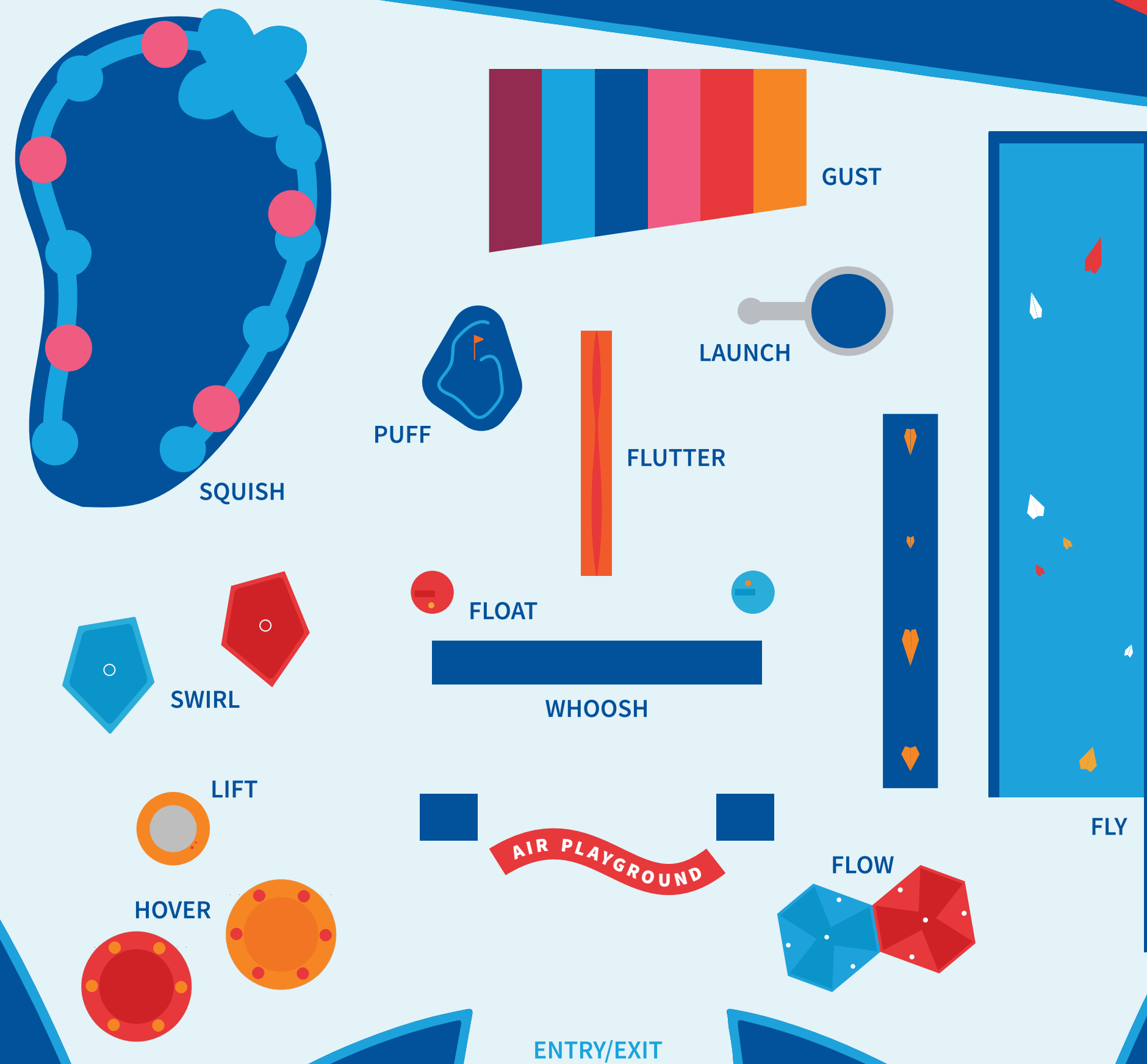


TOURING

Air Playground



AIR PLAYGROUND



Whoosh, swirl, gust, squish, flow, float and more by bringing Air Playground to your venue!

