lexington children's museum

EDUCATOR'S GUIDE

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TABLE OF CONTENTS

PROVIDED KY ACADEMIC STANDARDS ARE A PORTION OF AVAILABLE CONTENT.
ADDITIONAL CONTENT IS AVAILABLE UPON REQUEST.

PROGRAMS SUPPORTED BY:

KENTUCKY Arts COUNCIL

The Kentucky Arts Council, the state arts agency, supports Lexington Children's Museum with sate tax dollars and federal funding from the National Endowment for the Arts.

NiSource CHARITABLE FOUNDATION

TOYOTA

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LEXINGTON, KENTUCKY

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Our business is you.

Teach KY Ag
Kentucky Agriculture & Environment in the Classroom, Inc.

LEXINGTON MEDICAL SOCIETY 1799

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FIELD TRIPS

The Lexington Children's Museum provides an immersive, learn-through-play, field trip experience.

Use our galleries and exhibits to enrich your teaching in the classroom and participate in an engaging enrichment program to enhance the experience!

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Lexington Medical Society

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FIELD TRIPS

PLAN YOUR GROUP'S VISIT

Exhibits + Enrichment

$10.00*** per student
Includes:

- An Enrichment program
- Time in the museum
- Lunch room rental

Exhibits

$8.00*** per student
Includes:

- Time in the museum
- Lunch room rental

LCM Experiences Fund

Special pricing available for Title I Schools as part of our LCM Experiences Fund!

Chaperones

School/group personnel are FREE!

Any chaperones not affiliated with the school/group will be charged at the front desk upon arrival, at the same rate as the child's cost for the visit.

BOOK NOW!

Lexington Children's Museum

859-258-3253

explore@lexingtonchildrensmuseum.org

lexington children's museum

FIELD TRIP ENRICHMENT

No Field Trip to the Lexington Children's Museum is complete without an Enrichment Program!

Choose from one of the 11 exciting Enrichment themes to enhance the field trip experience for students and teachers.

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FIELD TRIP ENRICHMENT THEMES

The Human Body: Starring Stuffee (K-2)
Students explore the inner workings of the human body through the help of our over sized friend Stuffee.

Forces of Flight (3-5)
Students take an in-depth look at aerodynamics, forces, & physics to build the perfect paper airplane.

Blue Grass Airport
LEXINGTON, KENTUCKY

Creative Colors (K-2)
Students explore primary and secondary colors, warm and cool colors all while making a unique artwork.

Phun with Physics (K-5)
Students participate in a variety of physics concepts that make science look like magic.

3-D Printing* (2-5)
Students learn about 3-D printing through hands on work with our 3D printing pens. *Additional materials charges required

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explore@lexingtonchildrensmuseum.org

Weather Wonders (K-3)
Students participate in experiments to learn how clouds are formed, touch some lightning, and bring tornados to the classroom.

Bubble Science (2-5)
Students participate in experiments to learn the science behind bubbles and what makes the perfect bubble solution.

Kentucky Farm to Table (K-2)
Students investigate how food gets from the farm to the table. Students look at raw ingredients grown in Kentucky to how they become a meal.

Teach KY Ag
Kentucky Agriculture & Environment in the Classroom, Inc.

How to Write a Story (K-1)
Classes will work together to learn the parts of a story and then write their own fairytale!

Rocket Science (3-5)
Students will learn some rocket science through some fun and hands on rocket experiments!

Magnets (PreK)
Students will learn about magnets and do some hands on exploring to help us figure out what is magnetic and what is not.

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EARLY CHILDHOOD ACADEMIC STANDARDS

AROUND KENTUCKY GALLERY

Approaches to Learning
- 2.2: Uses imagination in play and interactions with others.
- 3.4: Initiates exploration, investigations and interactions.

Mathematics
- 1.4: Describes and compares measurable attributes of objects.

LEXINGTON CHILDREN'S WAY

Social Studies
- 1.3: Shows an awareness of fundamental economic concepts.
- 1.5: Demonstrates understating of roles and relationships within families and the community.

Approaches to Learning
- 2.1: Uses creative approaches for learning.
- 2.2: Uses imagination in play and interactions with others.
- 3.1: Explores a wide ranges of topics, ideas, and interests.

