

2022 In-Person School and Groups Workshops

Come explore the new lineup of STEAM-powered (science, technology, engineering, arts and math) workshops from **Stepping Stones Museum for Children**. Play-filled, brain-building educational workshops for young learners that inspire and delight.



Stepping Stones STEAM Lab Workshops

1(a) Dinosaurs: From Teeth to Tails (PreK)

What did dinosaurs eat? What did they look like, and how did they move? We will discover the answers to these questions and so much more through hands-on activities and investigations that bring us up close and personal with both common and unusual dinosaurs, including some that once called Connecticut home!

CT-ELDS: C.6o.14, L.6o.1, L.6o.5, L.6o.6, L.6o.8, L.6o.10, CA.6o.5, S.6o.7, S.6o.9

1(b) Meet the Dinosaurs (K-2)

Junior paleontologists will unearth the amazing stories of dinosaurs and learn how to classify them following the same process as paleontologists. We will put our knowledge to the test as we take part in an excavation of our own. Learners will leave with a new appreciation and understanding of dinosaurs, their unique adaptations and how they relate to living animals today.

NGSS: ESS1.C, LS1.A, LS1.B, LS1.C, LS1.D

1(c) Dinosaurs Rock (3-5)

Become paleontologists and investigate the mindboggling evolution of dinosaurs and other prehistoric animals that used to call Connecticut home. How do we know for sure? Through fossils! Junior Paleontologists will learn how fossils are made and what local fossils tell us about the past or even the future. Let's dig in and unearth a 200,000,000 year old mystery and take part in a fossil excavation of our own.

NGSS: ESS1.C, LS1.A, LS2.C, LS2.D, LS3.B, LS4.A, LS4.B, LS4.C

2(a) All About Butterflies (PreK-K)

It's a circle! It's a cycle! It's metamorphosis! Learn about the magical life cycle of a butterfly, its anatomy and about pollination through dramatic play, observations and hands-on activities conducted at discovery stations.

CT-ELDS: S.6o.7, S.6o.8, C.6o.14, L.6o.5, L.6o.8, L.6o.10, CA.6o.6, CA.6o.7, CA.6o.8

NGSS: LS1.A, LS1.B, LS1.C, LS2.A

2(b) Amazing Animal Habitats (K-2)

What is a habitat? How does it meet the needs of the animals found there? What are some habitats found locally? Work together to design a habitat suitable for one or two animals and bring home some strategies to help protect the habitats in your area.

NGSS: ESS3.A, ESS3.C, ESS2.E, LS1.A, LS1.C, LS4.D

2(c) Energizing Ecosystems (3-5)

Everything in our natural environment is interconnected in an ecosystem, even humans! Learn about the web of connections in an ecosystem and how it can be disrupted. What is our role in the web of life, and what strategies can we invent to protect ecosystems from such disruption?

NGSS: ESS2.E, ESS3.C, LS1.C, LS2.A, LS2.B, LS2.C, LS4.D, PS3.D

3(a) Story of a Seed (PreK-K)

Mighty oaks from little acorns grow! Come learn the secret of seeds. Where do they come from and how do they grow into a mature plant? Through storytelling, dramatic play and hands-on observations, discover the magical process of germination, the life cycle of a plant and the wonderful diversity of seeds. Take a seed experiment home for further investigation.

CT-ELDS: C.6o.1, S.6o.7, S.6o.8, L.6o.5, L.6o.8, L.6o.10, CA.6o.6

NGSS: LS1.A, LS1.C, LS2.A

3(b) Ready, Set, Grow! (K-2)

What happens when you plant a seed? Explore the life cycle of plants, discover the function of each part of the plant and investigate the needs and adaptations of plants in various habitats through hands-on activities and explorations. Take a seed experiment home for further investigation.

NGSS: LS1.A, LS1.C, LS2.A, LS3.A, LS4.D

3(c) Eco Power (3-5)

Plants capture sunlight for energy, so why can't we? What is the difference between renewable and non-renewable energy? What role does energy play in our lives? Through demonstrations and hands-on investigations, explore how we can harness the energy of the sun, wind, water and Earth itself to meet our energy needs, and why these renewable forms of energy help our planet.

