

2016-2017

# Education Program Guide



**Schedule your field trip today!**

**The Magic House**  
St. Louis Children's Museum

# general information

Education is at the heart of The Magic House's mission. The Museum offers a variety of hands-on experiences that encourage students of all ages to become 21st-century lifelong learners.

## Reservations

Reservations are required for all field trips, outreach programs and professional development workshops. For further information or to make a reservation, please contact the Education Department at [educationinfo@magichouse.org](mailto:educationinfo@magichouse.org) or call 314.288.2513.

## Standards

The content of all education programs at The Magic House aligns with the national and state academic standards identified in the **Common Core Standards for Language Arts and Math** (CCSS); the **Next Generation Science Standards** (NGSS); the **Grade Level Expectations** outlined by the Missouri Department of Elementary and Secondary Education (GLEs); and the **Missouri Early Learning Goals** (MEGs), as noted in program descriptions.

## Access for All Scholarships

Free field trips, outreach programs and other learning opportunities are available on a limited basis to qualifying schools and organizations through our Access for All initiative and donors to The Magic House.

Thanks to these generous donors, The Magic House's education programs are available to all children:

- Albrecht Family Foundation
- Ameren Corporation Charitable Trust
- Boeing
- Build-A-Bear Foundation
- Carr Lane Manufacturing Company
- Employees Community Fund of Boeing
- Equifax
- Express Scripts Foundation
- Edward Chase Garvey Memorial Foundation
- Clifford Willard Gaylord Foundation
- Graybar Foundation
- Mary Ranken Jordan and Ettie A. Jordan Charitable Foundation
- Maritz
- Mastercard
- PNC
- St. Louis Service Bureau Foundation
- Trio Foundation of St. Louis
- U.S. Bank Foundation
- Wells Fargo Advisors

## table of contents

Preschool	2
Elementary	4
Children's Village	4
Star-Spangled Center	5
Classic Magic House	6
Science Detectives	6
Professional Development	7
Outreach Programs	8

# What's New

## Traveling Exhibits

### **Kings, Queens & Castles**

*Kindergarten through Grade 6*

*Available October 4, 2016 through December 16, 2016*

**Kings, Queens & Castles** brings the game of chess to life and provides an engaging introduction to individual chess pieces and game strategy. This hands-on exhibit features an array of interactive elements including a drawbridge leading to a castle with a giant chess board floor, a dress-up station that transforms children into royalty, life-sized chess pieces and more. Students can show their creativity as they make a fanciful crown, then build the walls of the castle with stackable bricks!

**Kings, Queens & Castles** was created by The Magic House in partnership with the World Chess Hall of Fame.

*Thanks to a generous grant from the Edward Chase Garvey Memorial Foundation, a limited number of qualifying school groups will participate in this program free of charge.*



### **Daniel Tiger's Neighborhood: A Grr-ific Exhibit**

*Preschool*

*Available February 14, 2017 through May 5, 2017*

Based on the award-winning PBS KIDS television series *Daniel Tiger's Neighborhood* and grounded in Fred Rogers' landmark curriculum on social and emotional learning, this nationally traveling exhibit lets children step into Daniel Tiger's world and join him and his friends to explore the beloved Neighborhood. Children will work together to solve problems, use their imaginations, and play along with Daniel's singable strategies to learn life's little lessons.

*Daniel Tiger's Neighborhood: A Grr-ific Exhibit* was created by the Children's Museum of Pittsburgh in partnership with The Fred Rogers Company. © 2016 The Fred Rogers Company. All rights reserved.

# Preschool

## Preschool Field Trip Programs

The Magic House offers a variety of age-appropriate hands-on preschool programs designed to link literacy to STEAM concepts, encouraging the development of essential early-learning skills.

## wonder works

***Wonder Works*, The Magic House's new permanent early childhood learning environment, takes curious young minds and busy bodies on a STEAM learning adventure!**

Designed to support and nurture children's curiosity in their world, each one hour and 15-minute tour includes an hour in the hands-on exhibit area before moving to a classroom where a children's literature program is presented with accompanying hands-on learning activities designed to build basic skills.

