

EDUCATION PROGRAMS

BALTIMORE MUSEUM OF INDUSTRY

2017/18 GUIDE TO EDUCATION PROGRAMS

DISCOVER YOUR CLASSROOM'S CONNECTION TO BALTIMORE'S INDUSTRIAL PAST AND FUTURE

STUDENTS CAN SUIT UP
TO SHUCK OYSTERS, BUILD
ROLLER COASTERS, TAKE
A SEAT ON AN ASSEMBLY
LINE, AND MORE AS THEY
EXPLORE BALTIMORE'S
INDUSTRIAL LEGACY

FOR STUDENTS
PRE-K – GRADE 12



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CHALLENGES™

PLANNING YOUR VISIT

2 Welcome to the Baltimore Museum of Industry's 2017 - 2018 guide to education programs.

In the following pages we provide a description of each program, cost, maximum session size, grade level, and duration. Please review and select the programs you would like to schedule. Most groups schedule two or three programs for their visit.

If you have a group larger than the session limit and you schedule multiple programs, your group can be split into smaller groups to rotate through the programs. Programs must be booked for a minimum of 10 participants—you may bring fewer than 10 participants, but you must pay for at least 10.

Reservations

All programs are booked on a first-come/first-served basis. Since the activity schedule fills quickly, particularly in the spring months, we recommend you call as soon as you know your date and the number of students you wish to visit the museum. *We encourage you to book your program(s) at least two months in advance of your desired date.*

A deposit is required to hold your date. Completion of a reservation form does not constitute a confirmation. Trips are confirmed upon your receipt of our invoice. Programs are booked through the Education Coordinator at 410.727.4808 (x117) or tours@thebmi.org.

Outreach

Several programs can be scheduled to come to you. Outreach pricing is listed in the program description. A mileage surcharge will be added. Outreach programs must be booked for a minimum of 20 participants—you may have fewer than 20 participants, but you must pay for at least 20.

Lunch at the museum

Enjoy bag lunches at the museum. Students are encouraged to bring their own bag lunches and eat just like Baltimore's working men and women used to! *The BMI does not offer meals for sale.* See more on page 4.

Payment

The deposit is due two weeks after the invoice has been sent, payable by check or credit card. If you book fewer than 30 days before your scheduled trip, a deposit is due at the time of booking and must be paid with a credit card over the phone. The balance is due the day of your scheduled trip.

Deposits are non-refundable if you cancel four weeks or less before your scheduled trip. Please contact the Education Coordinator no later than seven business days prior to your trip with the final numbers of teachers, chaperones, and students. You will be charged for these numbers as a minimum, plus any extra students or chaperones added after this date.

Arrival and departure

Please arrive 15 minutes before the first scheduled activity. Late arrivals may result in altered or cancelled activities. If you arrive early, please do not expect to start your activities earlier than scheduled.

Please also plan for 15 minutes following the completion of your final activity to gather coats, use the restroom, load the buses, etc. Please do not plan to stay in the museum beyond your scheduled activities; we do not allow self-guided touring for student groups.

Teachers and parent chaperones

All teachers/staff receive free admission with a school group. Each parent/chaperone is \$9. To help your group have a fun, successful visit we recommend a ratio of one chaperone per five students. Please indicate the number of teachers and parent chaperones you plan to bring when booking your visit. For homeschool groups, adults are considered parent chaperones.

Buses and parking

We offer free parking! Buses must pick up and drop off students at the museum's main entrance, located underneath the large crane.

BMI gift shop

Please schedule extra time with the Education Coordinator if you plan to visit the gift shop.

SCHOOL PROGRAMS

PROGRAMS FOR K-12TH GRADE

History Alive Tour

Experience Baltimore's industrial past with a tour through the BMI led by a museum educator. Stops may include visits to a belt-driven machine shop, a blacksmith's shop, an oyster cannery, a print shop, and a garment loft. Students learn about jobs that were important to Baltimore's history as an industrial city. Tours engage participants in discussions and demonstrations of the museum's working machines.

COST \$4 per student

GRADE 2nd-12th

LENGTH 1 hour

In the Neighborhood

When our young visitors participate in this program, the BMI is transformed into an early 20th-century Baltimore neighborhood.

Children become workers of the past as they take an interactive tour through our galleries. They are given different duties and paid with tokens. The program ends with children depositing their earnings and

receiving a deposit book to take home.

COST \$5 per student

GRADE K-2nd • Maximum 18 students/session

LENGTH 1 hour

City Builders

What did Baltimore look like in 1896? Using a giant map of the museum's neighborhood, students help build old Baltimore. They learn where workers lived and shopped, then construct a neighborhood by creating and coloring paper models of houses, trains, and shops that they can take home. This program works well as a companion to *In the Neighborhood*. It is also a good alternative for groups that may have difficulty moving through the museum.

