






School Programs at the Museum

CHOOSE A PROGRAM:	PROGRAM DURATION	AVAILABLE	*FEE/ NO. OF STUDENTS
A. Museum Go-Rounds 	75 minutes	Wednesday – Friday 10:00 am 11:30 am 1:00 pm	\$6 per student Minimum 20 / maximum 30 students in a group.
B. Exhibit & Focused Activity 	75 minutes	Wednesday – Friday ONLY 10:00 am 11:30 am	\$7 per student Minimum 20 / maximum 30 students in a group.
C. Art Immersion 	90 minutes	Wednesday – Friday 10:00 am or 10:30 am	\$8 per student Minimum 20 / maximum 30 students in a group.
D. Science Immersion 	90 minutes	Wednesday – Friday 10:00 am or 10:30 am	\$8 per student Minimum 20 / maximum 30 students in a group.
E. Family Fun Night! After-hours Arts or STEAM Festival 	2 or more hours	Wednesday – Friday	Call for details Large group or school-wide event

All programs are guided by a museum educator; Connect with science, language arts, social studies, the arts and early childhood education; Address New York City Scope and Sequence, Blueprint for Teaching and Learning in the Arts and Common Core Standards.

**Call to find out about discounts for Special Education and Staten Island Title 1 schools. See Chaperone policy for additional adult fee.*

Play! Experiment! Create!

All students are encouraged to practice the four “c”s of twenty-first century learning skills including creativity, critical thinking, collaboration and communication in the following menu of programs.


PROGRAM DESCRIPTIONS:

A. MUSEUM-GO-ROUNDS Guided free exploration in 3 developmentally appropriate exhibits:



- **Ladder 11, Block Harbor, House About It or Sea of Boats** (seasonal); Pre-K, Kindergarten, Grade 1
- **Bugs & Other Insects, Great Explorations and Big Games**, Grade 2 – 5

B. EXHIBIT + FOCUSED ACTIVITY, GRADE 2 - 5 Guided exploration in 1 exhibit with a focused activity:

- **Bugs & Other Insects** Observe and draw live insects. Learn about the characteristics of Arthropods; Explore interactive exhibits to discover facts about animal mimicry, camouflage, adaptation and insect life cycles. Participate in a build-a-bug workshop to learn how insects are designed to do their special work pollinating plants and keeping balancing ecosystems. 
- **Great Explorations** Discover three immersive environments from the tundra, to the rain forest, to the sea floor! How do humans and other animals adapt to living in extreme conditions? Learn about the work of oceanographer Sylvia Earle and join in a simulated oil spill clean-up workshop to understand human impact on the environment.
- **House About It** Investigate tools and simple machines while role playing people involved in construction work; Collaborate in groups to create your own desk-top catapult to take back to school.

ACCESS PROGRAM—FOR STUDENTS IMPACTED WITH ASD

- **Portia’s Play House** In our interactive theater space, watch a short puppet play and learn the origins of 3 kinds of puppetry: Marionette, shadow and hand-in-glove. Then, students create their own stick puppets to animate and practice social skills on stage.

C. ARTS IMMERSIONS

Guided inquiry; Students investigate artworks and then participate in art-making workshops.



- **Paint Like a Master, Kindergarten – Grade 5**

Let us help you select one: Ringgold, Eric Carle, Kahlo, Leoni, Matisse, Monet, Picasso, Thomas or Van Gogh (select one)

- **Native American Handicrafts, Grade 1 - 5**

Hear the Haudenosaunee legend of The Three Sisters, learn a bit about their customs, history, and the importance of adornment. Create a stylized necklace with beads, shells and personalized animal totems.

- **Mask Making, Grade 2 - 5**

Cross cultural exploration of masks from West Africa, Puerto Rico, Bali and ancient Maya

Observe and sketch authentic masks; participate in facilitated group discussion about the meaning of masks and how they are used as symbols and in rituals to help develop a group’s shared identity; then create an individualized mask to take home using mixed media.

African (Dan culture)

Themes of identity and transformation are discovered as students create their own paper construction masks using cowry shells and raffia.

- **Shadow Puppets, Grade 3 - 5**

The Chinese, Indonesian and Japanese people share a tradition of enjoying shadow play with puppets. Learn about this storytelling art form and make your own moveable shadow puppet based on the Chinese zodiac (2019 year of the pig and 2020 year of the rat) with cardstock and colored tissue.



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D. SCIENCE IMMERSIONS

Guided inquiry; Students get materials/equipment to create a piece of art or investigate science phenomena in hands-on workshops.

- **Water, Water Everywhere!, Grade 2 - 5**

Students conduct experiments to explore surface tension, capillary action, wicking and more!

- *** Circuits, Conductors and Insulators, Grade 2 - 5**

Students investigate electrical circuitry and then create an LED lighted card to take home.

** Small additional materials fee for coin batteries*



E. Family Fun Night!

After-hours Arts or STEAM Festival for large groups.

Host a school-wide exclusive event in our hands-on interactive exhibits and/or use the Community Gallery for the party! Perfect for holidays and other school celebrations. Rates vary. Call Reservations for more information and for making a booking.

Making a Reservation

All programs require advance reservations. Call 718-273-5155 between 10:00 am - 3:30 pm to book your trip.

Email: reservations@sichildrensmuseum.org

Or visit www.sichildrensmuseum.org/school-visit-interest-form/ to fill out the registration form and our reservationist will reply promptly.

Please let us know in advance if your group has any special needs so that we may plan accordingly.