## Hands-on Literacy Programs

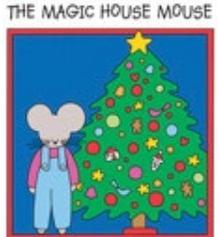


**September 27 – November 30, 2016**

### Fall Leaves

by Loretta Holland

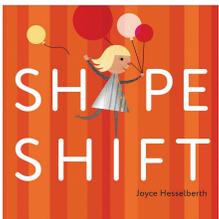
This beautiful picture book puts autumn on display and captures the spirit of change as leaves fall and the natural world prepares for winter. An amazing investigation of autumn will complete the visit!



**December 1 – December 16, 2016**

### The Magic House Mouse

Mrs. Claus tells the touching tale of a group of mice who live in The Magic House and learn about the true spirit of giving. A surprise visit from a very special guest will inspire little ones to Ho-Ho-Ho all the way home!



**January 4 – March 9, 2017**

### Shape Shift

by Joyce Hesselberth

"Look around. What shapes do you see?" This playful picture book encourages imaginative thinking and endless creative shape-shifting possibilities. After the story, activities sparking geometric genius will help young ones become shape savvy and smart!



**April 4 – May 25, 2017**

### When Spring Comes

by Kevin Henkes

"Are you ready for Spring?" Bright illustrations set the stage for the magic of spring and all its wonder. Activities inviting little ones on a sensory path of springtime discovery will follow the story!

## Preschool Special Discounts

### Field Trip Special – September and October 2016

Field trip admission rates are falling to \$3.00 per person for schools making reservations for September and October 2016. (Regular field trip price is \$6.00).

### Access for All Scholarships

Free field trip programs are available on a limited basis to Title 1 Schools and schools that serve 50 percent or more free and reduced lunch students. Thanks to our generous donors who contribute to the Museum's Access for All Scholarship program, The Magic House is able to provide these free learning experiences.

## New Traveling Exhibit

### Daniel Tiger's Neighborhood: A Grr-ific Exhibit

Preschool

Available February 14, 2017 through May 5, 2017

Based on the award-winning PBS KIDS television series *Daniel Tiger's Neighborhood* and grounded in Fred Rogers' landmark curriculum on social and emotional learning, this nationally traveling exhibit lets children step into Daniel Tiger's world and join him and his friends to explore the beloved Neighborhood. Children will work together to solve problems, use their imaginations, and play along with Daniel's singable strategies to learn life's little lessons.

*Daniel Tiger's Neighborhood: A Grr-ific Exhibit* was created by the Children's Museum of Pittsburgh in partnership with The Fred Rogers Company. © 2016 The Fred Rogers Company. All rights reserved.



# DANIEL TIGER'S NEIGHBORHOOD®

## A Grr-ific Exhibit

# Elementary

## Elementary Field Trip Programs

Plan a field trip experience your students won't forget! The Magic House educators, all certified teachers, facilitate guided field trip experiences that not only support core academics but also encourage creative problem solving, communication and critical thinking skills.

- Field trips are offered throughout the school year, Tuesday through Friday and select Mondays during December, April and May.
- Regular field trip admission is \$6.00 per person for students and adults.
- One teacher per classroom is admitted free of charge.
- A minimum of one adult chaperone is required for every five students.

## children's village

In the **Children's Village**, an immersive learning environment sparks the imagination of 5 to 9- year-olds as they explore a child-sized city that provides a world of 21st-century learning opportunities in **math, science, social studies, financial literacy and more.**

Each one hour and 30-minute tour includes an exploration of the exhibit space and concludes with an educational program. Favorite *Children's Village* exhibits include the *Super Service Center, Pizza Parlor, Market, Walker Fishing Pond, Hospital, Electric Company, Bank and Pet Clinic!*

### Field Trip Programs

#### Community Workers

*Kindergarten through Grade 2*

Students explore the concept of community as they take on the roles of bankers, electricians, mechanics, librarians and other community members. Following an exploration of the **Children's Village**, Museum educators will engage students in a hands-on activity inviting them to become city planners designing a model community all their own. Working in small groups, students will share ideas about the roles and institutions necessary to make cities function. Colorful creations of their own city maps will sharpen student mapping skills and provide a visual to present to classmates describing what makes their city a great place to live!

