



Stepping Stones Museum for Children

# 2018 – 2019 School and Group Opportunities

Preschool – Grade 5

Come to the museum or we'll come to you.

**Educator  
Open Houses**  
4:00 – 6:00 pm  
October 3, 2018  
March 5, 2019  
October 1, 2019



Stepping Stones Museum for Children

# What a Trip!

Experience an award-winning children's museum that provides hands-on exhibits, educational field trips and professional development for teachers. Students can get wet while investigating hydro, wind and solar power in *Energy Lab*<sup>®</sup>, explore feelings and relationships with others in *Express Yourself*, create stable structures in *Build It!* and more. Whether preschoolers are exploring the wonders of butterflies or fifth graders are examining matter and forces, **Stepping Stones** Museum for Children is a fun and engaging destination.

The museum is open exclusively to school groups on Mondays from September through May.

## Field Trip Museum Tour

Our museum guides will take you and your students on an exhibit tour, engage in discussions and help your group uncover the many content layers of learning opportunities.

- \$175 per class
- 90-minute tours are available between 10:00 am and noon
- Free admission for adults at a 1:5 ratio

A great addition to your tour!

## Add a Workshop

In addition to your field trip, teachers can enhance topics being explored at school with fun, interactive workshops led by a museum educator.

- \$85 additional per class
- One class per workshop
- Workshops add 40 – 60 minutes to the tour

## Homeschool Experiences

These special programs provide homeschool groups of all sizes and ages with a unique opportunity to investigate our multidisciplinary, hands-on exhibits and activities. Plus, meet other homeschool groups in the area. See website for dates, pricing and registration information.

## Workshops at Your Location

No time, no bus...no worries! Our fun and engaging educators will bring our multidisciplinary workshops to you and help integrate the Connecticut, Next Generation and Common Core standards into your classroom

- \$175 per program, plus travel fee
- Preschool, 40-minute workshops
- Grades K – 5, 60-minute workshops

Beep!  
Beep!



Bring your family!

Mark your calendar

## Educator Open Houses • 4:00 – 6:00 pm

It's YOUR time to play! Explore our hands-on exhibits, swap ideas with colleagues and participate in a mini-workshop for professional development. Learn the many ways you can connect your students and curricula with our educational workshops and exhibits. *Can't make it? Call to set up a tour.*

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## Preschool – Kindergarten

### Butterflies **S L**

It's a circle, it's a cycle, it's metamorphosis! Learn how a caterpillar becomes a pupa and then a fluttering friend by engaging in storytelling and activities. *CTELDS: CA.6o.7, L.6o.6, S.6o.8*

### Sensational Seasons **S A S/E**

Engage in a fresh exploration of each season through art, science, senses and movement. Be inspired by inquiry-based activities that explore the smells of spring, the movements of summer, the colors of autumn and the science of winter. *CTELDS: CA.48.5, S.6o.2, PH.48.2*

### Storybook Theater 1.o **A L**

Take the stage! Bring a familiar tale to life using costumes and props to become the characters in *Three Billy Goats Gruff*, *Goldilocks and the Three Bears* or *The Three Little Pigs*. *CTELDS: CA.48.5, CA.6o.6, L.6o.6, CA.6o.5, CA.6o.7, L.6o.12, L.6o.13, L.6o.14, SE.6o.1o*

### Up and Down **S E**

Build up and roll down! Investigate gravity and enhance building skills using creativity and curiosity. *CTELDS: M.6o.9, S.6o.2, S.6o.11*

## Kindergarten – Grade 2

### The Fact of Matter 1.o **S E S/E**

Matter has super powers! Explore three types of matter – solids, liquids and gases – and learn about their powerful properties through hands-on investigations. *NGSS: 2.PS1.A*

### Above and Beyond **S M**

Become astronomers and discover the peculiar patterns happening in our universe. Take part in a living model as you replicate the movement of the sun and moon as they orbit and rotate in the sky. *NGSS: 1-ESS1-1*