NGSS: ESS3.A, ESS3.C, PS3.B, PS3.D, ETS1.A

4(a) Let It Shine! (PreK-2)

Imagine a world without light! Light is all around us and is the energy that illuminates our world. How does light interact with different materials and objects? Light up learning through discovery stations, engaging games and an illuminating hands-on project.

CT-ELDS: C.6o.1, C.6o.5, C.6o.7, C.6o.8, S.6o.2, S.6o.12, CA.6o.5

NGSS: PS1.A, PS4.B, ETS1.A, ETS1.B, ETS1.C

4(b) Light as a Superpower (3-5)

There is more to light than meets the eye! See light in a new angle and how it can be bent, reflected and absorbed by different materials. Explore how our eyes receive light and how light can change our perception of the world. 'See' the light that escapes our vision, like ultraviolet and infrared light, and how light energy can be converted to other forms of energy.

NGSS: PS3.A, PS3.B, PS4.B

Our school and groups workshops are made possible with the support of the Department of Economic and Community Development, Office of the Arts and Tourism, and the ASML Foundation.

For more information about museum tours, in-person and virtual workshops or how our workshops can come to your school, please contact us at schoolsandgroups@steppingstonesmuseum.org.



Stepping Stones Museum for Children

2022 In-Person School and Groups Workshops

Stepping Stones STEAM Lab Workshops

5(a) Toying and Tinkering (PreK)

In this maker space, freely explore how things work, from a corkscrew to a computer, by testing out simple tools and taking apart technology. After exploring the anatomy of these devices and how they help make our work easier, choose from a variety of materials to innovate and create your very own tool or toy.

CT-ELDS: CA.6o.5, L.6o.1o, C.6o.8, C.6o.15 S.6o.1, S.6o.2, S.6o.6, S.6o.11, S.6o.12, SS.6o.9

5(b) Gadgets and Gizmos (K-2)

Simple machines make life a lot less complicated! On their own they can be used to do a variety of different tasks that make our work easier, but together they are capable of so much more. Explore the different simple machines and how they can be used to build more complex machines. Apply what you learned to design your own simple machine.

NGSS: PS2.A, PS2.B, PS3.C, ETS1.A, ETS1.B, ETS1.C

5(c) Currents and Circuits (3-5)

So much of our everyday lives is dependent on electricity. But have we stopped to learn how it all works? Get charged by this exploration of electricity and design a toy powered by magnets or an electrical circuit.

NGSS: PS2.A, PS2.B, PS3.A, PS3.B, ETS1.A, ETS1.B, ETS1.C

6(a) Up and Down (PreK)

Everything that goes up must come down! Make predictions and observations, explore and test the concept of gravity using ramps, rollers, blocks and your own innovative engineering skills.

CT-ELDS: L.6o.6, M.6o.9, S.6o.1, S.6o.2, S.6o.6, S.6o.1o

6(b) Physics in Funland (K-2)

Game on! Design a mini golf course, a bowling alley or a pin ball game to test out the interplay of force and motion. Explore the fundamental laws of motion by experimenting with different designs, materials and forces.

NGSS: PS2.A, PS2.B, PS3.C, ETS1.A, ETS1.B, ETS1.C

6(c) Kinetic Contraptions (3-5)

How can you get a ball to move without actually making contact with it? How long can you keep it moving? By exploring chain reactions, we will construct an understanding of the laws of motion and the transfer of energy.

NGSS: PS2.A, PS2.B, PS3.A, PS3.B, PS3.C, ETS1.A, ETS1.B, ETS1.C

7(a) Playing Around with Sound (PreK)

Come play around with sound; sound is all around! Explore the sounds we hear and the sounds we can make. With the amazing instrument that is our own voice, body percussion and percussion instruments, we will investigate different sounds, how to manipulate pitch and dynamics and create a soundscape that takes us to another place.

