Baltimore Museum of Industry

2019/20 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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Welcome to the Baltimore Museum of Industry’s 2019/20 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 (x 117) 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 6.

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.
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.

COST $5 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 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 1 ½ hours

Special Offer
Book two programs—In the Neighborhood and City Builders together—for a cost of just $8 per student.

Outreach
* Let us bring our programs to you!
See page 2 for details about outreach options.
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.

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<td>Outreach option</td>
<td>$8 per student*</td>
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<tr>
<td>LENGTH</td>
<td>1 hour (each session)</td>
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Choose from five sessions:

- **BALLS & TRACKS** *(Roller Coasters)*
  - GRADE: 2nd – 8th
  - Maximum 48 students/session
  - COST: $6 per student
  - Outreach option: $8 per student*

- **PAPER AIRPLANES**
  - GRADE: K – 2nd
  - Maximum 30 students/session
  - COST: $6 per student

- **BALLOON-POWERED CARS**
  - GRADE: 2nd – 4th
  - Maximum 32 students/session
  - COST: $6 per student

- **PAPER BRIDGES**
  - GRADE: 2nd – 8th
  - Maximum 48 students/session
  - COST: $6 per student

- **ELECTRICAL WIRING**
  - GRADE: 5th – 8th
  - Maximum 30 students/session
  - COST: $6 per student

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.

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<tr>
<td>Outreach option</td>
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| GRADE       | 3rd – 8th
  - Maximum 32 students/session |
| LENGTH      | 1 hour |

Lights On!
In this STEM program, students explore the use of light as a communication method. Students make real-world connections with artifacts throughout the museum to see how light and sound have been used historically to communicate. Students test this knowledge by building their own light communication device.

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| GRADE       | 1st – 2nd
  - Maximum 25 students/session |
| LENGTH      | 1 ½ hours |

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 (JMM) 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 pwoodhouse@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.

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| GRADE       | 3rd – 8th
  - Maximum 30 students/session |
| LENGTH      | 1 hour |

**The Immigrant’s Trunk**
The BMI is pleased to offer performances of this Jewish Museum of Maryland 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.

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<th>COST</th>
<th>Please call for dates and pricing</th>
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| GRADE       | 4th – 8th
  - Maximum 40 students/session |
| LENGTH      | 1 hour |

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

To learn more about the Jewish Museum of Maryland, visit www.jewishmuseummd.org.
LITTLE GEARS
PROGRAMS FOR PRE-K - 1ST GRADE

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*

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.

**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.

**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.
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 (x 117) or tours@thebmi.org.

### PROGRAMS FOR K–8TH GRADE

#### SEPTEMBER 18, 2019
**In the Neighborhood and City Builders**

- **HOURS** 10:00 am – 12:00 pm
- **COST** $8 per student
- **GRADE** K–2nd

#### SEPTEMBER 18, 2019
**History Alive Tour and Inside the Game Studio**

- **HOURS** 10:00 am – 12:00 pm
- **COST** $9 per student
- **GRADE** 3rd – 8th

#### OCTOBER 2, 2019
**Kids’ Cannery and Scavenger Hunt**

- **HOURS** 10:00 am – 12:00 pm
- **COST** $8 per student
- **GRADE** 3rd – 8th

#### OCTOBER 2, 2019
**History Alive Tour and Inside the Game Studio**

- **HOURS** 10:00 am – 12:00 pm
- **COST** $9 per student
- **GRADE** 3rd – 8th

#### OCTOBER 2, 2019
**Lights On! and Little Gears: Extra! Extra!**

- **HOURS** 10:00 am – 12:00 pm
- **COST** $8 per student
- **GRADE** K–2nd

#### NOVEMBER 6, 2019
**Kids’ MotorWorks and Design It: Balls and Tracks**

- **HOURS** 10:00 am – 12:00 pm
- **COST** $12.50 per student
- **GRADE** 2nd – 8th

### 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 (x 117) or tours@thebmi.org.

### 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 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.

SPECIAL OFFER

Book early and add a free tour!

Book one or more paid programs for a date between September 1 and October 11 and add the History Alive Tour to your visit, at no additional charge!

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