HEALTHY ME

Health/Mental Wellness
- 1.1: Demonstrates knowledge and skills that contribute to healthy lifestyles.

Approaches to Learning
- 2.2: Uses imagination in play & interactions with others.
- 3.2: Initiations explorations, investigations, and interactions.

PHYSICS AND SPACE

Science
- 1.1: Observes & compares observable phenomena.
- 1.2: Uses a variety of tools to explore the environment.
- 1.3: Uses aspects of the scientific process to learn about the world.

Mathematics
- 1.2: Identifies and uses common shapes and concepts about position.
- 1.3: Uses the attributes of objects for comparison and patterning.

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EARLY CHILDHOOD ACADEMIC STANDARDS

MARKSBURY ENGINEERING

Mathematics

- 1.2: Identifies and uses common shapes and concepts about position.
- 1.3: Uses the attributes of objects for comparison and patterning.

Physical Education

- 1.3: Combines a sequence of several motor skills with control.
- 1.4: Performs fine motor movements and tasks using eye-hand coordination.

Approaches to Learning

- 2.1: Use creative approaches for learning.

Science

- 1.2: Uses a variety of tools to explore the environment.
- 1.3: Uses aspects of the scientific process to learn about the world.

SMALL WORLD & BONE ZONE

Social Studies

- 1.1: Differentiates between events that happen in the past, present and future.

Science

- 1.1: Observes & compares observable phenomena.

HOMES AROUND THE WORLD

Social Studies

- 1.1: Differentiates between events that happen in the past, present and future.
- 1.5: Demonstrates understanding of roles and relationships with families and the community.
- 1.6: Identifies and respects similarities and differences among familiar people and their cultural traditions.

Approaches to Learning

- 2.2 : Uses imagination in play and interactions with others.

BUBBLE ZONE

Physical Education

- 1.4: Performs fine motor movements and tasks using eye-hand coordination.

Approaches to Learning

- 1.2: Persists at challenging tasks.
- 3.2: Initiates explorations, investigations, and interactions.
- 4.1: Takes risks and attempts new experiences that are challenging.

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KINDERGARTEN ACADEMIC STANDARDS

AROUND KENTUCKY GALLERY

Mathematics

- KY.K.MD.1 Describe measurable attributes (length, height, weight, width, depth) of an object or a set of objects using appropriate vocabulary.

LEXINGTON CHILDREN'S WAY

Social Studies

- K.C.CP.1: Explain the purpose of local government.
- K.C.PR.2: Describe consequences of following or not following rules.
- K.E.MI.1: Describe why people purchase goods and services.
- K.E.ST.1: Demonstrate ways trade can be used to obtain goods and services.

Mathematics

- KY.K.CC.4 Understand the relationship between numbers and quantities; connect counting to cardinality.

Visual & Performing Arts

- MU:Cr1.1.K: With guidance, explore and experience music concepts.
- TH:Cr1.1.K: With prompting and support, use nonrepresentational materials to create props, puppets, and costume pieces for dramatic play or a guided drama experience.

Career Studies

- F.P.7: Investigate different ways to save money (e.g., piggy bank, local bank, credit union).

HEALTHY ME

Health Education

- K.1.2. Describe the importance of choosing healthy foods and beverages and identify the benefits of drinking water.
- K.1.5. Identify the benefits of personal health care practices.
- K.2.1. Identify people at home and in the community who influence personal health decisions and behaviors.
- K.3.1. Identify school and community health care helpers.
- K.5.1 Identify the steps needed to make informed decisions.
- K.5.2: Identify health situations that require decision-making assistance
- K.7.1: Identify personal health habits that promote healthy living.

Physical Education

- K.3.PF1. Identify the importance of daily activity.
- K.3.PA1 Identify a variety of ways to be physically active at school and home.

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KINDERGARTEN ACADEMIC STANDARDS

PHYSICS AND SPACE

Mathematics

- KY.K.G.1 Name and describe shapes in the environment.

Physical Education

- K.1.MS1. Explore manipulative skills with a variety of objects using performance cues.
- K.2.SD1. Explore travel in general space with different speeds.

Science

- K-PS2-2. Analyze data to determine if a design solution works as intended to change the speed or direction of an object with a push or a pull.