CTELDS: C.6o.1 C.6o.8, SE.6o.6, CA. 6o.1, CA. 6o.2, CA. 6o.3, CA. 6o.4, s. 6o.2

7(b) Seeing Sound (K-2)

How is sound made? Can you see sound? In this workshop we explore these questions with hands-on activities and demonstrations that investigate sound and vibration. Using available materials plus some imagination and collaboration, we will find creative ways to use sound to communicate over a distance and then review some examples of communication in the animal kingdom.

NGSS: PS4.A, PS4.C, LS1.A, LS1.D, ETS1.A, ETS1.B, ETS1.C

7(c) Catch the Sound Wave (3-5)

Let's make waves! Learners will see how sound is produced and how it travels through hands-on activities that explore pitch, amplitude and wavelength. We will learn how our ears help us to hear, use sound patterns to communicate and learn about some animals who send "secret" messages that humans can't hear.

NGSS: PS4.A, PS4.C, LS1.A

8(a) Making Sense of Matter (PreK)

Our senses help us make sense of our world. Through games and discovery stations, we use our senses to explore properties of matter and find words to describe the attributes of different materials. Which senses can we use to describe something? After brainstorming some words to describe materials, create an art project that combines two senses or two or more attributes from the list.

CT-ELDS: C.6o.8, L. 6o.1, L.6o.4, M.6o.12, S.6o.2, S.6o.4, S.6o.13, CA. 6o.5

8(b) Fact of the Matter (K-2)

Matter is everywhere and everything is matter, as a matter of fact! How do solids, liquids and gases compare and how do they interact? How do they behave when heated or cooled? Through playful investigations, creative movement and artistic exploration, encounter the states of matter and the physical properties of various materials.

NGSS: PS1.A, PS1.B
CCSS: SL.K.1, SL.1.1, SL.2.1

8(c) Magic Matter (3-5)

What is everywhere, but not always seen? Review the states and properties of matter through hands-on exploration and amazing demonstrations that defy our senses. How does matter change from one state to another? How can we observe matter even when it is sometimes invisible? How can a new substance be created through a chemical reaction? In this workshop we will make some magic with matter.

NGSS: PS1.A, PS1.B
CCSS: SL.K.3, SL.4.1, SL.5.

In-Person Workshop Details

Capacity:

Individual groups of up to 25 children; additional children may also participate at a reduced fee.

Grades:

PK – 5

Length: 45 to 60 minutes, depending on the workshop selection.

Pricing: \$90 per workshop; schools receive 10% off when booking four or more.

Scope and Sequence: Each workshop is designed to fulfill state and national educational standards and may be customized to support group needs and interests.



2022 In-Person School and Groups Workshops

Express yourself with brilliant new STUDIO workshops from Stepping Stones Museum for Children that shine the light on creativity.



Stepping Stones Studio Workshops

1(a) Step Into a Story (PreK)

The only thing better than listening to a classic story is putting yourself right into the story! Classic nursery tales such as *The Three Little Pigs*, *Goldilocks and the Three Bears* and *The Three Billy Goats Gruff* come alive as children are given the opportunity to dramatize scenes of the stories with simple costumes, dialogue and dramatic sound effects.

CTELDS: C.6o.12, C.6o.13, C.6o.14, SE.6o.6, L.6o.1, L.6o.2, L.6o.10, L.6o.12, L.6o.13, L.6o.14, CA. 6o.6, CA.6o.7

1(b) Storybook Theater (K–2)

It's Play Time! Familiar folk tales and fables leap off the storybook pages as children take to the stage and act out old favorites. Using simple costumes, props, background music and sound effects, this introduction to theater engages actors and audiences alike, as they learn about character, dialogue, plot, conflict, stage direction and other elements of drama.

National Core Arts Standards: 1,2,3,5,6,10 CCSS: RL.K.2, RL.1.2, RL.2.2, RL.K.3, RL.1.3, RL.2.3, RL.K.9, RL.1.9, RL.2.9, SL.K.2, SL.1.2, SL.2.2, SL.K.6, L.K.6, L.1.6, L.2.6

1(c) Intro to Acting (3–5)

Curtain up! The world of acting and theater is fun and exciting. Every actor has a voice and a body. Using fun games and exercises, learn how to use your voice and body to communicate onstage and to make a character engaging and believable. Discover how much of acting is reacting. Develop some essential skills that all actors need to learn, while developing confidence and other important life skills.