### Build a Story **S E L**

How strong is your house? Enter into the story of *The Three Little Pigs* as you investigate building materials and design a stable structure that can withstand the force of the Big Bad Wolf. *NGSS: 2-PS1-2, K-2-ETS1-2; CCSS.Math.Practice.MP.2., K.G.4, K.G.5; CCSS.ELA:SL.2.4; National Core Arts Standards: 5,6*

### Building Blocks **S E M**

Science comes to life when you explore real materials! Analyze building supplies and build a structure as we explore the wonders of stability and shapes. *NGSS: 2-PS1-2, K-2-ETS1-2; CCSS.Math.Practice.MP.2., K.G.4, K.G.5*

### From Seed to Plant **S L**

Explore the life cycle and importance of plants through scientific investigation. Dissect a seed, identify its parts and learn how plants meet their basic needs. *NGSS: 2.LS2.A, 1.LS1.A*

### Know Yourself **S/E L**

Get in touch with your social and emotional self by exploring feelings, facial expressions and cooperation tactics through art, music and movement. Explore different ways of managing your feelings, practicing empathy and discovering ways to be the best you! *Healthy and Balanced Living Curriculum Framework: P.3.6, P.5.3, P.5.4, P.5.5, P.5.6*

For full standards descriptions go to  
[www.steppingstonesmuseum.org/standards](http://www.steppingstonesmuseum.org/standards)

## Grades 2 – 3

### Mission: Nutrition 1.0 **S M**

Beans for our blood, oranges for our eyes and eggs for our brain! Investigate which nutrients keep our blood, bones and brains healthy. Practice meal planning while exploring portions and making nutritious food choices.

*Healthy and Balanced Living Standard: E.1.1; NGSS: K.LS1.C*

### Power Play **S T E**

The sun, wind and water are powerful energy sources! Explore the importance of these renewable resources through inquiry-based activities, including developing sun prints, measuring wind-generated electricity and creating a water turbine.

*NGSS: K-PS2-1, 3-PS2-1, 5-PS2-1, 4-ESS3-1*

### Remarkable Robots 1.0 **S T M NEW**

Direct Bee-Bot® forward, backward, left and right as you guide it along a path. Through creating and testing programs, this remarkable robot helps students understand cause and effect, and how to problem-solve.

*NGSS: ETS1-1; ETS1-2, CCSS.Math.1.MD.A.1*

### Storybook Theater 2.0 **A S/E L**

Shine on stage and behind the scenes! Bring a familiar tale to life with costumes and props to become the characters in *Three Billy Goats Gruff*, *Goldilocks and the Three Bears* or *The Three Little Pigs*. Learn the essentials of character development, set and costume design.

*National Core Arts Standards: 5, 6; CCSS.ELA: SL2.4*



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[steppingstonesmuseum.org/fieldtrip](http://steppingstonesmuseum.org/fieldtrip)

### Amazing Animals **S M L**

Explore the remarkable characteristics of animals, learn about effects of changes to the natural world and discover adaptations that help animals survive. Then create an animal that is uniquely adapted to live in a specific habitat.

*NGSS: 2.LS.4.1; CCSS.ELA:RI.3.3, CCSS.Math.Practice.MP2*

### Anatomy Academy **S L**

Investigate how muscles and bones work together. Make a 3-D bone model, move to muscular music and have a hearty laugh using stethoscopes!

*NGSS: LS1.A; Physical Education: S3.E6.2,S3.E1.3b; Healthy and Balanced Living Curriculum Framework: E.1.3*

### Gadgets and Gizmos 1.0 **T E**

Circuits run the world! Explore the flow of energy through circuits and use them to power lights, buzzers and motors. Then have fun designing your own vibrating robot.

*NGSS: 3-PS2, 3-5-ETS1-3, 4-PS3-4*

### Terrific Tangrams and Tessellations **S A M**

Discover where art and math intersect. Configure a geometric masterpiece and learn about patterns, symmetry and famous artists who utilize math in their creative process.

*CCSS.Math.Content.2.G.A.2*

### Water Cycle **S L**

Discover the essential role that water plays in our lives. Express what you've learned about evaporation, condensation, precipitation and accumulation through experiments and creative personification.