**GLEs:** Social Studies K-2: Geography 4A; Institutions and Traditions 6A, 6B

*Thanks to a generous grant from the Build-A-Bear Foundation, a limited number of qualifying school groups will participate in this program free of charge.*

#### Small Change, Big Money

*Kindergarten through Grade 2*

The Magic House is on the money with this program about U.S. coins. Students begin in the **Children's Village** role playing earning and saving in a kid-sized community. Next Museum educators lead students in a fast and fun coin hunt relay game. Count on an engaging financial literacy experience!

**GLEs:** Mathematics K-2: Measurement 1D Social Studies K-2: Economic Principles 4A  
**CCSS:** Mathematics: MD.K-2.8

*Thanks to a generous grant from Mastercard, a limited number of qualifying school groups will participate in this program free of charge.*

#### Money Doesn't Grow on Trees

*Grades 2 through 3*

This financial literacy program helps students make connections between everyday living and finances. Students earn paychecks, make consumer choices, use teamwork and learn how members of a community depend upon each other. Following the **Children's Village** experience, students form a "family" and demonstrate the ability to make appropriate personal economic choices about wants and needs. Attendance at a FREE teacher workshop on September 29 or October 5 is a prerequisite for teachers new to the program.

**GLEs:** Social Studies 2-3: Economic Principles 4A Mathematics 2-3: Measurement 1D  
**CCSS:** Language Arts: MD.K-2.8

*Thanks to a generous grant from Wells Fargo Advisors, a limited number of qualifying school groups will participate in this program free of charge.*



#### New Biz on the Block

*Grades 2 through 4*

This financial literacy program inspires students to become active citizens who create their own opportunities as providers of goods and services to consumers. Young entrepreneurs-in-training begin in the **Children's Village**, taking on the role of business owners and community workers. Next, students will participate in a small group activity to develop a plan for a "new business on the block." Utilizing kid-friendly tools, students will: brainstorm possible business ventures; weigh the pros and cons of each and come to a consensus; develop a simple business plan, motto and logo; and find the best location for their business on the map. At the end of the program, each new venture will receive a business license from the town mayor, a.k.a. their teacher!

**GLEs:** Social Studies 2-3: Economic Concepts 4A, 4B; Geography 5A  
**CCSS:** Language Arts: SL.2-3.1  
**National Standards for Entrepreneurial Education:** A.07, A.10, A.16, A.30

*Thanks to a generous grant from Mastercard, a limited number of qualifying school groups will participate in this program free of charge.*

## Elementary Special Discounts

### Field Trip Special – September and October 2016

Field trip admission rates are falling to \$3.00 per person for schools making reservations for September and October 2016. (Regular field trip price is \$6.00).

### Kids CAN Help – November 2016

It is better to give than to receive. During November 2016, students and adults who donate a can of food will receive FREE admission when visiting on a reserved Classic or Science Detectives field trip program. All canned foods will be donated to the St. Louis Area Foodbank.

### Title 1 Field Trips

The Magic House is honored to partner with Carr Lane Manufacturing Company to provide Title 1 schools throughout the bi-state region of Missouri and Illinois with free field trips for students in Kindergarten through Grade 5.

### Access for All Scholarships

Free field trip programs are available on a limited basis to Title 1 Schools and schools that serve 50 percent or more free and reduced lunch students. Thanks to our generous donors who contribute to the Museum's Access for All Scholarship program, The Magic House is able to provide these free learning experiences.



# star-spangled center

**Star-Spangled Center Tours** include visiting the Oval Office, Legislative Chamber and Courtroom. These interactive environments offer students the opportunity to practice 21st-century skills as they learn about our government and important American symbols.