National Core Arts Standards: 1,2,3,5,6,10 CCSS: RL.3.3, RL.4.3, RL.5.3, L.3.1, L.4.1, L.5.1, L.3.3, L.4.3, L.5.3

2(a) Rhyme Time (PreK)

Learners will have fun playing with music and words through rhyming games and silly songs. We will use our hands and feet as rhythm instruments and recognize the different parts of the song through accompanying movements. We will enjoy making music together and developing phonological awareness through this playful introduction to songwriting and musical composition.

CTELDS: L.6o.4, L.6o.8, L.6o.22, L.6o.23, L.6o.24, CA.6o.1, CA.6o.2, CA.6o.3, CA.6o.4

2(b) Songwriting 1.0 (K–2)

Mary had a little camel? Old Macdonald had a T. Rex? Writing new lyrics to familiar songs and melodies is great way to explore songwriting. Together, we will create a silly new version of Old Macdonald, Mary Had a Little Lamb or Baa, Baa, Black Sheep. Enjoy collaborating and creating new stories for these songs, finding rhymes and becoming songwriters!

National Core Arts Standards: 1,2,3,6,10
CCSS: RF.K.2, RF.K.2a, RF.K.2b, RF.K.2c RF.1.2, RF.1.2b, RF.K.2e, W.K.5, W.1.5, W.2.5, SL.K.1, SL.1.1, SL.1.1a, SL.1.1b, SL.2.1, SL.2.1a, SL.2.1b, L.K.2, L.K.2c, L.K.2d, L.1.2, L.1.2d, L.2.2, L.2.2d, L.K.5, L.1.5, L.2.5, L.K.6, L.1.6, L.2.6

2(c) Sing a Story (3–5)

Everybody's got a song! And everybody can be a songwriter! Collaborate and create lyrics to an original song using an easy step-by-step process. Start with a suggested theme and decide on a title, then make word lists and find connections. Explore rhythm and meter and rhyme as the lyrics take shape. Add a melody that fits and you've got your very own song!

National Core Arts Standards: 1,2,3,6,10
CCSS: W.3.3, W.4.3, W.5.3, W.3.4, W.4.4, W.5.4, W.3.5, W.4.5, W.5.5, SL.3.1, SL.4.1, SL.5.1, SL.3.6, SL.4.6, SL.5.6, L.5.2, L.4.2, L.3.2, L.5.3, L.4.3, L.3.3, L.5.5, L.4.5, L.3.5

3(a) Puppet Pals (PreK–5)

Welcome to the world of puppets! Explore the different types of puppets and learn how puppeteers bring them to life. Put your imagination and hands to work in creating your own unique puppet. Then introduce your puppet to the class by practicing some different voices and movements to bring your puppet to life.

CTELDS: C.6o.12, C.6o.13, C.6o.14, L.6o.4, L.6o.8, L.6o.10, L.6o.12, CA.6o.5, CA.6o.7

National Core Arts Standards: 1,2,3,5,6,10

CCSS: W.3.3, W.4.3, W.5.3, SL.K.1, SL.1.1, SL.2.1, SL.3.1, SL.4.1, SL.5.1, SL.K.3, SL.1.3, SL.2.3, SL.3.3, SL.4.3, SL.5.3, SL.K.6, SL.1.6, SL.2.6, SL.3.6, SL.4.6, SL.5.6, L.K.5, L.1.5, L.2.5, L.3.5, L.4.5, L.5.5

3(b) Art Sparks (PreK–5)

Inspired by what you saw in the museum? Get creative with a hands-on art project related to one of our special exhibits: **Lights On!** or **Big Adventures: Dinosaurs**. How will light inspire the artist or inventor in you? How will a trek back 200 million years ago encourage you to create a paleo project of your own? Let art spark your creative side.