MARKSBURY ENGINEERING

Science

- K-2-ETS1-1. Ask questions, make observations, and gather information about a situation that people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.
- K-2-ETS1-2. Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.
- K-2-ETS1-3. Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.
- K-PS2-2. Analyze data to determine if a design solution works as intended to change the speed or direction of an object with a push or a pull.

Physical Education

- K.1.MS1. Explore manipulative skills with a variety of objects using performance cues.

SMALL WORLD & BONE ZONE

Science

- K-LS1-1. Use observations to describe patterns of what plants and animals (including humans) need to survive.
- K-ESS2-2. Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs.

HOMES AROUND THE WORLD

Social Studies

- K.G.HI.1: Identify and describe the culture of communities.
- K.G.HE.1: Identify ways humans interact with their environment.
- K.H.CH.1: Identify and describe how communities change over time.

BUBBLE ZONE

Physical Education

- K.1.MS1. Explore manipulative skills with a variety of objects using performance cues.

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FIRST GRADE ACADEMIC STANDARDS

AROUND KENTUCKY GALLERY

Social Studies

- 1.H.KH.1: Compare life in Kentucky in the past to life in Kentucky today.
- 1.G.HE.1: Describe ways people modify their environment.

Mathematics

- KY.1.MD.1 Order three objects by length; compare the lengths of two objects indirectly by using a third object.

LEXINGTON CHILDREN'S WAY

Social Studies

- 1.C.RR.1: Identify the rights and responsibilities of citizens.
- 1.E.ST.1: Explain why the goods and services people in a community produce are traded with those produced in other communities.

Mathematics

- KY.1.MD.3 Assign values to time and money.

Visual & Performing Arts

- MU:Pr4.2.1: When analyzing selected music, read and perform rhythmic patterns using iconic or standard notation.
- TH:Cr1.1.1: Collaborate with peers to conceptualize costumes and props in a guided drama experience.

Career Studies

- F.P.7: Investigate different ways to save money (e.g., piggy bank, local bank, credit union).

HEALTHY ME

Health Education

- 1.1.2: Describe the types of foods and beverages that should be limited.
- 1.1.8. Identify people who can help when someone is injured or suddenly ill.
- 1.5.1. Identify a health-related situation that requires decision-making skills.

Physical Education

- 1.3.N1. Differentiate between healthy and unhealthy foods.
- 1.5.H1. Acknowledge the health benefits of participating in physical activities.

BUBBLE ZONE

Physical Education

- 1.1.MS1. Demonstrate manipulative skills with a variety of objects using appropriate performance cues.

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EARLY CHILDHOOD ACADEMIC STANDARDS

PHYSICS AND SPACE

Mathematics

- KY.1.G.2 Compose shapes.

Physical Education

- 1.1.MS1. Demonstrate manipulative skills with a variety of objects using appropriate performance cues.
- 1.2.SD1. Differentiate between fast and slow speeds as well as light and strong force.

Science

- 1-PS4-2. Make observations to construct an evidence-based account that objects can be seen only when illuminated.
- 1-PS4-3. Plan and conduct an investigation to determine the effect of placing objects made with different materials in the path of a beam of light.

MARKSBURY ENGINEERING

Mathematics

- KY.1.MD.4 Investigate questions involving categorical data.

Physical Education

- 1.1.MS1. Demonstrate manipulative skills with a variety of objects using appropriate performance cues.

Science

- K-2-ETS1-1. Ask questions, make observations, and gather information about a situation that people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.
- K-2-ETS1-2. Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.

SMALL WORLD & BONE ZONE

Science

- 1-LS1-1. Use materials to design a solution to a human problem by mimicking how plants and/or animals use their external parts to help them survive, grow, and meet their needs.
- 1-LS1-2. Read texts and use media to determine patterns in the behavior of parents and offspring that help offspring survive.

HOMES AROUND THE WORLD

Social Studies

- 1.G.HI.1: Describe how culture and experience influence the cultural landscape of places and regions within their community and state.
- 1.G.HE.1: Describe ways people modify their environment.

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SECOND GRADE ACADEMIC STANDARDS

AROUND KENTUCKY GALLERY

Social Studies

- 2.G.MM.1: Explain patterns of human settlement in North America.
- 2.G.KGE.1: Analyze reasons for similarities and differences in the settlement patterns for North America and Kentucky.