School groups are greeted by a Museum teacher who leads the one hour and 30-minute learning experience which includes an exploration of the exhibit space and a grade level-specific program.

## Field Trip Programs

### Oh Say Can You See?

*Kindergarten through Grade 2*

From the bald eagle to the Liberty Bell, American icons represent important concepts and events in our nation's history. This program introduces 10 prominent American symbols: the White House, the Capitol, the Supreme Court, the Great Seal, the rose, the bald eagle, the Liberty Bell, the Statue of Liberty, the flag and Lady Justice. Children will participate in an American symbol scavenger hunt and an engaging game using interactive technology.

**GLEs:** Social Studies K-2: Principles of Democracy 1D  
**CCSS:** Language Arts: SL.K-2.1, SL.K-2.2, SL.K-2.3

### Majority Rules!

*Grades 1 through 3*

Cast your vote! Students register to vote, cast their ballots and evaluate election results on issues that matter to kids. This program illustrates how voting is one of our most important rights and responsibilities and demonstrates democracy in action.

**GLEs:** Social Studies 1-3: Governance Systems 3B; Principles of Democracy 1B  
**CCSS:** Language Arts: SL.1-3.1, SL.1-3.2, SL.1-3.3

### Law or No Law

*Grades 3 through 6*

All in favor say "aye" for this hands-on civic education program designed to help students identify Congress as the primary law-making body of the United States government. An activity inviting young representatives to follow the law-making process from an idea for a bill to discussion, vote and finally to the president's desk is how our laws are made.

**GLEs:** Social Studies 3-8: Principles of Democracy 1A; Governance Systems 3B, 3C  
**CCSS:** Language Arts: SL.3-8.1, SL.8.3

*Thanks to a generous grant from the Trio Foundation of St. Louis, a limited number of qualifying school groups will participate in these civic education programs free of charge.*



# classic magic house

During **Classic Magic House Tours**, elementary students will discover dozens of exciting and challenging hands-on exhibits that encourage 21st-century learning skills. The adventure begins with the **exploration of math, magnetism, shadows, sound, the power of air and more than 50 other educational exhibits that enhance creativity, critical thinking, problem solving and scientific literacy.**

School groups are greeted by a Museum teacher who introduces the exhibits and escorts students on their **Classic Magic House Tour**. Every two-hour tour includes an exploration of the Museum's three floors of interactive exhibits and an educational program of your choice. Available programs include an investigation of electricity, a journey through the *Math Path*, a visit to the traveling exhibit *Kings, Queens & Castles* (October 4, 2016 – December 16, 2016). Favorite Classic exhibits include the *Math Path*, *Electrostatic Generator*, *Bubble Room*, *Shadow Wall*, *Pulleys*, *Mizzou Training Center* and *Three-Story Slide*.

## Field Trip Programs

### Bright Ideas

Grades 2 through 6

This exploration of electricity and magnetism features a visit to a Museum classroom where students will participate in electrifying activities! Included is an investigation of conductors, insulators and circuits. Students will light up as they make their own working switches, electronic games, magnet mazes and transform ordinary pencils into magic wands. This program enables students to explore the processes of scientific inquiry and learn firsthand about the forces that power our world.

**GLEs:** Science 2-6: Matter and Energy 2A, Force and Motion 2D, Scientific Inquiry 1A  
**CCSS:** Language Arts: RI.2-6.3, RI.2-6.9  
**NGSS:** Physical Science 3.B

## New Traveling Exhibit

### Kings, Queens & Castles

Kindergarten through Grade 6

Available October 4, 2016 through December 16, 2016

**Kings, Queens & Castles** brings the game of chess to life and provides an engaging introduction to individual chess pieces and game strategy. This hands-on exhibit features an array of interactive elements including a drawbridge leading to a castle with a giant chess board floor, a dress-up station that transforms children into royalty, life-sized chess pieces and more. Students can show their creativity as they make a fanciful crown, then build the walls of the castle with stackable bricks!