CT-ELDS: C.6o.7, C.6o.14, CA.6o.5, CA.6o.9, S.6o.12

National Core Arts Standards: 1, 2, 3, 10

3(c) Smart Art (PreK–5)

Explore the interplay of art and math through explorations of symmetry, shape, patterns and more before creating a math inspired art project. From Fibonacci to Leonardo da Vinci, M.C. Escher and Albrecht Durer, we will share how artists, engineers and even mathematicians, have proved that math and art have more to say to each other than you may think.

CT-ELDS: M.6o.14, M.6o.15

CCSS: K.G.2, K.G.5, K.G.6, 1.G.1, 1.G.2, 1.G.3, 2.G.1, 2.G.3, 3.OA.7, 3.OA.9, 4.OA.4, 4.OA.5, 5.OA.3, 3.MD.6, 4.G.3

National Core Arts Standards: 1, 2, 3, 7, 11 CCSS: RL.3.3, RL.4.3, RL.5.3, L.3.1, L.4.1, L.5.1, L.3.3, L.4.3, L.5.3

For more information about museum tours, in-person and virtual workshops or how our workshops can come to your school, please contact us:

schoolsandgroups@steppingstonesmuseum.org.

Our school and groups workshops are made possible with the support of the Department of Economic and Community Development, Office of the Arts and Tourism, and the ASML Foundation.



Stepping Stones Museum for Children

2022 In-Person School and Groups Workshops

Become inspired to be your best self in the STEP UP! workshops from **Stepping Stones Museum for Children**, inspiring healthy choices for a happier future.



Stepping Stones STEP UP! Workshops

Eat the Rainbow (PreK)

Young foodies will explore how the colors of the rainbow are found in the many fruits and vegetables that we eat. Orange for sharp eyes, green to keep us strong and red for healthy hearts – let's explore the rest of this tasty palette! We will discover color on the plate and in the garden and have fun designing a rainbow that we can eat! Doesn't that sound delicious?

Healthy and Balanced Living Standards: P.1.1, P.1.3, P.1.8, P.6.1, P.6.3, P.7.1

Cauliflower, Superpower! (K–2)

Do you want to be a superhero? Then it is time to start learning about what you are eating. Each food group offers unique vitamins and nutrients which aid your development. Stronger muscles, sharper vision, brain powers...you name it! We are what we eat. We can all gain some super powers if we eat like a superhero!

Healthy and Balanced Living Standards: E.1.1, E.1.3, E.1.8, E.6.1, E.6.3, E.7.1
NGSS: LS.1.C

Mission Nutrition (3–5)

Become a super sleuth as you decipher food labels and determine portion size. Sodium, sugar, saturated fat, oh my! Find out the mystery behind these common ingredients and the best way to use them. Whether it is vitamins, fiber or calcium, let's learn what your body craves for health!

Healthy and Balanced Living Standards: E.1.1, E.1.3, E.1.8, E.6.1, E.6.3, E.7.1
NGSS: LS.1.C
CCSS: 3.MD.2, 4.MD.1, 4.MD.2, 4.NF.5, 5.NF.5

Know Yourself (PreK–5)

Self-awareness helps us to understand our own feelings and the feelings of others. How do you feel today? Through, art, music, movement and games, practice empathy and build community while discovering ways to be the best you!

CT-ELDS: SE.6o.4, SE.6o.8, SE.6o.9, SE.6o.10
Healthy and Balanced Living Standards: P.3.6, P.5.3, P.5.4, P.5.5, P.5.6, E.5.3, E.5.4, E.5.6

In-Person Workshop Details

Capacity: Individual groups of up to 25 children; additional children may also participate at a reduced fee.

Grades: PK – 5

Length: 45 to 60 minutes, depending on the workshop selection.

Pricing: \$90 per workshop; schools receive 10% off when booking four or more.

Scope and Sequence: Each workshop is designed to fulfill state and national educational standards and may be customized to support group needs and interests.

For more information about museum tours, in-person and virtual workshops or how workshops can come to your school, please contact us:
schoolsandgroups@steppingstonesmuseum.org.

Our school and groups workshops are made possible with the support of the Department of Economic and Community Development, Office of the Arts and Tourism, and the ASML Foundation.