Location:

Staten Island Children's Museum
1000 Richmond Terrace, Building M
Staten Island, NY 10301

Buses and Parking:

Buses should enter Snug Harbor via Fillmore Street and disembark near the footpath leading to Building M; Verrazano-Narrows Bridge toll is \$20.00.

Confirmations + Deposits:

Your Field Trip is confirmed by email once a deposit is received. Deposits must be received two weeks before the reservation date or the reservation will be given away without notification. All programs require a \$50.00 non-refundable deposit* per class. Deposits can be made via cash, check, credit card, or NYC Department of Education purchase order. Checks should be made payable to: Staten Island Children's Museum.

The program balance is due upon arrival. No checks accepted for day-of payments.

Please provide class rosters in advance or the day-of for submission to NYC DOE to receive payment.

Chaperone Policy:

We require one adult chaperone (18 years or older) for every five children; teachers and other school staff are admitted for free; one adult for every five children is admitted for free; each additional adult is \$5.00.

Lunch Accommodations:

Please let us know if you want to eat before or after your visit and we will try to accommodate your group. However, there is no reserved space to eat and you may need to make alternate arrangements.

Our café, the Snack Zone is open Tuesday through Friday, 11 am to 2 pm and is open to the public. Vending machines are available to purchase snacks and beverages.

An outdoor covered tent for eating lunches on the premises is available (weather permitting).

Late Arrivals:

Please note if a group is late, the program may be shortened. Groups that are more than 30 minutes late may be cancelled.

Cancellations + Rescheduling:

The courtesy of 48 hours notice to cancel or postpone a visit is greatly appreciated. We make every effort to reschedule visits.

**Deposits are only refunded for N.Y.C. D.O.E. sanctioned school closings when rescheduling cannot be accommodated.*



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Gift Shop:

Bring home a memento! The gift shop is filled with items, most are less than \$5. Inquire about pre-ordering items.

Outdoor Play Area:

SICM's front yard is a park-like meadow where students can play and release energy before or after your visit (time permitting).

Conduct:

SICM is an exciting place that invites lively exploration and interaction. There is no running and students must be supervised at all times. Polite behavior is required of all visitors. Group leaders and chaperones are responsible for disciplining their students. SICM reserves the right to dismiss, without refund, any disruptive group or individual.

To learn more about our Special Programs including:

- Museum Visits for adult day programs
- 3K + Pre-K Outreach programs
- Arts and Family Engagement Workshops (after-school and Saturdays)
- Teacher Training Workshops
- Multi-session Artist-in-Residencies for General Education, English Language Learners and Students with Disabilities (in-school and after-school)
- Rentals and meeting spaces for NYC DOE schools and non-profit organizations (free or low cost)
- Grant Partnerships

Download the pdf for fuller descriptions or contact Karen Jarmon, Director of Education at 718-273-2060 ex. 265 / kjarmon@sichildrensmuseum.org for details.

Art Installations

We would love to showcase your students' artwork in our Community Gallery! One installation scheduled per month. There are several options for viewing the artwork including no cost and low-cost receptions. Call for availability!

Exhibits

House About It—A child-scaled, framed-out, 2-story house which is permanently under construction. Learn about the buildings trade, carpentry, plumbing, roofing, electricity and masonry. Play dress-up, use a drill, and learn what exists behind the walls and under the floorboards. NEW! Use a crane and a conveyor belt to load foam materials onto a pallet and move them across the room!

Green Living Room—An extension of House About It. Turn on the lamp, listen to the radio which are powered by low carbon "green" wind energy generated by SICM's roof turbine. Coming soon you will read the monitor of real-time energy production of the solar panels on the tent in the Meadow and the roof turbine.

Bugs & Other Insects—Crawl into an anthill; try on an exoskeleton; observe live insects, arachnids, crustaceans and myriapods; learn about mimicry, camouflage and adaptation; compare and contrast butterflies and moths.

Great Explorations—Explore from the tundra, to the ocean floor, to the rain forest. Find indigenous animals, walk in snow shoes, host a radio show, cross a river on a raft, climb an ice wall, drive a dogsled, and more!

Garden Terrace—Step outside into a nature inspired play space. See what nature teaches us; "paint" with water, create music to compliment the hum of insects, dig in the warm soil, observe the root view garden and plant vegetables that are harvested to feed our live animal collection (weather permitting).

Portia's Playhouse—Put on costumes, play with puppets and work the curtains to take on roles on and off in our interactive theater space stage.

Block Harbor—(PreK, K, 1st) Explore Block Harbor, a fantasy port of call that beckons children to let their imaginations set sail through dramatic play while at the captain's wheel or down in the kitchen galley.

Big Games—Play Chess with life-sized pieces, giant Dominoes, Bowling, Lite Brite, Connect Four and Ball Toss. Build your own log cabin with our unique wooden Builder-Boards. Located in our sunlight-filled connector building, Big Games offers fun, exercise and some strategic thinking opportunities!

Sea of Boats—Our outdoor, seafaring play space. Climb into a tugboat, a rowboat or a motorboat and try out some maritime trades like oystering and fishing (weather permitting).

Ladder 11—Pretend you're a firefighter and learn about fire safety by ringing the bell, sliding down the pole, trying on the gear, hooking up a hose and jumping aboard our authentic 1941 Seagrave fire truck retrofitted for little kids.

The Staten Island Children's Museum is housed in a building owned by the City of New York and its operation is made possible, in part, with public funds provided through the NYC Dept. of Cultural Affairs, the Office of the Mayor and The New York City Council. Significant support or education programs is also provided by New York State Council on the Arts, Con Edison and the Trustees of the Museum.



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