**Kings, Queens & Castles** was created by The Magic House in partnership with the World Chess Hall of Fame.

*Thanks to a generous grant from the Edward Chase Garvey Memorial Foundation, a limited number of qualifying school groups will participate in this program free of charge.*

# science detectives

This tour begins in the **Can You Solve the Mystery?** exhibit where young investigators use 21st-century learning skills to discover how forensic experts do their job! **Science Detectives Tours** include participation in a science exploration challenging students to unravel the **Mystery of the Missing Masterpieces** and crack an art forgery case. An examination of evidence revealing the secrets of investigative science proves there is no such thing as “disappearing without a trace!”

School groups are greeted by a Museum teacher who introduces the exhibits and escorts students on their **Science Detectives Tour**. Each one hour and 45-minute tour includes an exclusive exploration of the exhibit space and concludes with an educational program promoting scientific inquiry. Favorite Science Detectives exhibits include *Can You Solve the Mystery?*, *Modern Artists*, *Ductwork Crawl*, *Hidden Forensic Lab* and *Disguise Room*. Last but not least, each visitor on a **Science Detectives Tour** is challenged to conquer the ever-popular *Jack and the Beanstalk Climber!*

## Field Trip Programs

A scientist's work never ends! After the mystery is solved, students head to the **Curiosity Classroom** to perform a **Kitchen Detectives Lab**. Teachers may choose one of two accompanying labs:

**Dusting Dilemma Lab** (Grades 3 through 6): Students test kitchen spices as fingerprint powders.

**Clean Green Lab** (Grades 3 through 6): Students test green cleaners to clean up a crime scene.

Students practice the skills of science inquiry and the scientific method as they pose questions, make observations, gather and analyze data, construct explanations and communicate results.

**GLEs:** Science 3-6: Scientific Inquiry 1A, 1B  
**CCSS:** Language Arts: RI 3-6.3, RI 3-6.10  
**NGSS:** Engineering, Technology and Applications of Science 1A

*Thanks to a generous grant from Mastercard, a limited number of qualifying school groups will participate in this program free of charge.*

# Professional Development

Professional development workshops support The Magic House philosophy of combining hands-on learning and fun! Educators can enjoy the camaraderie of fellow teaching professionals while learning activities that are easily integrated into classroom curricula.

## Workshops

### A Little Bit of Science

Preschool

Join Museum educators as they introduce hands-on activities that support the Missouri Early Learning Goals in Science. Early childhood educators will gather engaging teaching strategies and hands-on activities to spark the excitement of science discovery and exploration in the early childhood classroom.

Workshop Cost: \$300 per session  
Size Limit: Maximum 50 teachers

Workshop Length: Two hours

MELGs: Physical Science 1.a, 1.b, 1.c, 2.a, 2.b, 2.c, 3.b, 3.c, 4.a, 4.b, 4.c; Life Science 1.a, 1.b, 2.a, 2.b, 2.c, 3.a, 3.b, 3.c, 4.d; Earth and Space 1.a, 1.b, 1.c, 2.a, 2.c, 3.a, 3.b, 4.a, 4.d

### Math for Early Learners

Preschool

This workshop makes math instruction as simple as 1-2-3! Early childhood educators explore innovative ideas and hands-on teaching techniques that support the Missouri Early Learning Goals for Math, including number recognition, counting, measurement plus more!

Workshop Cost: \$300 per session  
Size Limit: Maximum 50 teachers

Workshop Length: Two hours

MELGs: Counting and Cardinality 1.a, 1.b, 1.c, 1.d., 3.a., 3.b, 3.c, 4.b; Operations and Algebraic Thinking 1.a, 1.b; Numbers and Operations in Base Ten 1.a., 1.b.; Measurement and Data 1.a, 1.b, 1.c, 2.a., 2.b., 3.a., 3.b., 3.c; Geometry 1.c., 1.d., 1.e., 2.a, 2.b., 2.c, 2.d.

### Full STEAM Ahead

Preschool through Kindergarten

Discover how creativity is the basis for learning and problem solving. This workshop opens the door to hands-on learning using integrated Science, Technology, Engineering, Art and Mathematics content, allowing students to make real-life connections through inquiry, collaboration and project-based learning.