Stepping Stones Museum for Children

2022 Virtual School and Groups Workshops

Stepping Stones Museum for Children is glad to offer our exciting line-up of VIRTUAL live-streamed workshops, making our hands-on workshops accessible to everyone.



Stepping Stones STEAM Lab Virtual Workshops (K–5)

Fossil Detectives

Come solve a 200,000,000 year old mystery by looking for clues to the past. What is a fossil and what can they tell us about the dinosaurs and their habitats? Junior paleontologists will go on various expeditions to unearth fossils, piece together what they find and reconstruct stories from the past, including those close to home.

NGSS: ESS1.C, LS1.A, LS2.C, LS2.D, LS3.B, LS4.A, LS4.B, LS4.C

When Dinosaurs Ruled

Dinosaurs ruled the Earth for over one hundred million years. Over that time, their sizes, shapes and traits changed drastically. Junior paleontologists will explore how scientists classify dinosaurs and determine when they lived. Meet some of the famous dinosaurs and get to know their family tree. Take what you learn to recreate, or even create, a dinosaur of your own.

NGSS: ESS1.C, LS1.A, LS1.B, LS1.C, LS1.D

Flying Contraptions

Now boarding! Let's spread our wings and soar to new heights as we take on the laws of aerodynamics and experiment with flight. Whether it's helicopters, drones or airborne animals, the same question remains; how do they do it? Learn about some of the early inventions that got us up in the air and test out your own flying machine.

NGSS: PS2.A, PS2.B, PS3.C, LS1.A, PS1.A, ETS1.A, ETS1.B, ETS1.C

Traveling Seeds

Why do plants create seeds? Investigate different types of seeds, and get a close-up view of the parts of a seed through a dissection demonstration. Plants are genius! They use a variety of strategies and adaptations for seed dispersal. Using plants for inspiration, invent, design and test a seed case that travels by wind, water or sticking to your clothes!

NGSS: LS1.A, LS1.B, LS2.A, LS4.D, ETS1.A, ETS1.B, ETS1.C

Build It Big!

From houses to skyscrapers, what is the process of designing and constructing a building? We'll learn that first-hand as we become architects, exploring design solutions to engineering challenges as we build a stable structure for a desired purpose.

NGSS: PS2.A, ETS1.A, ETS1.B, ETS1.C

CCSS: K.MD.1, K.MD.2, 1.MD.2, 2.MD.1, 2.MD.3, K.G.2, 1.G.1, 1.G.2, 2.G.1, 3.G.1, 4.MD.1, 4.MD.5, 5.MD.1, 5.G.3

Surrounded by Sound

Have you heard? Sounds are all around us! Explore the world of sounds we can hear and those we can make. With the help of interactive experiences and demonstrations, learn how every sound we hear begins with a vibration, how it reaches our ears and the important role sound plays in animal communication.

NGSS: PS4.A, PS4.C, LS1.A, LS1.D

NGSS: PS2.A, ETS1.A, ETS1.B, ETS1.C

CCSS: K.MD.1, K.MD.2, 1.MD.2, 2.MD.1, 2.MD.3, K.G.2, 1.G.1, 1.G.2, 2.G.1, 3.G.1, 4.MD.1, 4.MD.5, 5.MD.1, 5.G.3

Wonder Wheels

Wheels make the world go 'round! Since it was invented over 3,500 years ago, the wheel has changed how people work, move, travel and live. From pulleys to cars, discover how wheels are found everywhere today and how that first wheel was created. Through hands-on investigations and demonstrations, explore the wonder of wheels and how they can make things run so much easier.

NGSS: PS2.A, PS2.B, PS3.C, ETS1.A, ETS1.B, ETS1.C

Playground Physics

We can see physics at work all around us, even on the playground! Think like a physicist and investigate the various forces at work on the slide, swing, and seesaw. Play with force, motion, balance and gravity. By designing models of some playground equipment we will gain an understanding of the physics behind everyday experiences.

NGSS: PS2.A, PS2.B, PS3.C, ETS1.A, ETS1.B, ETS1.C

Light It Up!