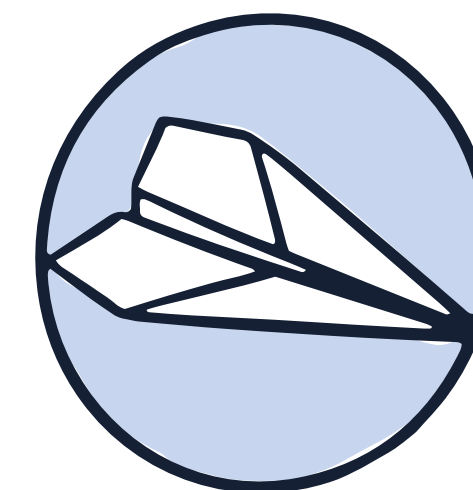
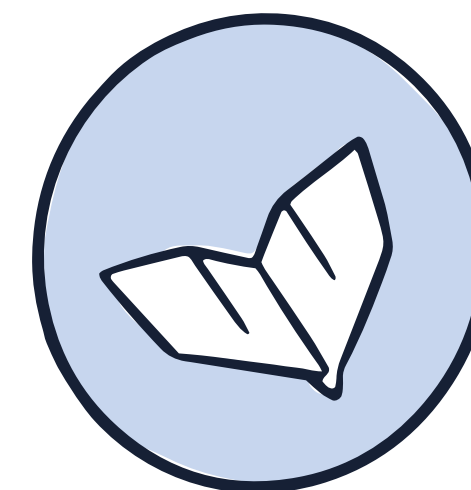
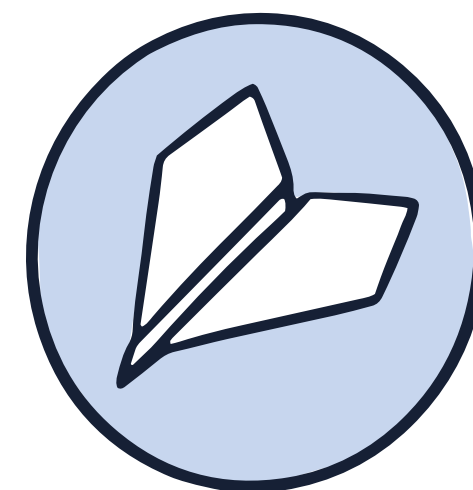
Museums Victoria's *Air Playground* gives curious kids of all ages the chance to play with air. Experience the science of aerodynamics and the amazing invisible elemental force of air through 10 interactive exhibits.

Don't miss the opportunity to embark on a journey of scientific exploration, discovery and fun – let science blow you away!



Fly

Fly explores why a folded plane flies better than a flat piece of paper. Visitors follow illustrated guides or create their own paper plane, discovering how shape, weight centring and surface area all affect how a plane glides. Visitors can choose to go for distance, for a target or for tricks. Every plane thrown creates a mass display of paper planes which builds up over the course of the exhibition.





Hover and Float

Hover examines how air flows around a ball's curved shape and traps it in a pocket of lower pressure. Two colourful mounds hold beach balls hovering enticingly in mid-air. A button activates air flowing out of surrounding tubes so that visitors can experiment with balancing balls and objects in the air flows.

Float experiments with the pull of gravity against air pressure, showing how a ball interacting with a low-pressure pocket will stay in place. Visitors suspend a ball in the air flow which they activate by pressing a button, manipulating the air stream to float the ball through a goal.



Whoosh

Whoosh explores the force of air and how it can push, as well as how has volume and air resistance can slow things down. Visitors place fabric scarves into a tube system and watch them whoosh through the tangle of tubes before ejecting and slowly drifting to the floor. Visitors can experiment with directing air flow and trying to predict where the fabric will land.





Lift and Swirl

Lift asks visitors to test objects or create contraptions that may lift into the air, hover, spin or flutter when they fall – mimicking seed pods in nature. Visitors can press a button to turn on the air flow and experiment by adjusting the windspeed.