Workshop Cost: \$300 per session  
Size Limit: Maximum 50 teachers

Workshop Length: Two hours

MELGs: Physical Science 1.a, 1.b, 1.c, 1.a, 2.b, 2.c, 3.a, 3.b, 3.c, 4.a, 4.b, 4.c, 4.d; Life Science 1.a, 1.b, 1.c, 2.a, 2.b, 2.c, 3.a, 3.b, 3.c, 4.a, 4.b, 4.c, 4.d; Earth Science 1.a, 1.b, 1.c, 2.a, 2.b, 2.c, 3.a, 3.b, 4.a, 4.b, 4.c, 4.d; Technology 1.a, 1.b, 3.a, 3.b; Music and Movement 1.a, 2.b, 2.c, 2.d; Visual Arts 1.a, 1.b, 2.a, 2.b, 2.c; Drama 1.a, 2.a, 2.c, 2.d, 2.e; Counting and Cardinality 1.a, 1.b, 1.c, 1.d, 2.a, 3.a, 3.b, 3.c, 4.a, 4.b; Operations and Algebraic Thinking 1.a, 1.b, 2.a; Number and Operations in Base Ten 1.a, 1.b; Measurement and Data 1.a, 1.b, 1.c, 2.a, 2.b, 3.a, 3.b, 3.c; Geometry 1.c, 1.d, 2.a, 2.b, 2.c, 2.d

CCSS: Math K.CC.A.1, K.CC.A.2, K.CC.A.3, K.CC.B.4, K.CC.B.5, K.CC.C.6, K.OA.A1, K.MD.A.1, K.MD.A.2, K.MD.B.3, K.G.A.1, K.G.A.2, K.G.A.3, K.G.B.4, K.G.B.5, K.G.B.6

NGSS: K-PS2-1, K-PS2-2, K-PS3-1, K-PS3-2, K.ESS2-2, K.ESS3-1, K-2-ETS1-1, K-2-ETS1-2, K-2-ETS1-3

### Storytime Science and Math

Preschool through Kindergarten

Once upon a time, educators participated in a workshop on how to bring science, math and literature connections into the early childhood classroom. Employing favorite children's books as a springboard, teachers will gather new ideas on using storytime to integrate basic hands-on science and math activities into the early childhood curriculum.

Workshop Cost: \$300 per session  
Size Limit: Maximum 50 teachers

Workshop Length: Two hours

NGSS: Earth Space Science 3.A; Life Science 1.A, 4.C

CCSS: Counting and Cardinality K.CC.1, K.CC.4, K.CC.5, K.CC.6; Operations and Algebraic Thinking K.OA.1; Measurement and Data K.MD.1, K.MD.2, K.MD.3; Geometry K.G.1, K.G.2, K.G.5, K.G.6

GLEs: Mathematics K-2: Numbers and Operations 1A, 1B, 2A Communications Arts K-2: Reading 2B, 2C, 3C Science K-2: Matter and Energy 1Aa-c

### Storytime: The Next Chapter

Kindergarten through Grade 2

Check out the new edition of this workshop. Using favorite children's books as inspiration, Magic House educators will provide creative ideas on how to use storytime to integrate hands-on science and math activities into the early childhood curriculum.

Workshop Cost: \$300 per session  
Workshop Length: Two hours

Size Limit: Maximum 50 teachers

NGSS: Earth Space Science 2.C, 3.A; Life Science 1.A, 1.B, 2.C, 4.C; Physical Science 1.B, 4.A

CCSS: Counting and Cardinality K.CC.1, K.CC.4, K.CC.5; Operations and Algebraic Thinking K.OA.1; Number and Operations in Base Ten 1.NBT.2, 1.NBT.3; Measurement and Data K.MD.1, K.MD.3, 1.MD.1, 1.MD.4; Geometry K.G.1, K.G.2, 1.G.3

GLEs: Mathematics K-2: Numbers and Operations 1A, 1B, 2A Communications Arts K-2: Reading 2B, 2C, 3C Science K-2: Matter and Energy 1Aa-c

### A Taste of Science

Kindergarten through Grade 2

"Whet your appetite" for making hands-on science important to the early childhood and primary classrooms. The workshop examines four thematic units in depth: the scientific process, the environment, the five senses and kitchen chemistry. Teachers gain hands-on experience while exploring activities that emphasize science process skills and focus on active learning and sensory experiences that are easily integrated into your classroom curriculum.

