



The JUMP Experience Program was created to inspire human potential through its foundation of connection, gratitude, and kindness. We utilize our studio spaces to facilitate unique group activities that challenge participants to get creative, expand their imaginations, try something new, learn a new skill or idea, connect with other group members, and share endless laughs.

A JUMP Experience is a custom-curated 1.5-2-hour fun and educational team building program for groups of 10-30 participants, ages 10 to 110. For groups of over 30 participants, please see large group activities.

BASE COST: \$35-per-person with a minimum price of \$500

NON-PROFITS: \$25 per person no minimum

SCHOOLS (5TH GRADE AND ABOVE): \$10 per student no minimum

TITLE1 SCHOOLS: \$3 per student (sliding scale option available)

EACH PROGRAM INCLUDES:

Welcome to JUMP introduction with "JUMPSTER" activity in the lobby

Your choice of a community-building activity led by our team

A visit to the JUMP Park, including a ride on the 5-story spiral slide (weather permitting)

OPTIONAL ADD-ONS:

Food and beverage

Add-on Activities

Choose from a menu of activities that encourage participants to work as a team, think creatively, and step outside their comfort zones. Each activity takes place in one of the five studios at JUMP—SHARE, MAKE, MOVE, INSPIRE, and PLAY.

Contact us for custom programming.



SHARE STUDIO EXPERIENCES

"A PARTY WITHOUT CAKE IS REALLY JUST A MEETING." —JULIA CHILD

The SHARE studio is a place of experimentation, indulgence, and community, where people from all backgrounds can come together and try a new recipe, discover a new favorite dish, or compete against each other in a multitude of culinary competitions. It's a place where Master and amateur chefs alike can come together to share their love of cooking and baking with the community. All activities are intended for ages 10 to 110 and last one hour.

DRESS UP YOUR KETCHUP | IDEAL GROUP SIZE 15-25 PARTICIPANTS

At JUMP, potatoes are part of our DNA! We might have the recipe for the tastiest fries, but a great dipping sauce takes a perfect French fry to the next level! In this friendly competition, participants work in teams using a pantry of essential ingredients (and a few oddities) to create a delicious dipping sauce. This activity fosters creativity, teambuilding and of course a healthy appetite (which is why the best part of the competition is sampling each sauce to find a winner)!

CHOPPED! | IDEAL GROUP SIZE: 15-25 PARTICIPANTS

Based on the Food Network series of the same name, this edible competition challenges teams to create delicious dishes under pressure. The program begins with a chopping demonstration, then teams will receive a basket filled with a variety of ingredients. They must use all ingredients—including a mystery item—to create a culinary masterpiece. Judges will choose a winner based on taste, presentation and creativity (teams will be able to share their creations with each other at the end).

TASTEBUDS | IDEAL GROUP SIZE: 15-25 PARTICIPANTS

It's on the tip of your tongue...this game puts participants tastebuds to the test! Working in teams of two, all participants are blindfolded. One person will taste a mystery item (without using their hands). The taster then must describe what they are tasting without naming it. The second person guesses what the item is based on the taster's clues. The team with the most correct guesses wins!

SHAKE AND SCOOP: ICE CREAM IN A BAG | IDEAL GROUP SIZE: 20 PARTICIPANTS

Learn how to make ice cream in a bag while also observing a little kitchen science along the way. Participants will combine all the necessary ingredients along with their chosen flavors into a bag, put that sealed bag into a bag of ice, and SHAKE! After a few minutes of shaking the bag, you'll be able to enjoy your frosty creation.

As participants devour their tasty treats, we'll learn about the cost of homemade ice cream versus ice cream from the store through an interactive game. Participants will then be challenged to brainstorm their own unique ice cream and create a pitch for why it should be the big ice cream flavor!



MAKE STUDIO EXPERIENCES

"PLAY IS THE HIGHEST FORM OF RESEARCH." ALBERT EINSTEIN

The MAKE Studio is a place of creativity, innovation, and engineering, where builders, tinkerers, inventors, and creators work together to invent, build, and test new ideas! Create prototypes, take an item apart to learn its innerworkings, or design and develop a brand-new creation in our fully stocked makers' space. All activities are intended for ages 10 to 110 and last one hour.

