

# EDUCATION PROGRAM GUIDE FALL 2024

NEW EXHIBITION  
PROGRAMS  
AVAILABLE NOW!



# THE MUSEUM

# WELCOME TO THEMUSEUM!



*THEMUSEUM is a premier cultural destination dedicated to presenting fresh, inspired content from around the globe in unique and immersive ways designed to showcase art & technology at play.*

## WHAT TO EXPECT ON YOUR VISIT:

- *Up to two guided interactive programs of your choice.*
- *Free exploration of THEMUSEUM's galleries & exhibitions.*
- *Reserved lunch break and coatroom storage area.*
- *Flexible day scheduling for up to 90 students per day.*



## ABOUT THE UNDERGROUND STUDIO MAKERSPACE

*The Underground Studio MakerSpace is a hands-on learning environment for children and youth to explore the fields of S.T.E.A.M. We provide access to the tools and techniques required to shape the creators, inventors and thinkers of tomorrow!*



# PROGRAMMING DESCRIPTIONS

*With diverse exhibitions and engaging programs, we are proud to offer an extensive range of museum experiences designed to support and enhance the lessons taught in your classrooms.*

## THE MUSEUM PROGRAMS

### Along the Lines of Colour

Unleash your inner artist and explore the world of colour! Investigate how artists use colour, texture, shape, and line to create different feelings, ideas and messages through their art. Learn how to paint like the masters and complete a colour-filled art challenge.

### Come to Your Senses

Put your senses to the test and be amazed by your brain's extraordinary ability to decode the world around it in this highly interactive workshop exploring the five senses to enrich students with a better understanding of the brain's connection to the human body.

### Disaster Strikes!

Explore the impact of Mother Nature on our planet as students play THEMUSEUM's original board game, Disaster Strikes! Understand how communities around the world cope with the devastation caused by natural disasters and find out if your city can survive nature unleashed!

### Discover Space

Explore the night sky and blast off into outer space in our StarLab planetarium. Discover planets, moons, stars and satellites while uncovering humans' relation to our solar system. End the visit by working in teams to launch your very own rocket in our atrium!

### Kids in Motion A Healthy Start

Meet KiM, our Kids in Motion mascot! Learn about different parts of the body in this interactive program. Move and groove to get your heart pumping and learn about healthy foods.

### Kids Inspiring Change Energy in Our Lives

Investigate solar power and energy conservation through a series of hands-on activities and learn about the importance of the sun.

### Mission Possible

THEMUSEUM needs your help! Use teamwork and inquiry skills to solve mysteries throughout THEMUSEUM to figure out 'who did it'.

### The Power of Light

Do gooders unite! Explore the powers of light in our super heroes in training program. Learn how to harness the properties of light to create your own superhero gadgets.

### Protect That Brain!

Your task is simple – protect the brain. Explore the amazing science behind the human brain and the amazing things it is capable of, and why it's so important to protect it from injury. Students will then work in teams to design and test a helmet to protect a stand-in brain from injury.

### Protecting Pollinators

What's all the buzz about? From bees and bats, to birds and beetles, explore the world of pollinators and discover their vital importance to our ecosystem. Students will make a bee-friendly watering dish to take home to help protect pollinators!

### StarLab Presentations

Take your class on a virtual trip of the stars. Understand planets, moons, stars, and satellites while you travel through space and uncover mysteries of our solar system!

### What Makes Rocks Brilliant?

Take a trip below the surface of the Earth, and explore the composition, formation and interaction between minerals. Examine rocks & crystals and learn scientific terminologies through interactive activities. You can even mine your own crystals!

### Indigenous Intersections

**March 24 - March 28, 2025**

Students will have the unique opportunity to learn about the traditions and culture of Indigenous communities through a variety of interactive and engaging workshops.

### Medieval Week

**May 5 - May 9, 2025**

Hear Ye! Hear Ye! Students will travel back in time and experience the challenges, intrigue and excitement of living during medieval times.

## THE UNDERGROUND STUDIO MAKERSPACE PROGRAMS

### Against the Grain: Woodbots

#### Woodworking

Using pre-cut blocks and scrap wood, hot glue, drills, and saws, students will make their own wooden robot! Each one will be unique!

### Conduction Junction

#### Circuitry

Using conductive tape, students will learn how a circuit works to create their very own light up card!

### Destination Disassembly

#### Deconstruction

Using pliers, hot glue, saws and screwdrivers, students will learn how toys work by deconstructing them, combining parts from other toys to create their own unique creation!

### Hello, Mr. Robot (Jr.)

#### Computer Programming

Not all coding requires a computer! Using our Ozobots and markers, students will be challenged to code their Ozobot to complete a track!

### Hello, Mr. Robot (Sr.)

#### Computer Programming

Students will learn about computer programming and coding using our Ozobots. They will work in pairs to get their Ozobot to make its way through a track by measuring the distance and converting mm to cm! Tracks vary by skill and grade level.