Science

- 2-ESS2-2. Develop a model to represent the shapes and kinds of land and bodies of water in an area.
- 2-ESS2-3. Obtain information to identify where water is found on Earth and that it can be solid or liquid.

LEXINGTON CHILDREN'S WAY

Social Studies

- 2.C.RR.1: Describe the importance of civic participation.
- 2.C.RR.2: Compare the rights and responsibilities of citizens in North America.
- 2.E.KE.1: Provide examples of each of the factors of production in Kentucky.

Visual & Performing Arts

- MU:Pr6.1.2: Perform music for a specific purpose with expression and technical accuracy.
- TH:Cr1.1.2: Collaborate with peers to conceptualize scenery in a guided drama experience.

Career Studies

- F.P.7: Investigate different ways to save money (e.g., piggy bank, local bank, credit union).

HEALTHY ME

Health Education

- 2.1.2. Explain what it means to be healthy and how healthy eating and sleeping patterns help the body grow and develop.

Physical Education

- 2.3.N1. Describe the balance between nutrition and physical activity.
- 2.5.H1. Identify physical activities that contribute to a healthy lifestyle.

BUBBLE ZONE

Physical Education

- 2.1.MS1. Demonstrate manipulative skills with a variety of objects using appropriate performance cues.

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SECOND GRADE ACADEMIC STANDARDS

PHYSICS AND SPACE

Physical Education

- 2.1.MS1. Demonstrate manipulative skills with a variety of objects using appropriate performance cues.
- 2.2.SD1. Vary time and force with gradual increases and decreases.

Science

- 2-PS1-1. Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties.

MARKSBURY ENGINEERING

Mathematics

- KY.2.MD.1 Measure the length of an object by selecting and using appropriate tools such as rulers, yardsticks, meter sticks and measuring tapes.
- KY.2.MD.3 Estimate lengths using units of inches, feet, yards, centimeters and meters.

Physical Education

- 2.1.MS1. Demonstrate manipulative skills with a variety of objects using appropriate performance cues.

Science

- 2-PS1-1. Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties.
- 2-PS1-2. Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for an intended purpose.
- K-2-ETS1-1. Ask questions, make observations, and gather information about a situation that people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.
- K-2-ETS1-2. Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.

SMALL WORLD & BONE ZONE

Science

- 2-PS1-1. Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties.
- 2-PS1-3. Make observations to construct an evidence-based account of how an object made of a small set of pieces can be disassembled and made into a new object.
- 2-LS4-1. Make observations of plants and animals to compare the diversity of life in different habitats.

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THIRD GRADE ACADEMIC STANDARDS

AROUND KENTUCKY GALLERY

Social Studies

- 3.H.KH.1: Explain how world events impact Kentucky, both in the past and today.

LEXINGTON CHILDREN'S WAY

Social Studies

- 3.C.CP.1: Explain the basic purposes and functions of differing governing bodies in the world.
- 3.C.RR.1: Examine how the government maintains order, keeps people safe, and makes and enforces rules and laws in diverse world communities.
- 3.E.MI.2: Describe the relationship between supply and demand.

Visual & Performing Arts

- MU:Pr6.1.3: Perform music with expression and technical accuracy.
- TH:Cr1.1.3: Create roles, imagined worlds, and improvised stories in a drama/theatre work.

Career Studies

- F.P.7: Investigate different ways to save money (e.g., piggy bank, local bank, credit union).

HEALTHY ME

Health Education

- 3.7.1. Describe the importance of developing positive health habits.
- 3.7.3. Explain positive health behaviors related to personal wellness, physical activity and safety.

PHYSICS AND SPACE

Physical Education

- Demonstrate manipulative skills using a variety of objects with a partner by demonstrating appropriate performance cues.

Science

- 3-PS2-2. Make observations and/or measurements of an object's motion to provide evidence that a pattern can be used to predict future motion.

BUBBLE ZONE

Physical Education

- 1.4: Performs fine motor movements and tasks using eye-hand coordination.

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THIRD GRADE ACADEMIC STANDARDS

MARKSBURY ENGINEERING

Mathematics
- KY.3.MD.3 Investigate questions involving categorical data.

Physical Education
- Demonstrate manipulative skills using a variety of objects with a partner by demonstrating appropriate performance cues.