CATAPULT BUILD | IDEAL GROUP SIZE: 20 PARTICIPANTS

Scenario: Can you save the porcupines from the flood? Porcupines have taken over the MAKE Studio, and the flood waters are coming! To save the porcupines, participants must launch them to safety using a mini catapult.

The MAKE Studio Leader will set the stage then provide instructions to participants on creating their very own catapult. Once complete, participants will partake in a launching competition to see whose catapult can launch the farthest and save the porcupines from the flood!

DISASTER RESPONSE TEAM | IDEAL GROUP SIZE: 20-24 PARTICIPANTS

Scenario: The Cascadia Subduction Zone causes earthquakes approximately every 300 years. The last Cascadia plate quake was in 1700. We need to prepare for the inevitable, using marshmallows and kabab sticks, of course.

Teams of 5-6 will compete to build the tallest and most earthquake-resistant tower! Groups will be given a demonstration of the shaking earthquake table, then we'll set the timer, and it's time to build! Each team will get the chance to test their tower, go back for revisions, and give it a final test.

MISSION PHOTON | IDEAL GROUP SIZE: 20 PARTICIPANTS

Scenario: NASA found life on Europa and needs top engineers for upcoming research. And now, they've picked you! Using only the resources provided, teams must engineer something to trigger the photogate counter.

Participants will work together in teams using their ingenuity, creativity, and an assortment of supplies to get their photogate number counter as high as they can before time runs out. Top scores are recorded, so every experience can compete within their group and fight to be on the JUMP Light Speed Leader Board.



MOVE STUDIO EXPERIENCES

"(CHANGE HAPPENS THROUGH MOVEMENT AND MOVEMENT HEALS)." – JOSEPH PILATES

The MOVE Studio is a place for finding your flow by celebrating movement and embracing community. All ages, backgrounds, and abilities come together to engage in a wide variety of physical activities to connect with others while getting the body moving and the creativity flowing. All activities are intended for ages 10 to 110 and last one hour.

VIRAL VIDEO | IDEAL GROUP SIZE: 20 PARTICIPANTS

The MOVE Studio Leader will lead participants in learning a short dance routine to music. Don't worry—no dance experience required! We'll keep it simple and, of course, silly. Before leaving the studio, we will have participants ready to bust a move, shake a leg or boogie on home! If the group chooses, we can record the dance and upload it to JUMP's social media.

MEDITATION & YOGA | IDEAL GROUP SIZE: 20 PARTICIPANTS

Start living your best life! In this workshop, participants will utilize the yoga practices of gentle movement and mindfulness, finding clarity, clearing obstacles and experiencing a personal revolution. Power up your prana (life force), open yourself to new possibilities, and leave refreshed, nourished, and empowered for the journey ahead.

MOVE YOUR OWN ADVENTURE | IDEAL GROUP SIZE: 20 PARTICIPANTS

For this activity, choose two of the movement-based games below that will have you thinking, moving, and laughing as a team.

VIKING INVASION | 30 Minutes

Teamwork is crucial in this game! Participants are Vikings that will be sailing out to sea to explore and find land. Each team will join their longship crew on their boats (exercise mats) at the shore. All crew members must fit on one boat and work together to reach their goal, using creative strategy and communication. While traversing the waters, you cannot leave the boat or let a body part or clothing item touch the raging rapids below (the floor). Work together as a team to sail across the sea and race the other teams to shore, collecting treasure along the way.

STREETS AND ALLEYS | 30 Minutes

One player is The Cat (chaser) and one is The Mouse (runner). All other participants will form a maze of "streets and alleys" that The Cat and The Mouse must run through. The goal is for The Mouse to avoid being tagged by The Cat while navigating through a grid of players that is constantly changing, adding excitement and challenge. This fun and interactive game keeps everyone involved, whether they are running, chasing, or helping to shape the game's pathways!

Variation: The Cat and Mouse cannot run. They must walk as fast as they can through the maze of streets and alleys while balancing an object on their head!