### Light it Up!

#### Circuitry & Textiles

Learn to hand sew proper stitches using conductive thread to create a wristband that lights up when worn!

### Screen Time

#### Screen Printing

Using screens and ink, students will learn the history of Screen Printing and create a stencil to print their initials on a tote bag!

### PLEASE NOTE:

All our MakerSpace Programs require some degree of fine motor skills.





# PROGRAMS BY GRADE

BOOK  
ONLINE  
TODAY:



## PERMANENT PROGRAMS

<b>Along the Lines of Colour</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	60mins	The Arts: <i>Visual Arts</i>
<b>Come to Your Senses</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	60mins	Science & Technology: <i>Understanding Life Systems</i>
<b>Disaster Strikes!</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	60mins	History and Geography: <i>Global Settlement</i>
<b>Discover Space</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	90mins	Science and Technology: <i>Understanding Earth and Space Systems</i>
<b>Kids in Motion A Healthy Start</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	60mins	Science and Technology: <i>Understanding Life Systems</i> Health and Physical Education: <i>Healthy Living</i>
<b>Kids Inspiring Change Energy in Our Lives</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	60mins	Science and Technology: <i>Understanding Matter and Energy</i>
<b>Mission Possible</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	60mins	The Kindergarten Program
<b>The Power of Light</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	60mins	Science and Technology: <i>Understanding Matter and Energy</i>
<b>Protect That Brain</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	60mins	Science & Technology: <i>Understanding Life Systems</i> Science & Technology: <i>Structures &amp; Mechanisms</i>
<b>Protecting Pollinators</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	60mins	Science & Technology: <i>Life Systems</i>
<b>StarLab Presentations</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	30mins	Science and Technology: <i>Understanding Earth and Space Systems</i>
<b>What Makes Rocks Brilliant?</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	60mins	Science & Technology: <i>Rocks, Minerals, and Geological Processes</i>

## THEMED PROGRAMS

<b>Indigenous Intersections</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	Full Day	Social Studies: <i>Past &amp; Present Societies</i>
<b>Medieval Week</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	Full Day	Social Studies: <i>Past &amp; Present Societies</i>

## THE UNDERGROUND STUDIO MAKERSPACE PROGRAMS

<b>Against the Grain: Woodbots</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	75mins	Mathematics; The Arts; Science and Technology
<b>Conduction Junction</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	75mins	Science and Technology
<b>Destination Disassembly</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	75mins	The Arts; Science and Technology
<b>Hello, Mr. Robot (Jr.)</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	75mins	Science and Technology; Mathematics
<b>Hello, Mr. Robot (Sr.)</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	75mins	Science and Technology; Mathematics
<b>Light it Up!</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	75mins	Science and Technology
<b>Screen Time</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	75mins	The Arts; Spatial Sense

## TEACHER & ECE MEMBERSHIPS

Visit before your class arrives with our FREE Teacher & ECE Memberships!  
To sign up, visit our Guest Services desk during your visit and show your ID.

**NEW!**

# EXHIBITION PROGRAMS

Explore *THEMUSEUM*'s latest feature exhibition with our new slate of Exhibition Programs! Immerse your students in Anne Innis Dagg's passion for giraffes with these three guided programs.

## GIRAFFE | A Heightened Experience Exhibition Information:

- This wild exhibition celebrates the captivating world of giraffes. Delve into the remarkable discoveries of pioneering giraffologist Dr. Anne Innis Dagg, whose groundbreaking research unveiled the mysteries of these majestic creatures.
- Discover what makes giraffes so unique and engage in interactive displays, getting up close and personal with giraffes and other animals in immersive VR experiences, diving into the 'watering hole' and hearing real recordings of giraffes 'humming' in the wild.
- Reach new heights of fun and learning as you join us in exploring the legacy of Dr. Anne Innis Dagg and gain a deeper appreciation for the gentle giants she dedicated her life to studying.

## EXHIBITION PROGRAMS BY GRADE

<b>Wildlife Researchers</b>	K	1	2	3	4	5	6	7	8	9	10	11	12	60mins	Science & Technology: Life Systems
<b>Peculiar Patterns</b>	K	1	2	3	4	5	6	7	8	9	10	11	12	60mins	The Arts: Visual Arts, Science & Technology
<b>GIRAFFE   A Heightened Experience Guided Tour</b>	K	1	2	3	4	5	6	7	8	9	10	11	12	60mins	Science & Technology: Life Systems

## EXHIBITION PROGRAM DESCRIPTIONS

### Wildlife Researchers

#### Guided Education Program

Step into the shoes of Dr. Anne Innis Dagg and become a wildlife researcher! Explore the African Savannah with your research camera and develop a field guide all about giraffes and their habitat.

### Peculiar Patterns

#### The Underground Studio MakerSpace Program

Did you know giraffe spot patterns are as unique as our fingerprints? Learn all about what makes giraffe patterns special and create a class 'giraffe tapestry' using screen-printing!