Science
- 3-PS2-1. Plan and conduct an investigation to provide evidence of the effects of balanced and unbalanced forces on the motion of an object.
- 3-PS2-2. Make observations and/or measurements of an object's motion to provide evidence that a pattern can be used to predict future motion.
- 3-5-ETS1-3. Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved.

SMALL WORLD & BONE ZONE

Science
- 3-LS1-1. Develop models to describe that organisms have unique and diverse life cycles but all have in common birth, growth, reproduction, and death.
- 3-LS2-1. Construct an argument that some animals form groups that help members survive.
- 3-LS3-1. Analyze and interpret data to provide evidence that plants and animals have traits inherited from parents and that variation of these traits exists in a group of similar organisms.
- 3-LS3-2. Use evidence to support the explanation that traits can be influenced by the environment.

HOMES AROUND THE WORLD

Social Studies
- 3.G.HE.1: Explain how the culture of places and regions influence how people modify and adapt to their environment.
- 3.G.GR.1: Explain how physical and cultural characteristics of world regions affect people, using a variety of maps, photos and other geographic representations.

Science
- 3-ESS2-2. Obtain and combine information to describe climates in different regions of the world.

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FOURTH GRADE ACADEMIC STANDARDS

AROUND KENTUCKY GALLERY

Social Studies

- 4.E.KE.1 Predict how producers in colonial Kentucky used the factors of production to make goods, deliver services and earn profits.

LEXINGTON CHILDREN'S WAY

Social Studies

- 4.C.PR.1 Describe the processes people use to change rules and laws.
- 4.C.KGO.1 Explain how the development of rules improves communities and attempts to meet the needs of citizens.

Visual & Performing Arts

- MU:Cr2.1.4: Demonstrate selected and organized musical ideas for an improvisation, arrangement, or composition to express intent.
- MU:Pr6.1.4: Perform music, alone or with others, with expression and technical accuracy, and appropriate interpretation.
- TH: Cr2.1.4: Collaborate to devise original ideas for a drama/theatre work by asking questions about characters and plots.

Career Studies

- FL.I.10: Compare different payment methods.

HEALTHY ME

Health Education

- 4.1.2. Explain the importance of eating a variety of foods from all the food groups and describe the benefits of healthy eating habits.

Science

- 4-LS1-2. Use a model to describe that animals receive different types of information through their senses, process the information in their brain, and respond to the information in different ways.

BUBBLE ZONE

Physical Education

- 4.1.MS1. Apply manipulative skills with a partner, using a variety of objects, while demonstrating appropriate performance cues.
- 4.2.SD1. Apply speed, endurance and force in activities and game-like situations.

Science

- 4-PS4-2. Develop a model to describe that light reflecting from objects and entering the eye allows objects to be seen.

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FOURTH GRADE ACADEMIC STANDARDS

PHYSICS AND SPACE

Physical Education

- 4.1.BM2. Transfer weight to different body parts at varying speeds, with and without equipment.
- 4.1.MS1. Apply manipulative skills with a partner, using a variety of objects, while demonstrating appropriate performance cues.

Science

- 4-PS3-1. Use evidence to construct an explanation relating the speed of an object to the energy of that object.
- 4-PS4-2. Develop a model to describe that light reflecting from objects and entering the eye allows objects to be seen.

MARKSBURY ENGINEERING

Physical Education

- 4.1.MS1. Apply manipulative skills with a partner, using a variety of objects, while demonstrating appropriate performance cues.

Science

- 3-5-ETS1-3. Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved.

SMALL WORLD & BONE ZONE

Science

- 4-LS1-1. Construct an argument that plants and animals have internal and external structures that function to support survival, growth, behavior, and reproduction.
- 4-LS4-1. Analyze and interpret data from fossils to provide evidence of the organisms and the environments in which they lived long ago.
- 4-ESS1-1. Identify evidence from patterns in rock formations and fossils in rock layers to support an explanation for changes in a landscape over time.

HOMES AROUND THE WORLD

Social Studies

- 4.G.GR.1 Analyze how location and regional landforms affect human settlement, movement and use of various national resources, using maps, photos and other geographic representations.

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FIFTH GRADE ACADEMIC STANDARDS

AROUND KENTUCKY GALLERY

Social Studies

- 5.E.KE.1 Analyze how incentives and opportunity costs impact decision making, using examples from Kentucky history.
- 5.G.GR.1 Use a variety of maps, satellite images and other models to explain the relationships between the location of places and regions and their human and environmental characteristics.