Workshop Cost: \$300 per session  
Workshop Length: Two hours

Size Limit: Maximum 50 teachers

NGSS: Life Science 1.A; Physical Science 1.A, 1.B, 3.A, 3.B, 4.A

GLEs: Science K-2: Matter and Energy 1Aa-c; Ecosystems 1Aa-b; Scientific Inquiry 1Aa-b

### Money Doesn't Grow on Trees

Grades 2 through 3

This workshop is designed to assist teachers in preparing students to participate in the Money Doesn't Grow on Trees financial literacy field trip tour and provide ideas on integrating economic education into classroom curricula. Attendance at the FREE teacher workshop is a prerequisite for teachers new to the Money Doesn't Grow on Trees program and grants each teacher a FREE field trip!

Workshop Dates:

September 29 6:00 to 8:00 pm  
October 5 6:00 to 8:00 pm

GLEs: Social Studies 2-3: Economic Principles 4A Mathematics 2-3: Measurement 1D

Thanks to a generous grant from Wells Fargo Advisors, a limited number of qualifying teachers will participate in this program free of charge.

# Outreach Programs

Can't bring your class to The Magic House? Let The Magic House come to you! More than 25,000 students every year participate in Magic House programs in their own schools, libraries, camps, and child-care facilities.

Two outreach program formats – **Learning Lab Programs** and **Interactive Presentations** – allow the Museum's staff of traveling educators to bring STEAM learning experiences to students.

## Interactive Presentations

**Interactive Presentations**, delivered by a Magic House Museum educator, are designed for classroom or assembly settings depending on the size of the audience.

### Preschool

**Program Cost:** \$100 (one session),  
\$125 (two sessions),  
\$150 (three sessions)

**Program Length:** 30 minutes per session  
**Size Limit:** Maximum 20 students

#### Math With Clifford

*Preschool*

It's big fun for little learners! Children will sort the Big Red Dog's belongings to discover simple math concepts of counting and size order.

#### Sense-sational Science

*Preschool*

This hands-on exploration of the senses lets kids see the world through rose-colored glasses, chime in on a listening experiment and learn how the senses work.

#### Sounds With Seuss

*Preschool*

Romp through the world of sounds based on *Dr. Seuss' Mr. Brown Can Moo, Can You?* After the story, discover the secrets to sound and vibration.

#### Water Wonders

*Preschool*

Put on your raincoat, push up your umbrella and wade through a storm of wet and wild experiments! Find out how liquid can defy gravity, experience shower power, learn how paper can stay dry underwater and discover how air and water interact.

#### A Little Bit of STEAM

*Preschool*

This interactive program brings parents and children together for hands-on discovery while exploring basic Science, Technology, Engineering, Art and Math activities.

**Program Cost:** \$250

**Program Length:** 45 minutes

**Size Limit:** Maximum 50 students and their accompanying adults

### Elementary

**Program Cost:** \$175 (one session), \$225 (two sessions), \$275 (three sessions)  
**Program Length:** 1 hour

#### Seuss on the Loose

*Kindergarten*

Learn all about the author who has enchanted generations of children, join in a rhyming game and create a silly Seuss-like story. This interactive literacy-based program is designed to help children read, rhyme and recognize simple words.

**Size Limit:** Maximum 60 students

#### Binary, Bits and Bytes...Oh, My!

*Grades 1 through 5*

Unlock the mystery of binary code and explore how computers send and receive information using just 1s and 0s. Students will also learn the (not-so-secret) code to transform letters of the alphabet into binary numbers as they each make a binary code bracelet.