### GIRAFFE | A Heightened Experience Guided Tour

#### Guided Education Program

Explore the magnificent world of giraffes through a guided tour of the exhibition by a member of our educational staff!



the  
Woman Who  
Loves  
Giraffes  
The story of ANNE INNIS DAGG

**Canada**

**Ontario**

**OCAF** ONTARIO CULTURAL ATTRACTIONS FUND  
LE FONDS POUR LES MANIFESTATIONS  
CULTURELLES DE L'ONTARIO  
25<sup>th</sup> ANNIVERSARY

**NEW!**

# OUTREACH PROGRAMS

Bring *THEMUSEUM* to you with our new Outreach Programs! We've adapted our most popular programs to travel to you and bring the fun and excitement directly to your students.

## OUTREACH PROGRAMS BY GRADE

<b>Conduction Junction</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	60mins	Science and Technology
<b>Hello, Mr. Robot</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	60mins	Science and Technology; Mathematics
<b>3, 2, 1, Blast Off!</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	60mins	Science and Technology: <i>Understanding Earth and Space Systems</i>
<b>StarLab Presentations</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	45mins	Science and Technology: <i>Understanding Earth and Space Systems</i>

## OUTREACH PROGRAM DESCRIPTIONS

### Conduction Junction

What is a circuit? How does it work? In this workshop, students will learn the answers to those questions by using conductive tape, LEDs and a battery, to create their very own light up card. Circuit-types vary by grade and skill level.

### Hello, Mr. Robot

In this colourful workshop, students will learn about programming and coding using our Ozobots! Ozobots are small robots that follow colour coded patterns! Using markers, students will get their 'bot to follow a specific track and entering the correct codes to get from point A to point B. Tracks vary by grade and skill level.

### 3, 2, 1, Blast Off!

3, 2, 1, blast-off into space as students explore the principles of rocket aerodynamics by working in teams to design, build and test launch their very own rockets. Launches may take place indoors as high as four-storeys, or outside where the sky is the limit!

### StarLab Presentations

Explore the night sky and blast off into outer space in our portable StarLab planetarium. Discover planets, moons, stars and satellites while uncovering the mysteries of our solar system!

### BOOKING DETAILS AND HOW-TO:

Request an Outreach visit online and a *THEMUSEUM* representative will follow up with you to plan our day with your school.

### OUTREACH PROGRAM AVAILABILITY:

Outreach Programs only available to locations within 40km of *THEMUSEUM*.

**THEMUSEUM**  
10 KING ST. WEST  
KITCHENER, ON, N2G 1A3

# FRENCH PROGRAMS

*THEMUSEUM* is proud to offer some of our most popular programs in French! These pre-recorded lessons and activities explore a variety of themes and curriculum topics while students practice their French language skills.



## FRENCH PROGRAMS BY GRADE

<b>Suivant les Lignes de la Couleur</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	Science and Technology
<b>Dinosauria</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	Science and Technology; Mathematics
<b>Le Pouvoir de la Lumière</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	Science & Technology: <i>Understanding Life Systems</i> Science & Technology: <i>Structures &amp; Mechanisms</i>
<b>Laboratoire des Étoiles</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	Science and Technology: <i>Understanding Earth and Space Systems</i>
<b>Jonction de Conduction</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	Science and Technology: <i>Understanding Earth and Space Systems</i>
<b>Bonjour M. Robot Jr.</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	Science and Technology; Mathematics
<b>Allumez!</b>	K 1 2 3 4 5 6 7 8 9 10 11 12	Science & Technology: <i>Understanding Life Systems</i> Science & Technology: <i>Structures &amp; Mechanisms</i>

# DIVE INTO OUR DIGITAL IMMERSIVE EXPERIENCE

# EYE POOL



SEP  
OCT



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SHANTU

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DEC

# IMPOSSIBLE GEOMETRIES

AZMA  
AXIS Z MEDIA ARTS

***KALEIDOSCOPE***  
COMING TO THE 4TH FLOOR  
WINTER 2025





# SCHOOL GROUP RATES

Self-Guided Exploration	\$7.00 / Student
Single Guided Education Program	\$10.00 / Student
Double Guided Education Programs <i>(same day visit)</i>	\$14.00 / Student
The Underground Studio MakerSpace Program	\$15.00 / Student
Makerspace Program + Education Program Combo	\$20.00 / Student
Themed Education Program	\$17.00 / Student
Education Outreach Program	\$250.00 / Class + Mileage @ \$0.68/km
Virtual French Program	\$150.00 / Class
Teachers	FREE <i>(with education programming and valid OCT card)</i>
Adult Supervisors within assigned student ratio	FREE
Additional Supervisors	\$8.85 <sup>+HST</sup>

\*JK - Grade 12 visiting as a school/class only. Rates may not include special exhibitions and/or program offerings. Programs and prices may be subject to change. Teachers can submit a school booking request at any time, but must be confirmed at least 14 days prior to the program.



**THEMUSEUM.ca**  
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Youth to  
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