THE MAZE | 30 Minutes

How good is your intuition and your memory? Welcome to The Maze! Your goal is to make it through the lily pad maze following an unknown path...

One player starts as The Designer, taking the lily pads and placing them in a grid on the floor. The Designer will then determine a path the team must follow to complete the maze. The first player will make a move—straight, left, right or diagonal—onto one of the lily pads. If their move correctly follows The Designer's secret chosen path, The Designer will allow them to make another move. Once a player makes an incorrect move, they move to the back of the line and the whole team must complete five jumping jacks. The next player will do their best to remember the correct pathway from the previous players, then following their intuition to complete the maze, facing the same repercussion for an incorrect move. Work as a team to get everyone across the lily pad maze!



PLAY STUDIO EXPERIENCES

"LIFE IS TOO IMPORTANT TO BE TAKEN SERIOUSLY." —OSCAR WILDE

The PLAY Studio is a place of magic, creativity, and imagination where budding filmmakers, musicians, and designers of all kinds come to express themselves through all forms of media. The PLAY Studio is a place where imagination and creativity are brought to life. All activities are intended for ages 10 to 110 and last one hour.

GREEN SCREEN MAGIC | IDEAL GROUP SIZE: 20 PARTICIPANTS

Have you ever wondered how the weather is shown on the news? Or how Harry Potter disappears? With this activity, we will learn the behind-the-scenes techniques used in green screen technology by experiencing it firsthand! We'll craft a fun skit utilizing the green screen and real invisibility cloaks or make a news report about an alien invasion! Each scene will be recorded for the participants to take home.

ANIMATE THIS! STOP MOTION LIGHT TABLE FUN | IDEAL GROUP SIZE: 20 PARTICIPANTS

Collaborate to create stories on our animation tables. Start by identifying the elements of a story, then craft a story board, and then animate your story to showcase to the group. Everyone will get a file of their creation and instructions on making a DIY animation station at home!

SAFETY SHORTS: MAKING THE UNSAFE, SAFE | IDEAL GROUP SIZE: 20 PARTICIPANTS

In this activity, you'll be creating a safety video... but there's a catch! Groups will be making safety videos (like those you ignore while buckling into your airplane seat) for all sorts of ridiculously unsafe situations. Safely putting a costume on a grizzly bear? Sure! How about safely launching yourself into space in a homemade rocket? Oh yeah! Perhaps explaining how to safely light your barbeque with a flamethrower?

Follow our silly prompts and get creative! Work as a team to come up with a script, then hit record. Each group will go home with a copy of their video.



INSPIRE STUDIO EXPERIENCES

"PLAY IS THE HIGHEST FORM OF RESEARCH." ALBERT EINSTEIN

The INSPIRE Studio is a place of innovation, creativity, and inspiration where people can share their dreams, ideas, and beliefs, with each other, and even make them a reality! Here ideas are not only born, but shaped. INSPIRE activities invite people to chase their dreams and follow their passions. All activities are intended for ages 10 to 110 and last one hour.

ALL ABOUT JACK | IDEAL GROUP SIZE: 20 PARTICIPANTS

JUMP Ambassador Mr. David Cuoio is an engaging presenter with first-hand stories about JUMP's namesake, J.R. Simplot, from his 28 years of working as a Simplot Public Relations Executive. During his career with Simplot, Mr. Cuoio conducted a series of interviews with J.R. Simplot and made it his mission to learn everything about how J.R. built the Simplot company from the ground up as a one-man farming business to a food and agriculture empire. Be inspired by the stories of J.R.'s life told by a friend.

GIVING EXPERIENCES | IDEAL GROUP SIZE: 20 PARTICIPANTS

Our giving activities bring people together in creative and fun ways while providing participants with an opportunity to feel the sense of joy, connection, and unity that random acts of kindness can bring. We will work with a local nonprofit to set up a project for your group to complete as a team. Reach out for information about current service projects.