COST \$5 per student

Outreach option: \$7 per student*

GRADE K-2nd • Maximum 18 students/session

LENGTH 1 hour

Kids' MotorWorks

Learn how Henry Ford revolutionized car-making by introducing the assembly line into the automotive industry. Each student takes a seat along the assembly line and performs a single job, as the group works together to build replicas of a 1914 moving van housed in the museum. Students experience how an assembly line works and discover that each task is equally important in creating a finished product. Each worker takes home his or her very own paper truck.

COST \$6.50 per student

Outreach option: \$8.50 per student*

GRADE 2nd-8th • Maximum 48 students/session

LENGTH 1 hour

Kids' Cannery

As workers in Mr. Platt's 1883 oyster cannery, students become managers, foremen, can-makers, printers, labelers, steamers, shuckers, and can-fillers. They learn about the training and wages of skilled and unskilled workers and which people were allowed to have skilled jobs. Students are paid for their work in tokens that they redeem in the company store, where they quickly grasp the value of a day's work. All students take home a can of "oysters" that they helped to create.

COST \$8 per student

GRADE 3rd-8th • Maximum 40 students/session

LENGTH 1½ hours



OUTREACH

*** LET US BRING OUR PROGRAMS TO YOU!**
See page 2 for details about outreach options.

SCHOOL PROGRAMS

PROGRAMS FOR K-12TH GRADE

4 Design It!

In this STEM-related program, students are given a working design with everyday materials and are tasked with engineering a successful project. Working as engineers in small groups, students are assigned challenges and learn about experimenting, making observations, asking questions, and explaining results.

COST \$6 per student
Outreach option: \$8 per student*

LENGTH 1 hour (each session)

Choose from five sessions:

BALLS & TRACKS (*Roller Coasters*)

GRADE 2nd–8th • Maximum 48 students/session

PAPER AIRPLANES

GRADE K–2nd • Maximum 30 students/session

BALLOON-POWERED CARS

GRADE 2nd–4th • Maximum 32 students/session

PAPER BRIDGES

GRADE 2nd–8th • Maximum 48 students/session

ELECTRICAL WIRING

GRADE 5th–8th • Maximum 30 students/session

GARMENT LOFT PROGRAMS

These two programs take place in the BMI's garment loft exhibition. We recommend complementing these programs with a visit to the Jewish Museum of Maryland's exhibition, *Voices of Lombard Street: A Century of Change in East Baltimore*, which focuses on the cultural life of Jewish immigrants in Baltimore. To schedule a visit to the JMM, please call 443.873.5167 or email ghumphrey@jewishmuseummd.org.

Needles and Threads

What was it like to work in Baltimore's garment industry during its heyday from 1865 to 1930? Students investigate this question by imagining themselves as garment workers for the Baltimore Clothing Company in 1929. Students are divided into skilled, unskilled, and management personnel.

COST \$7 per student

GRADE 3rd–8th • Maximum 30 students/session

LENGTH 1 hour

Inside the Game Studio

Playing games is fun, but the real fun lies in making them. In this interactive, hands-on program, students race against the clock to design their own board game, determining rules, sequencing, and special powers. Using critical thinking skills, they work creatively as a group in order to develop an innovative and enjoyable game.

COST \$5 per student
Outreach option: \$7 per student*

GRADE 3rd–5th • Maximum 32 students/session

LENGTH 1 hour

PACK A LUNCH!

You can enjoy bag lunches at the museum.

Students are encouraged to bring their own bag lunches and eat just like Baltimore's working men and women used to! **The BMI does not offer meals for sale.** Spend part of your lunch period exploring the exhibits in the Decker Gallery with chaperones. *Lunch breaks are 30 minutes and MUST be scheduled when booking your programs.*

The Leo V. Berger Immigrant's Trunk

The BMI is pleased to offer performances of this Jewish Museum of Maryland (JMM) program set in our garment loft exhibition. Step back in time to 1927 and experience Baltimore's once-booming garment industry. In this living history program, students meet a costumed interpreter playing a character based on a real-life Jewish immigrant garment worker. Students explore the interconnected themes of immigration, labor, and industry.

COST *Please call for dates and pricing*

GRADE 4th–8th • Maximum 40 students/session

LENGTH 1 hour

Limited availability. *This is a joint program with the Jewish Museum of Maryland.*

About the Jewish Museum of Maryland Visits to the JMM are free to Maryland public school students as part of a school group.

LITTLE GEARS

PROGRAMS FOR PRE-K - 1ST GRADE

Come to the BMI with your preschool or daycare for a special hands-on learning experience. Children will hear stories, make crafts, and explore galleries with objects in the museum's collection. All programs are designed to support the Maryland Model for School Readiness.

COST \$5 per student.
Outreach option: \$6 per student*

GRADE Pre-K - 1st • Maximum 25 students/session

LENGTH 1 hour

Hats Off to You

Baltimore was once home to many factories that made all sorts of hats from different materials, including wool, straw, and felt. Students explore our garment loft exhibition, learn how hats were made in Baltimore, and hear stories. Students handle hats of different shapes, textures, and purposes and decorate a paper hat of their own to take home.