*NGSS: 2-ESS2.C, 4-PS3-3; CCSS.Math.ELA:W.4.7*

### Weather Wise **S M**

Become meteorologists and measure weather using authentic scientific tools. Create a weather instrument and investigate temperature, pressure, water and wind.

*NGSS: 3-ESS2.D; CCSS.Math.Practice.MP.5*

# Workshops onsite or offsite

## Grades 3 – 5

### The Fact of Matter 2.0 **S E M**

Get the facts about the properties of solids, liquids and gases through demonstrations and hands-on activities. Explore solubility, magnetism, conductivity and the mysterious fourth state of matter. *NGSS: 5-PS1-3*

### Gadgets and Gizmos 2.0 **T E**

Can you follow the flow of energy? Study how energy moves by experimenting and learning about the conservation of energy and building a simple motor. *NGSS: 3-PS2, 3-5-ETS1-3, 4-PS3-4*

### Kinetic Contraptions **E M S/E**

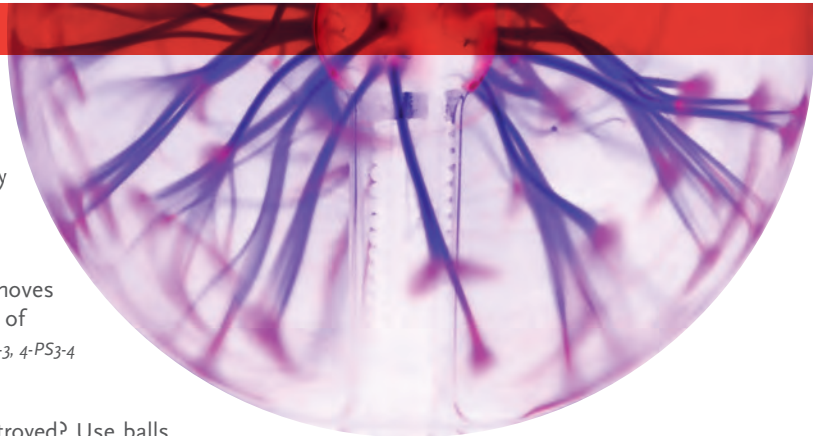
Did you know energy can neither be created nor destroyed? Use balls, ramps and blocks to explore different forms of energy, force and motion. Work in groups to build a system of kinetic components to create a chain reaction event. *NGSS: 3-PS2-1, 5-PS2-1*

### Kitchen Science **S A M NEW**

Learning happens everywhere! Let's take a look in the kitchen cupboard and explore chemistry using everyday ingredients. Use authentic scientific tools to learn the importance of measuring and mixing. *NGSS: 3PS2; 3MD, CCSS.Math.Content.4MD; 5MD*

### Mission: Nutrition 2.0 **S M L**

Become a super sleuth to decipher food labels and determine portion sizes. Sodium, sugar, saturated fat...find out the mystery behind these common ingredients. Vitamins, fiber, calcium...learn what your body craves for health! *National Core Arts Standards: 2,6; Healthy and Balanced Living Curriculum Framework: E.2.1; CCSS.ELA:RL.3*



### Paper Airplanes **S E M NEW**

Get ready to build your knowledge of aerodynamics. Explore the scientific method as you combine elements of early flight with engineering design. Conduct trials, make predictions and record data on lengths and types of flights. *NGSS: ETS1; R12; MP.2; 3PS2-2; 4PS3-3*

### Remarkable Robots 2.0 **S T M NEW**

Learn Bee-Bot commands and complete complex challenges as you direct Bee-Bot towards a goal. Creating and testing programs with this remarkable robot helps you understand cause and effect, use directional language, practice estimation and learn beginning programming skills. *NGSS: ETS1, CCSS.Math.Content.3.MD.C.5*



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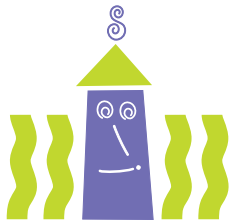
Energy Lab®



Build It!



Express Yourself



Stepping Stones Museum for Children

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**Educators save 10%  
on memberships!**

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