



Exhibit Components

City Science is organized around seven thematic areas that set the stage for visitors to experiment, engineer and observe their way through a familiar environment. There are 27 exhibit components in all.

Cityscape

Explore the Cityscape and learn more about the artists at the kiosk overlooking the exhibit.

City Animals

Through live animal displays, indoor/outdoor components and hands-on interactives, meet the insects and animals who live in the city and find out how scientists observe and study them.

Animal Tracking: Become an urban ecologist and play with radio telemetry to find city animals hidden throughout the exhibit.

Best Nest: Eight birds need a home. Should they build their nests in the city or the forest? Designed for children 6 and under.

Sidewalk Ecosystem: Insects are some of the smallest residents of the city. Uncover the world being built under our sidewalks.

What Comes Out at Night?: Try your hand at identifying animals captured on night vision cameras throughout the EcoTarium's grounds.

Intelligent Rats: Watch some of the city's most successful residents at play in a three-story rat motel.

Feeder Watch: Using large-scale viewing scopes, explore and identify bird species that visit EcoTarium outdoor feeders.

Neighborhoods

Every city is made up of small neighborhoods of people living close by. What does your neighborhood look and sound like? How would you design it?

Noise Pollution: Do the sounds of the neighborhood matter? Test how sounds make you and others feel in a multiplayer computer interactive.

Magnetic Neighborhood: Try your hand at urban planning by designing the ideal neighborhood. How does it compare to the neighborhoods that other visitors have built?

Neighborhood Soundscape: What does your neighborhood sound like? Mix different sounds to replicate the soundscape where you live.

Engineering Lab

Can you design and build a city? Test your skills at meeting urban engineering challenges in two different hands-on building labs, under the shadow of a large-scale jib crane.

Bridges: Test your engineering skills by taking on the challenge of building bridges over different landscapes. Can the same style bridge work in more than one location?

Vibration Lab: Earthquakes aren't the only time the earth moves. Can you design a building that can stand up to the rumbling of the trucks and trains that travel through the city every day?

Mapping it Out

What do maps tell us about our city as it changes over time and from neighborhood to neighborhood?

Mapping Worcester: Where you are in the city changes your experience. Investigate how Worcester has changed over time, where it heats up during the summer, and how pollution affects different neighborhoods through interactive computer mapping.

Maps as Models: Practice mapping skills in a colorful, scaled down model of the museum's middle level. Designed for children 6 and under.

Health Lab

Explore how the decisions we make within our neighborhoods help us build a healthy city together.

Dust Detective: Become a dust detective using a state-of-the-art microscope to examine what is in dust and identify where each dust sample came from.

City Hot Zones: Create a city with foam building blocks and then turn on the sun by using an infrared camera to see how your city absorbs heat. Can you redesign to cool it down?

How Clean is the Air?: Discover what citizen scientists found in Worcester's air across the city and see how the quality of the air can vary in different times and locations.

City Systems

Our cities run on systems that most of us never see. Uncover the science behind the underground and overland systems that keep a city running smoothly.

City Underground: Travel from street level to deep underground to see the network of pipes and conduits that service our neighborhoods; includes crawl-through pipes for little visitors.

Water Pipes: Witness the affects of age on old city pipes and learn what the department of city water works is doing to fix this aging infrastructure.

Sewer Pipes: Dive underground as you explore footage taken from sewer robots exploring the networks of pipes under Worcester's streets.

Director of Traffic: Play traffic control engineer using a computerized game to control traffic light systems; reduce wait time for drivers in different traffic conditions.

Train Tracking: The items we use every day come from all over the world. Drive a train full of shipping containers through railroad scanners to determine where in the global economy the goods are coming from. Designed for children 6 and under.

Changing Landscapes

Investigate how the homes, roads, and fields we build affect animals, plants, and the larger ecosystem.

Turtle's Eye View: Build a neighborhood and see how development can change a turtle's ability to move between the different habitats it needs during its life cycle. Can you redesign your neighborhood to be more turtle-friendly?

Wood Turtle Enclosure: View the EcoTarium's very own wood turtles to understand more about how development has affected this species of concern in Massachusetts.

Disappearing Plants: See real plants that local naturalists collected in Worcester County more than 100 years ago. Many of these species no longer grow in the area.

Eco Invaders: Examine the case files to solve three "nature crimes" committed by invasive species and find out how one species can tip the balance of a healthy ecosystem.

Beetle Battle: Learn how the invasive Asian Longhorned Beetle has affected Worcester's trees through watching a CAT scan of an infected log.