SPECIAL OFFER

Book two *Little Gears* programs together for just \$8 per student.
Outreach: \$10/student*

Book three *Little Gears* programs together for just \$12 per student.
Outreach: \$15/student*

Extra! Extra! Read All About It

Before computers and printers, books and newspapers were printed by hand, one-at-a-time, on printing presses. Explore Baltimore's printing tradition by seeing old newspapers and printing presses in our print shop exhibition. Students stamp letters and shapes to make their own newspaper page they can take home. Program includes reading stories about printing and using an antique printing press.

Put a Lid on It

Ever eat peas from a can? How is food canned and why does it last so long in a can? In this program, students explore Baltimore's food processing industry in the museum's corner store exhibition. Students hear stories about vegetables and then decorate their own can and pack it with paper vegetables to take home.



OUTREACH

* LET US BRING OUR PROGRAMS TO YOU!
See page 2 for details about outreach options.

HOMESCHOOL DAYS

PROGRAMS FOR K - 8TH GRADE

- 6 The BMI sets aside days during the school year for homeschool families. Caregivers are free. Reserve your space in advance as Homeschool Days fill up quickly.
- Each program combines two activities and lasts for two hours.** Full descriptions for each activity can be found on pages 3-4.
- Payment is due upon arrival.** Walk-ins are welcome but we cannot guarantee availability. Contact the Education Coordinator at 410.727.4808 (x117) or tours@thebmi.org.

SEPTEMBER 20, 2017

Kids' Cannery and Scavenger Hunt

HOURS 10:00 am - 12:00 pm

COST \$8 per student

GRADE 3rd - 8th

SEPTEMBER 20, 2017

In the Neighborhood and City Builders

HOURS 10:00 am - 12:00 pm

COST \$8 per student

GRADE K - 2nd

JANUARY 10, 2017

Kids' MotorWorks and History Alive Tour

HOURS 10:00 am - 12:00 pm

COST \$10 per student

GRADE 2nd - 8th

New! BMI and The Walters Art Museum

This school year, the BMI is pleased to offer three homeschool days in partnership with The Walters Art Museum. Join us at the BMI for two morning activities; then head over to the Walters for an afternoon activity!

At the BMI, students will participate in two programs: In the Neighborhood and City Builders (for students K-2nd Grade) & Design It: Balls & Tracks and Inside the Game Studio (for students 3rd-8th Grade).

OCTOBER 19, 2017

NOVEMBER 16, 2017

FEBRUARY 15, 2018

HOURS 10:00 am - 12:00 pm at BMI and
1:30 - 3:30 pm at The Walters Art Museum

COST \$15 per student • Caregivers attend free

Pre-registration is required. Please register via this link (<https://thewalters.org/teachers/homeschool/>). Registration begins on August 8. When enrolling, please include your participating student's name and age.

For questions or to learn more about this event, please contact the Education Coordinator at 410.727.4808 (x117) or tours@thebmi.org.

Homeschool Groups and Associations

If your group is 10 or more homeschoolers, we ask that you schedule your group's visit separately from our Homeschool Days. See more on page 2—*Planning Your Visit*—for options. School programs must be scheduled in advance, at their regular prices. Contact the Education Coordinator at 410.727.4808 (x117) or tours@thebmi.org.



MARYLAND ENGINEERING CHALLENGES™

PROGRAMS FOR 1ST - 12TH GRADE

The Maryland Engineering Challenges™ introduce young people to the role of today's engineers. Most Challenges consist of four components: a written report, an oral report, the design and construction of a project completed under the guidance of a teacher "coach," and the project's performance in the competition at the BMI. The Challenges allow students to participate in hands-on activities that supplement classroom curricula. They address math and science standards, enabling students to put into practice many of the abstract concepts they learn in the classroom. The Challenges are supported by practicing

engineers, who serve as advisors and judges for the competitions. This provides interaction with professionals in the engineering field and helps students learn about potential career opportunities.

The museum offers Challenges at the elementary, middle, and high school levels, as well as Coaches' Workshops for interested teachers. For detailed information, please visit www.thebmi.org.

Maryland Engineering Challenges™ are sponsored by BGE, The Engineering Society of Baltimore, KELVIN, and Northrop Grumman.

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EDUCATION PROGRAMS 2017 / 18



WITH THANKS

EDUCATIONAL PROGRAMS AT THE BMI ARE SUPPORTED IN PART BY FUNDING FROM:

City of Baltimore
Citizens of Baltimore County
CSX Transportation
Howard County Arts Council
and Howard County
Government
John J. Leidy Foundation

Mayor Catherine Pugh and
the Baltimore Office of
Promotion & the Arts
Maryland State Department
of Education
Maryland Humanities
M&T Bank
National Park Service

PNC Charitable Trusts
Richard Eaton Foundation
Rotary Club of Baltimore
T. Rowe Price
US Department of the Interior

Qualifying schools may be eligible to receive a subsidy of program fees. Limited availability.

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SPECIAL OFFER

Book early and add a free tour!

Book one or more paid programs for a date between September 1 and October 13 and add the ***History Alive Tour*** to your visit, at no additional charge!

You must ask for this deal when booking. Limited availability.