CHOOSE YOUR OWN INSPIRATION | IDEAL GROUP SIZE: 20 PARTICIPANTS

Participate in a TED Talk-inspired activity designed to teach participants to draw inspiration from the world around them to create innovative designs and solutions. Choose one from the list below or contact us for custom programming.

INSPIRATION: NATURE | 60 Minutes

Do you ever stop and really look at nature and take it all in? This activity will challenge participants to create a unique nature-inspired design. Each participant will learn how to draw inspiration from nature to create innovative designs or solutions, highlighting biomimicry and creativity. Sketch and describe how your design works, focusing on function, purpose, and inspiration. This engaging activity sparks a sense of wonder while teaching real-world applications of creativity and design.

MINDFUL INNOVATION | 60 Minutes

Slowing down our minds and bodies and observing things intently alters how we think. Explore mindfulness and observation and discover how to inspire creativity and problem-solving in your daily life. Groups will participate in mindfulness practices and an observation challenge, learning how you can train your mind to be more creative. This activity is adaptable, fun, and insightful, making it equally engaging for children and adults by connecting mindfulness to practical innovation.

ECO-ARCHITECTS: BUILD A SUSTAINABLE FUTURE | 60 Minutes

What can we do to build a better, greener future together? Explore sustainable architecture and design, while getting inspired to think creatively about protecting and preserving the planet. This activity combines creativity, teamwork, and environmental awareness, encouraging participants to think about how design and architecture can contribute to a brighter future.

LARGE GROUP EXPERIENCES | 50+ PARTICIPANTS

TRIVIA CHALLENGE

This is not your average trivia game! Silly challenges are intermixed with traditional trivia to get the laughs going and keep participants engaged in the competition. You don't have to be a genius to win! Creative challenges are worth double the points! Want custom trivia questions and creative challenges specific to your group? Let us know when booking, and we can craft a game just for you!

WHERE'S ROB? TRACTOR DOCTOR SCAVENGER HUNT

At JUMP, we have quite a collection of vintage steam engines and tractors, dating as far back as 1885! And who keeps these gems in tip-top shape? That would be our "Tractor Doctor", Rob Bearden! When Doc Rob isn't tending to these inspiring examples of industrial art and innovation, he is leading weekly tractor tours and sharing his enthusiasm for our tractors...

Or is he? In this old-fashioned scavenger hunt, participants will visit a few of our favorite tractors among the collection and help find Doc Rob. The tractors are displayed throughout the public areas of JUMP. Break into teams and compete to find every Doc Rob!

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"JUMP SAYS"

This hilarious program is based on Family Feud, the American television game show where two families compete to name the most popular responses to survey questions. In the JUMP version, answers to the 'survey' questions are based on an audience of our very own JUMP team members! To win, teams must think like the people who prepared the answers to the survey, our uber creative and hilarious team members! Want questions customized to your group? Let us know when booking, and we can craft a game suited for you!

ADD ONS ACTIVITIES:

SHOWTIME ATTRACTOR | AVAILABLE SPRING, SUMMER, FALL | 15-30 MINUTES

It's SHOWTIME, so don a costume and get ready for your close-up! This interactive improv exhibit was designed as a mini-film studio, fueled by imagination. You can bring the whole gang along in this jalopy, inspired by the Beverly Hillbillies. Get ready for a journey to the land of lights, camera, action!

FLUTTERFOOT ATTRACTOR | AVAILABLE ALL SEASONS | 15 MINUTES

Let your feet fly as freely as your imagination in Flutterfoot, a mini performance theater. Unleash your inner dancer and watch your movements replicated on the big screen through animated expositions of color and light.

JUMP-O | AVAILABLE ALL SEASONS | 30-60 MINUTES

Explore the JUMP Campus by crossing off every space on our JUMP-O Card! Explore the building, inside and out, to earn a blackout! For small groups, blackout cards can be redeemed for a prize. Due to a limit on prizes, we cannot guarantee prizes will be provided for groups over 25.

YARD GAMES | AVAILABLE SPRING, SUMMER, FALL | 30-90 MINUTES

Participant in some friendly competition with an array of yard games set up in the JUMP Lawn for your group to utilize at your leisure!