Swirl asks visitors to work individually or collaboratively to activate fans which blow air to direct a ball around obstacles and into a goal. Visitors get a feel for the chaotic way that air interacts with itself and physical items around it.



Squish

Squish welcomes visitors into an inflatable sculpture, showing that air is a gas and can inflate soft containers. Visitors use their feet, arms, in fact, their whole body to squish the giant inflatable – where does the air go when they squish it? Visitors will discover how when you squash air in a soft container, it doesn't compress, it displaces, creating wobbly, bouncy fun!





Flow and Puff

Flow delves into how diverting air flow can change air pressure. Visitors connect pipe pieces in different configurations. When they activate the air flow with a button, they can use soft fabric tubes or small balls to help visualise how this flow changes. Challenges include constructing a spinner or a launcher.

Puff tests how air has mass and can push objects, even uphill! Visitors work quickly individually or collaboratively to pump puffs of air in time to move a ball up a hill. Like mini-golf, the aim is to get the ball to the goal before it gets stuck or rolls back down.



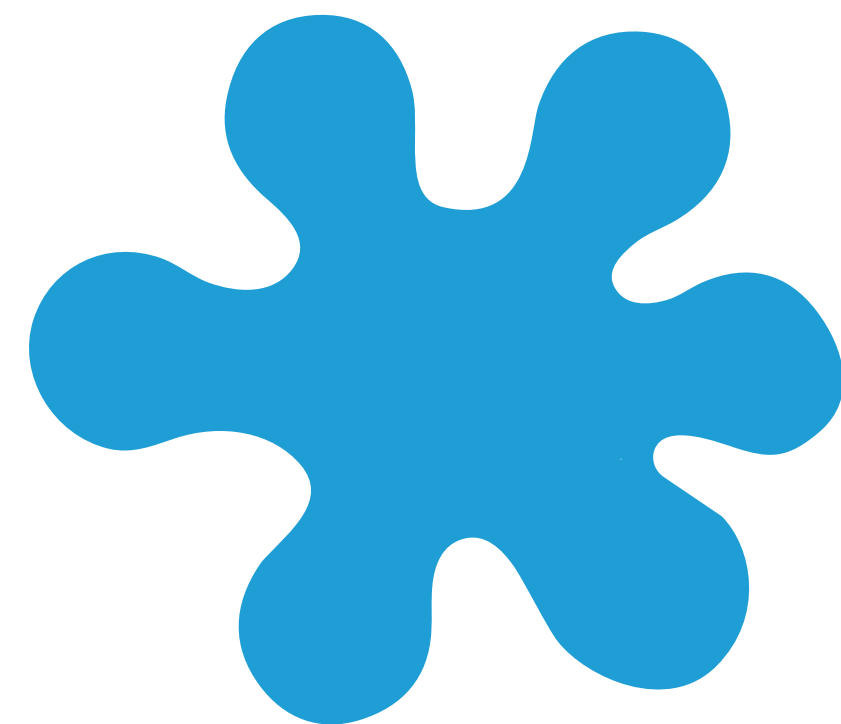
Gust

Gust generates a high-volume air flow environment using large industrial fans. Visitors can feel the wind through their hair as they learn about the difference between mechanically generated wind and natural wind, which is created by the Sun unevenly heating up the Earth.



Audience and outcomes

The exhibition is designed for families with children aged 6–10, however there are many exhibits with open-ended creativity which appeal to visitors of all ages. Outcomes for audiences include active and excited play, developing a tinkering mindset and having a shared experience through collaborative learning.

