

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.1o, 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.1o, 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.1o, 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, please contact us at schoolsandgroups@steppingstonesmuseum.org.



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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 30 children

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

