITY OF 25**

Fizz, pop, mix and react! Learners roll up their sleeves and take part in hands-on experiments that explore how different materials and substances behave when they are mixed, changed or combined.

LINKS TO FORMAL LEARNING OUTCOMES

ChemCurious supports learning about materials, mixtures and observable changes. Learners ask questions, make predictions, compare substances, observe physical and chemical changes and explain their findings using simple scientific vocabulary.

LOs:

PRIMARY SCIENCE Y4 — 4.1.1 - 4.1.13 | 4.4.3 | 4.5.4 | 4.6.1 - 4.6.4

PRIMARY SCIENCE Y5 — 5.1.1 - 5.1.16 | 5.6.2 - 5.6.6

PRIMARY SCIENCE Y6 — 6.1.1 - 6.1.16 | 6.5.3 - 6.5.5 | 6.6.1 - 6.6.4

UNLOCKING STEAM

HANDS-ON WORKSHOP | **FOR YEAR 7+** | **60 MINUTES** | **MAX. CAPACITY OF 25**

Unlocking STEAM is a selection of escape-game-style workshops linked to Chemistry, Pharmacy and Artificial Intelligence. Learners work together to solve themed puzzles, crack codes and unlock clues, without being physically locked in a room.

LINKS TO FORMAL LEARNING OUTCOMES

Unlocking STEAM supports interdisciplinary STEAM learning through teamwork, critical thinking and problem-solving. Learners apply scientific inquiry, data handling, communication and real-world reasoning, while exploring future-facing STEAM topics.

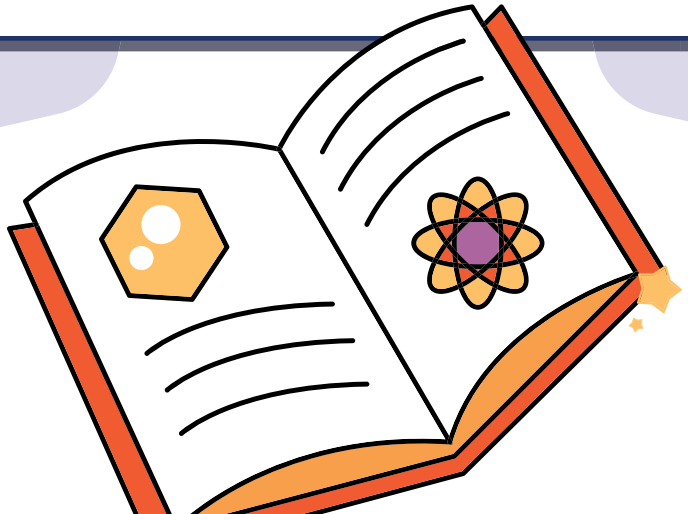
LOs:

SEE PAGES 22–25 FOR MORE DETAILS ON EACH OPTION AVAILABLE.

For further details about the activities listed above, outreach enquiries and pricing, schools are kindly invited to contact the Esplora Outreach Team at:

EMAIL:
outreach.esplora@gov.mt

PHONE:
23602115 / 23602235



ESPLORA TEAMBUILDING EXPERIENCE

FROM YEAR 10 STUDENTS ONWARDS AND EDUCATORS

Strengthen teamwork, communication, collaboration, and problem-solving skills through a unique and engaging experience at Esplora Interactive Science Centre.

Designed for students from Year 10 onwards, as well as educators, corporate teams and other adult groups, this programme uses science-inspired challenges and interactive activities to encourage participants to work together, think creatively and develop effective team dynamics.

Participants can choose from a range of hands-on workshops, science shows and team challenges, complemented by an immersive Planetarium experience. Whether the aim is to build stronger working relationships, develop leadership and communication skills, foster trust, or simply enjoy a memorable shared experience, our activities provide an enjoyable and meaningful environment in which teams can learn and grow together.

THE EXPERIENCE INCLUDES:

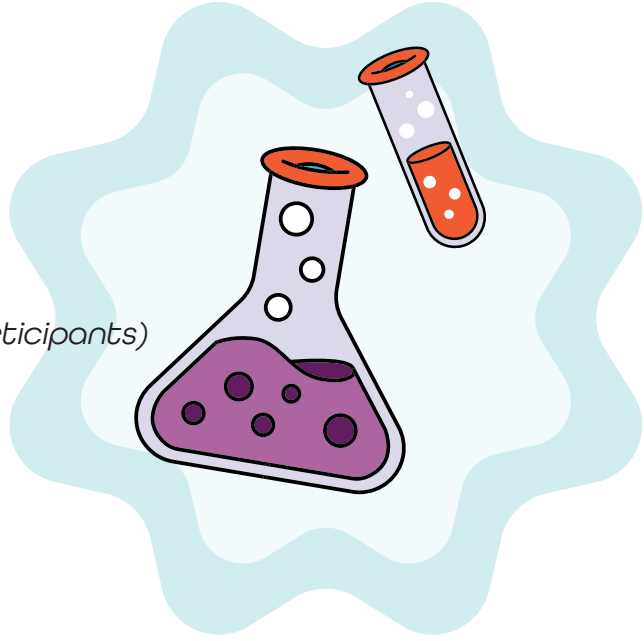
One activity of your choice from the following:

o Science show (45–60 minutes);

o Science Quest (60–90 minutes);

o Hands-on workshop (60 minutes);

- Unlocking Workshop *(max 6 groups of 4 participants)*
- 3,2,1, Lift-off!
- Egg-Drop Challenge
- Chain Reaction
- Roller Coaster Challenge



+ Planetarium Film (up to 45 mins)

PRICE:

€10.00 /per student	**€20.00** /per educator	**€2.00** /additional activity per person

Optional catering packages and additional experiences are available to help tailor the event to your group's needs. Whether it's just coffee, a packed lunch or a full lunch, we've got you covered.

For further information, availability and bookings, please contact us at eduevents.esplora@gov.mt

ESPLORA EDUCATORS MEMBERSHIP CARD

Bring learning to life beyond the school visit with Educator's Membership Card.

For a €30 annual membership fee, eligible educators can enjoy unlimited visits to Esplora, including access for the educator and up to three guests. The membership may also be used during thematic events and includes Esplora experiences such as the Planetarium, workshops, science shows and the Luzzu Experience.



This membership is available to eligible educators who can provide official proof of their profession.

To apply, visit Esplora Reception and present the required documentation.
For full details, eligibility criteria, and terms and conditions, visit the Esplora website.

esplorashop

The Esplora Shop offers a wide selection of exciting educational items for science enthusiasts of all ages. We offer a great selection of books and a variety of science kits, with all educators receiving a 10% discount to help enhance their classroom learning experience.

THE FOLLOWING ARE SOME OF THE BRANDS ON OFFER AT THE ESPLORA SHOP:

Buki France | PLUS PLUS | CURISCOPE

4D MASTER® | 4D VISION™ VEHICLES CUTAWAY MODEL | LEGO education

(30% Discount on selected products)

Multiple offers cannot be combined.



esplora®

ESPLORA INTERACTIVE SCIENCE CENTRE

Villa Bighi
Dawret Fra Giovanni Bichi
Kalkara, KKR 1320
23602300