Light is the energy that gives us the power of sight. Explore and investigate the different characteristics of light. Which objects reflect and which produce light? How can we create a rainbow? How does light change our perception? Come see the light...in a whole new way!

NGSS: PS1.A, PS4.B

Space Explorers

We are always learning something new about space. Come prepare for the next mission to explore our solar system. What can we find in our solar system? What new discoveries have scientists made about outer space and how did they make them? Choose from several space missions and equip your spacecraft with the technology and tools you need for your mission. Reach for the stars – the sky is not the limit!

NGSS: ESS1.A, ESS1.B, ETS1.A, ETS1.B, ETS1.C

Puppet Pals - Virtual

Do you have a story to tell? Learn how puppets can help others believe your make-believe! Make a simple puppet and then discover how you can bring your puppet to life using your voice, hands and your imagination. Who will your puppet be?

National Core Arts Standards: 1,2,3,5,6,10

CCSS: SL.K.1, SL.1.1, SL.2.1, SL.3.1, SL.4.1, SL.5.1

Animation Station

How can we bring pictures to life? By making them move! That is the basic concept of animation. Learn about some of the early animation techniques and try it yourself! There are projects for all ages. All you need is a pencil, paper and a bit of imagination.

National Core Arts Standards: 1,2,3,5,6,10

Songwriting 1.0- Virtual

Everybody's got a song! Have you tried to write one? What will your song be about? Using guided experiences and activities, explore the exciting art and craft of songwriting. Enjoy the fun of rhyming words and the creative process of making up original lyrics and music together with your class.

National Core Arts Standards: 1,2,3,6,10

CCSS: RF.K.2, RF.K.2a, RF.K.2b, RF.K.2c, RF.1.2, RF.1.2b, RF.K.2e, W.K.5, W.1.5, W.2.5, W.3.3, W.4.3, W.5.3, W.3.4, W.4.4, W.5.4, W.3.5, W.4.5, W.5.5, SL.K.1, SL.1.1, SL.1.1a, SL.1.1b, SL.2.1, SL.2.1a, SL.2.1b, SL.3.1, SL.4.1, SL.5.1, SL.3.6, SL.4.6, SL.5.6, L.K.2, L.K.2c, L.K.2d, L.1.2, L.1.2d, L.2.2, L.2.2d, L.3.2, L.4.2, L.5.2, L.3.3, L.4.3, L.5.3, L.K.5, L.1.5, L.2.5, L.3.5, L.4.5, L.5.5, L.K.6, L.1.6, L.2.6



2022 Virtual School and Groups Workshops

Stepping Stones STEP UP! Workshops

Choose Your Plate | Virtual (K-5)

What did you have for breakfast? Where did that food come from? Learn about the five main food groups and why we want a variety on our plates. Learn the benefits of healthy eating and practice making healthy choices that satisfy our taste buds and our tummies.

Healthy and Balanced Living Standards: E.1.1, E.1.3, E.1.8, E.6.1, E.6.3, E.7.1
NGSS: LS1.C

Know Yourself | Virtual (K-5)

Self-awareness helps us to understand our own feelings and the feelings of others. How do you feel today? Through, art, music, movement and games, practice empathy and build community while discovering ways to be the best you!

Healthy and Balanced Living Standards: P.3.6, P.5.3, P.5.4, P.5.5, P.5.6, E.5.3, E.5.4, E.5.6

Virtual Workshop Details

Capacity: Individual groups of up to 25 children; additional children may also participate at a reduced fee.

Grades: K – 5

Length: 45 minutes

Pricing: \$90 per workshop; schools receive 10% off when booking four or more.

Scope and Sequence: Each workshop is designed to fulfill state and national educational standards and may be customized to support group needs and interests.

For more information about museum tours, in-person and virtual workshops or how workshops can come to your school, please contact us:
schoolsandgroups@steppingstonesmuseum.org.

Our school and groups workshops are made possible with the support of the Department of Economic and Community Development, Office of the Arts and Tourism, and the ASML Foundation.



Stepping Stones Museum for Children