**Size Limit:** Maximum 25 students

#### Big Science

*Grades 1 through 5*

Discover the effects of air pressure on eggs, expand perimeter and step through an index card and have a ball with kinetic energy. Be amazed by a miniature hot air balloon, gravity-defying water and shrinking chip bags while exploring everyday items!

**Size Limit:** Maximum 75 students

#### Science Spectacular

*Grades 1 through 5*

Students will be amazed as they learn about gravity, flabbergasted as they learn about force and motion, and mystified as they watch objects roll uphill in this program that develops scientific inquiry skills.

**Size Limit:** Maximum 75 students

#### Show Me Science!

*Grades 1 through 5*

See the amazing power of air, celebrate your center of gravity and observe the shocking effects of electricity. This demonstration utilizes flying paper, chirping chicks and sinking soap to illustrate everyday physics.

**Size Limit:** Maximum 75 students

*Thanks to a generous grant from the Ameren Corporation Charitable Trust, a limited number of qualifying school groups will participate in STEAM-related programs free of charge.*

Program Cost: \$125 (one session), \$150 (two sessions), \$175 (three sessions)  
Program Length: 45 minutes

## Measuring With Clifford

*Kindergarten*

Clifford went on vacation and left some of his belongings behind. Students explore measurement and use non-standard units of measure to figure length, circumference and capacity as they pack a box to send to Clifford.

Size Limit: Maximum 20 students

## Money With Clifford

*Grade 1*

Students learn about needs, wants and fair share as they identify and count money. Shopping in a pretend pet store completes this canine currency experience.

Size Limit: Maximum 30 students

## Learning Lab Programs

**Learning Lab Programs** transform ordinary school environments into extraordinary science learning labs. These programs require 10 adult volunteers and space to accommodate 10 table-based learning stations. Schools may schedule up to three sessions per day. The same program must be presented at each session.

### Elementary

Program Cost: \$225 (one session), \$275 (two sessions), \$300 (three sessions)

Fees are based on schools within a 25-mile radius of The Magic House. For schools beyond that distance, please add \$1.50 per mile.

### WaterWorks

*Kindergarten through Grade 5*

Explore the properties of water when you dive into this interactive investigation. Learn about water filtration, surface tension, water pressure, the impact of water on the environment and more.

Program Length: 50 minutes

Size Limit: Maximum 50 students

### Saving the Great Outdoors

*Grades 3 through 5*

In this hands-on science program, the impact of human activity on the environment is emphasized as children learn about recycling, water filtration, oil spill clean-up and environmental science.

Program Length: 50 minutes

Size Limit: Maximum 50 students

### Force and Motion

*Grades 3 through 5*

Experience the effects of friction and gravity on objects in motion. Explore contact and non-contact forces and the basics of inertia while discovering how potential and kinetic energy affect a marble's average velocity.

Program Length: 50 minutes

Size Limit: Maximum 50 students

*Thanks to a generous grant from the Ameren Corporation Charitable Trust, a limited number of qualifying school groups will participate in STEAM-related programs free of charge.*



## Special Discounts

### Outreach Special — September 2016

Half-price rates are available for all daytime outreach programs scheduled during the month of September.

### Access for All Scholarships

Free field trip programs are available on a limited basis to Title 1 Schools and schools that serve 50 percent or more free and reduced lunch students. Thanks to our generous donors who contribute to the Museum's Access for All Scholarship program, The Magic House is able to provide these free learning experiences.

### Simply Machines

*Grades 3 through 5*

Students discover how simple machines play a part in everyday life as they investigate wedges, screws, levers, inclined planes and the wheel and axle.

Program Length: 50 minutes

Size Limit: Maximum 50 students

### Watt's Up With Electricity?

*Grades 3 through 5*

The fundamentals of electricity and magnetism come to light in this program. Students create a working flashlight from a soda can, construct an electromagnet and become enlightened about electrical circuits.

Program Length: 50 minutes

Size Limit: Maximum 50 students