Mathematics

- KY.5.MD.1 Convert among different size measurement units (mass, weight, liquid volume, length, time) within one system of units (metric system, U.S. standard system and time).

LEXINGTON CHILDREN'S WAY

Social Studies

- 5.C.KGO.1 Explain the roles and responsibilities of a Kentucky citizen.
- 5.E.MI.1 Explain the relationship between supply and demand.

Visual & Performing Arts

- MU:Pr6.1.5: Perform music, alone or with others, with expression, technical accuracy, and appropriate interpretation.
- TH:Cr2.1.5: Devise original ideas for a drama/theatre work that reflects collective inquiry about characters and their given circumstances.

Career Studies

- FL.I.10: Compare different payment methods.

HEALTHY ME

Physical Education

- 5.3.N1. Analyze the impact of food choices relative to physical activity, sports and personal health.

PHYSICS AND SPACE

Physical Education

- 5.1.MS1. Apply manipulative skills in game-like situations using various objects.

Science

- 5-PS2-1. Support an argument that the gravitational force exerted by Earth on objects is directed down.

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FIFTH GRADE ACADEMIC STANDARDS

MARKSBURY ENGINEERING

Science

- 3-5-ETS1-3. Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved.

SMALL WORLD & BONE ZONE

Science

- 5-PS3-1. Use models to describe that energy in animals' food (used for body repair, growth, motion, and to maintain body warmth) was once energy from the sun.
- 5-LS2-1. Develop a model to describe the movement of matter among plants, animals, decomposers, and the environment.

HOMES AROUND THE WORLD

Social Studies

- 5.G.HE.1 Explain how cultural and environmental changes impact population distribution and influence how people modify and adapt to their environments.

BUBBLE ZONE

Physical Education

- 1.4: Performs fine motor movements and tasks using eye-hand coordination.

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MOBILE PLAY & LEARNING LAB

Invite the Lexington Children's Museum to YOUR classroom! Our fun and educational Mobile Play & Learning Lab programs incorporate cross-curriculum connections through multiple disciplines.

Each program is led by LCM staff and can be tailored to each preschool or elementary grade level.

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NiSource CHARITABLE FOUNDATION

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MOBILE PLAY & LEARNING LAB

PLAN YOUR MOBILE PLAY & LEARNING LAB VISIT

Mobile Play & Learning Lab FAQs

- Presentations are 30-45 minutes
- Cap number of students per presentation: 30
- LCM requires 30 minutes to set up and pack up in the presentation room prior to and after the presentation time, without students present.
- At least one teacher must be present during the presentations.

Pricing

1 Presentation: $120
2 Presentation: $200
3 Presentation: $270
4 Presentation: $320
5 Presentation: $370
6 Presentation: $420

BOOK NOW!

Lexington Children's Museum

859-258-3253

mfraney@lexingtonchildrensmusem.org

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NiSource CHARITABLE FOUNDATION

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MOBILE PLAY & LEARNING LAB THEMES

Who Stole the Cookies?

GRADES: K-3

Help us solve the mystery of the missing cookies while learning about investigation techniques.

Watts the Bright Idea

GRADES: 3-5

Learn how electricity, circuits, insulators, and conductors. Then make your own circuits with using Snap Circuits.

Animal Adaptions

GRADES: 2-4

Students take an in-depth look at animals and the adaptations they make to survive in different environments.

3D Printing*

GRADES: 2-5

Students learn about 3D printing though hands on work with our 3D printing pens *(additional materials charges required).

Everyone Codes

GRADES: K-5

Learn about coding and algorithms and how they affect our daily lives. Then spend time doing some hands on coding with our color-coding cars! (Staff favorite!)

Everyone Codes More

GRADES: 4-6

Take a deeper dive into coding and how to write using block coding. Then spend time doing some hands-on coding with our Sphero Bolt robots.

BOOK NOW!

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NiSource CHARITABLE FOUNDATION

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STEAMER TRUNKS

STEAMer Trunks are available for Educators to use in their Preschool-5th Grade classrooms, taking the guess work out of planning your STEAM activities!

Choose from a variety of themes that come with everything you need for two weeks of STEAM fun!

