

HOW TO BOOK YOUR

# Field Trip

WITH THE BALTIMORE MUSEUM OF INDUSTRY

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Check out our programs. Most groups book 2 or 3 activities for a full day at the museum. Most activities can also be booked as an in-class experience delivered at your school by our staff.



Be sure to budget 15 minutes for both arrival and departure. We can add a break between programs for students to eat a bagged lunch.



Complete a reservation request at <https://bit.ly/BMIstudents> or email us at [tours@thebmi.org](mailto:tours@thebmi.org). Field trips must be booked in advance.



Teachers and staff members receive free admission with a field trip. Invite parents and other chaperones with a reduced admission of \$10.00 per person.



Our Education Coordinator can help plan a schedule that meets your needs and the size of your group.



Your field trip will be confirmed on receipt of a signed contract. We will check in the week before your visit to confirm your headcount and final details.



## History Alive Tour

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

**Cost:** \$5.50 per student

**Grade:** 2-12

**Length:** 1 hour

GRADES  
2-12



## Kids' Cannery

Students become managers, can-makers, printers, shuckers, can-fillers, and labelers in Mr. Platt's 1883 cannery. They learn about differences in training and wages and the inequality of segregated work. Students grasp the value of a day's work by being paid in tokens and spending them at the company store. Everyone takes home a can of "oysters" that they helped to create.

**Cost:** \$8.50 per student,  
not available as classroom visit

**Grade:** 2-8

**Length:** 1.5 hours

GRADES  
2-8



## Farm to Factory

In this classroom-visit program, students are encouraged to think about the different types of work involved in the process of preparing, preserving, and providing food for communities. Students explore primary source images through an interactive discussion, assemble their own vegetable can, and design a label.

**Cost:** \$8.50 per student,  
only available as classroom visit

**Grade:** 2-8

**Length:** 1 hour

GRADES  
2-8



## Kids' MotorWorks

Learn how assembly lines revolutionized American factories and jump-started the era of mass consumption. Students take a job on the line and work together to build paper model cars to take home.

**Cost:** \$7.00 per student,  
or \$9.00 per student as classroom visit

**Grade:** 2-8

**Length:** 1 hour

GRADES  
2-8



## Design It!

Young engineers learn the basics of experimentation, observation, and design. Choose one of the projects below, or book more than one session!

**Balls and Tracks:** Build and test model roller coasters

**Wiring:** Use custom circuit boards to learn the basics of electricity

**Bridges:** Experiment with different paper bridge designs

**Cost:** \$6.50 per student,  
or \$8.50 per student  
as classroom visit

**Grade:** 2-8

**Length:** 1 hour

GRADES  
2-8



## Needles & 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 become cutters, sewers, and management personnel.

**Cost:** \$7.00 per student,  
not available as classroom visit

**Grade:** 3-8

**Length:** 1 hour

GRADES  
3-8



## In the Neighborhood

The BMI is transformed into an early 20th century neighborhood in this program where students become workers of the past as they take an interactive tour through our galleries. They are given different jobs, including ship's captain, pharmacist, grocer, baker, and banker, and are paid with tokens. The program ends with everyone depositing their earnings and receiving a deposit book to take home.

**Cost:** \$5.50 per student  
**Grade:** K-2  
**Length:** 1 hour

GRADES  
**K-2**



## City Builders

What did Baltimore look like in 1896? Students help build a map of historic South Baltimore out of paper models and learn about its houses, workplaces, trains, and more. They learn where residents lived, worked, and shopped, and take home their creations.

**Cost:** \$5.50 per student,  
 or \$7.50 per student as classroom visit  
**Grade:** K-2  
**Length:** 1 hour

GRADES  
**K-2**



## Lights On!

Students explore the use of light as a communication method in this hands-on STEM program. They make real-world connections with artifacts throughout the museum to see how light and sound have been used historically to communicate. Students then test their knowledge by building their own light communication device.

**Cost:** \$6.50 per student,  
 or \$10.00 per student as classroom visit  
**Grade:** 1-2  
**Length:** 1 hour

GRADES  
**1-2**



## Little Gears

In this hands-on activity, students will learn about an industry important to Baltimore and participate in a craft, story, and visit to a gallery related to that industry. Choose one of the three options below, or book more than one hour-long session!

**Hats Off to You** - Explore our garment loft and learn how hats were made

**Extra! Extra!** - Use an antique printing press and stamp your own newspaper

**Put a Lid on It** - Decorate and fill a can while learning about grocery stores

**Cost:** \$5.00 per student, or \$7.00 per student as classroom visit

**Grade:** PreK-K

**Length:** 1 hour

**GRADES  
PRE K-K**

## Educational programs at the BMI are supported in part by funding from:

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M&T Bank  
Richard Eaton Foundation  
Rotary Club of Baltimore  
T. Rowe Price  
W.R. Grace

## Book your trip today

<https://bit.ly/BMIstudents>  
tours@thebmi.org  
410-727-4808 x117



## Maryland Engineering Challenges

Participate in a project-based STEM competition for grades 1-12. Students choose from 8 challenges and work over several weeks or months as a classroom assignment, after-school activity, or club. Each program ends with a state-wide competition at the museum.

Instructions for each competition are available online:  
<https://bit.ly/BMIchallenges>

**GRADES  
1-12**

**BMI**  
MARYLAND  
Engineering  
CHALLENGES