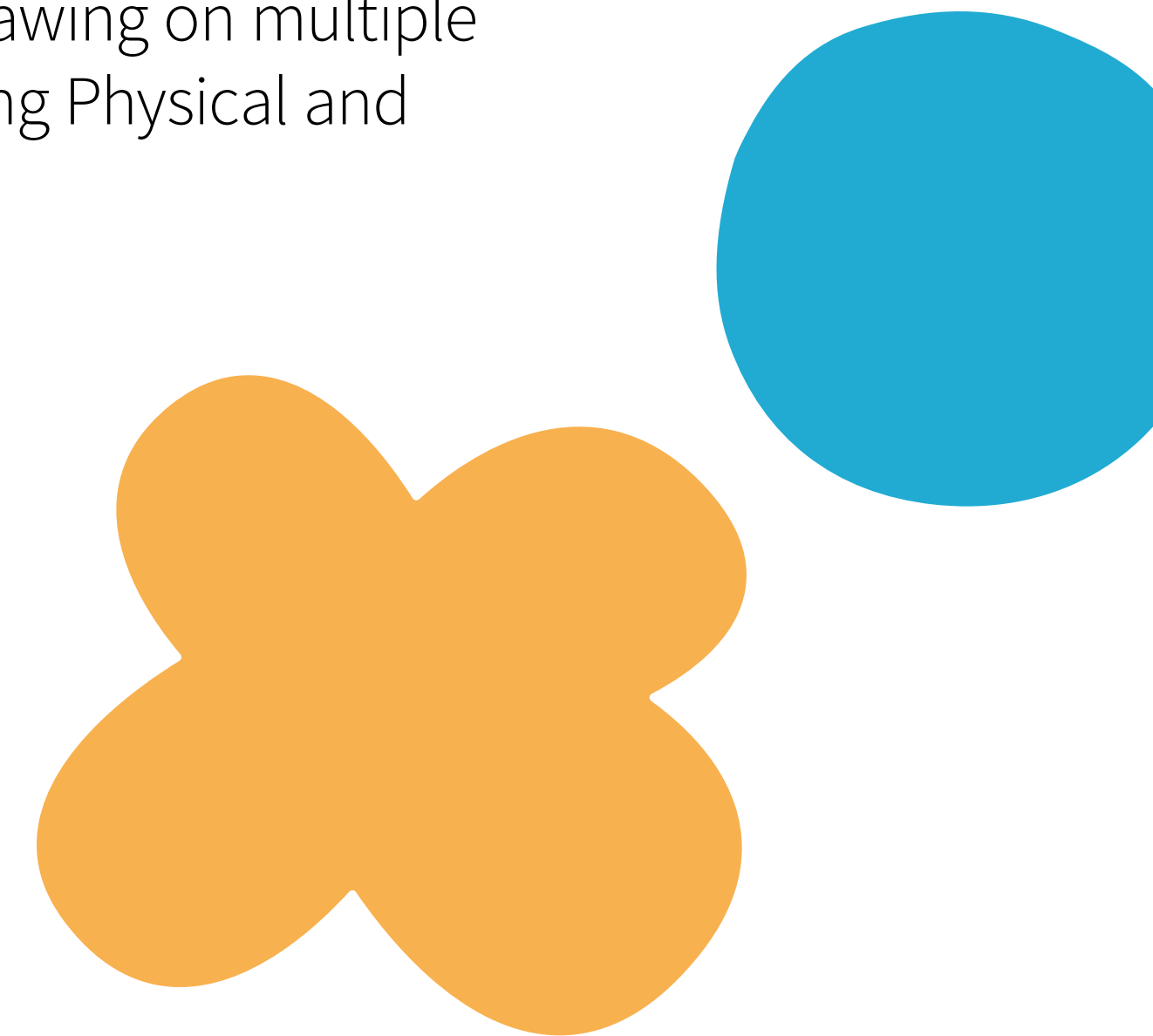


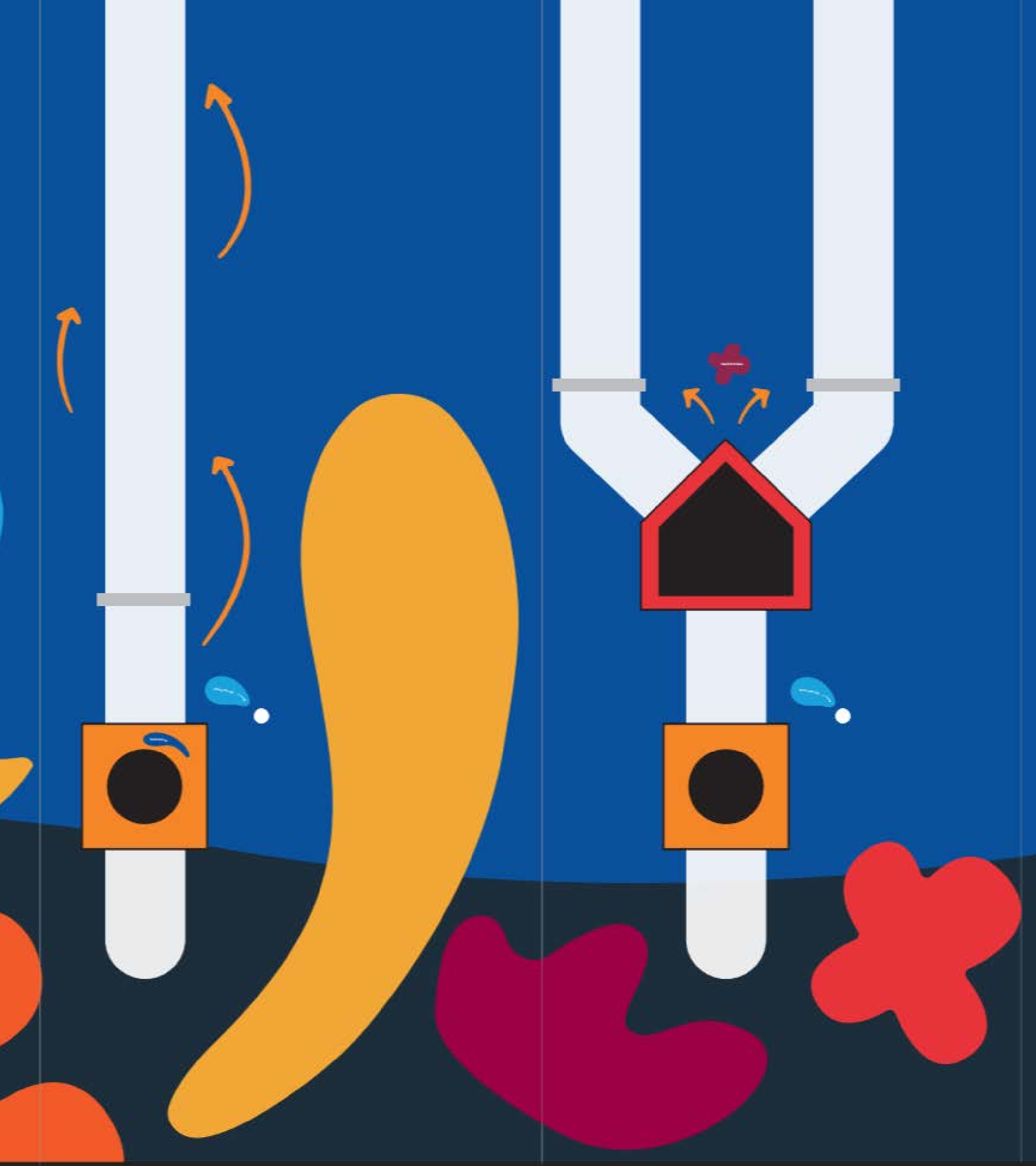


Education Resources

Through open ended tinkering and collaborative play, primary aged students develop key STEM skills and dispositions – test, try, fail, iterate. It's a constant experimental process, allowing students to construct their own knowledge of how a gas behaves and how objects move through gases.

A Teacher's Guide with pre-visit and at-school activities is available, drawing on multiple Curriculum links including Physical and Chemical Sciences.





Technical requirements

- The exhibition best suits spaces between 400 - 550m².
- Ceiling height is flexible, but a minimum height of 4 metres is recommended.
- Minimum rental period 12 weeks.



Let your visitors soar with this exhibition
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