SPONSORED BY:

AMERICAN WATER
CHARITABLE FOUNDATION

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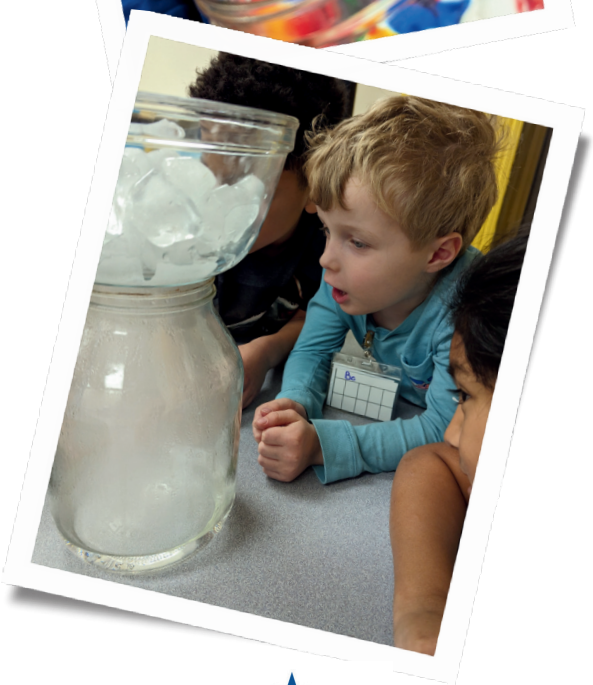
STEAMER TRUNKS



ABOUT STEAMER TRUNKS

STEAMer Trunk FAQs

- Reinforcement for classroom concepts with fun, hands-on activities that are turn-key for teachers to present.
- All equipment and disposable materials for multiple hands-on activities per classroom.
- All materials and equipment necessary for the projects.
- Activities that are easily integrated into lesson plans.

STEAMer Trunk Rental:

- $110.00 for use in one classroom for two weeks. There will be an additional charge for materials if multiple classrooms are using the trunk.
- Teachers may pick up the Trunks at The Lexington Children's Museum of Lexington.

BOOK NOW!

Lexington Children's Museum

859-258-3253

mfraney@lexingtonchildrensmuseum.org

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STEAMER TRUNK THEMES

Water, Water Everywhere

Teach lessons on states of matter, the water cycle, density, surface tension, and more!

CLASSified: For Your Spies Only

Work together to solve the mystery while using codes, puzzles, deduction and science!

Concept to Creation: Rockets

Explore the design process that engineers use for building rockets!

The Kentucky River

Take a closer look at the Kentucky River--from the history of how it shaped Kentucky, to topographical maps, to the the local wildlife!

Storybook STEAM

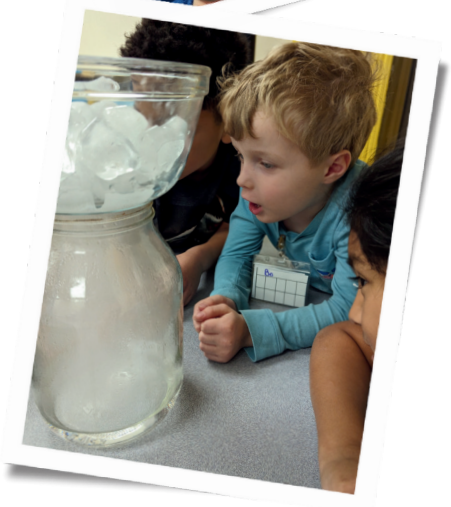
Bring storybooks to life to learn about science, technology, engineering, art & math!

Life Skills

Focus on building essential everyday abilities like self-help skills (dressing, hygiene), social skills (sharing, cooperation), and independence (problem-solving, following routines).

Concept to Creation: Architecture

Explore the design process that engineers use to build stable structures!



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ACTIVITY KITS

Lexington Children's Museum Activity Kits are specially curated to meet the needs of your classroom or group! Our activity kits are a great addition to a field trip (here or elsewhere), a way to start or end a unit, a gift or just for fun!

LCM staff work with you to plan an Activity Kit that meets your theme and needs!

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OUT & ABOUT

Let the Lexington Children's Museum Experiences team bring the fun to you! From school STEM Nights to community events, LCM brings hands-on fun to your next school family night or community event!

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