Playful Learning Program Guide

Perfect for childcares, schools, youth organizations, churches, libraries … anyone serving children ages 1 - 12!

Where FUN begins and LEARNING never ends!

Field Trips
Field Trips + Enrichment
Museum-on-the-Go
Art Studio-on-the-Go
STEAM Days

www.ImagineCM.org for more details
Welcome Teachers,

Whether at the Museum or through our Museum-on-the-Go Programs, Imagine Children’s Museum provides experiences that utilize playful learning to spark imagination, arouse curiosity, inspire creativity and stimulate exploration.

Our educators bring a unique WOW factor to each program. Programs are designed to be engaging and interactive, and to bring alive a child’s imagination while furthering their learning.

Our exhibits provide children a safe place to wonder and discover. They are designed for hands-on exploration in science, literacy, math, history and arts. The exhibits allow children to engage for hours on end both indoors and outdoors.

In this guide you will find ways to enrich learning through a field trip at the Museum, a field trip accompanied by an Enrichment Class or one of our many Museum-on-the-Go Programs at your location.

Happy exploring,
The Imagine Team

“Fun and educational. Thanks for all the great info and activities”
- 2nd grade teacher

Award Winning Museum

- American Alliance of Museums Accreditation
  Only accredited children’s museum in the Pacific Northwest
- Science Education Advocacy LASER Award
  WA State Leadership and Assistance for Science Education Reform
- Wendt Award for Excellence in Cultural Arts
- Outstanding Community Leadership Award
  WASA, Region 109
- Promising Practice Award
  MetLife Foundation and Association of Children’s Museums
- Collaboration Award
  Snohomish County Human Services Council
- Best Museum, Best Party Place and Best Day Camp
  Nickelodeon’s Parents Connect
- Best Children’s Entertainment
  Voters of King 5 - Evening Magazine
- Community Stewardship Award
  Snohomish County

www.ImagineCM.org  425/258-1006, Ext. 1012
What makes Imagine great?

- **Playful learning** is at the heart of exhibits, programs and activities.

- **Explore three levels filled with incredible interactive exhibits**, including the highly acclaimed Outdoor Rooftop Adventure.

- **Engaging exhibits** help children develop cognitive, social, emotional and motor skills.

- **Enrichment programs** integrated across subject areas designed to complement **WA State Standards, Common Core, WaKIDS and Next Generation Science Standards**.

- **Professional educators** passionate about informal, experiential, fun-filled learning inspire children to explore, discover, create, imagine and learn!

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Basic Field Trip ...

Self-guided field trips are a great way for students to learn through play at their own pace. Exhibits are designed to meet the needs of visual, auditory, tactile and kinesthetic learners. They also incorporate discovery, exploration, imagination, creativity and curiosity. Children gain problem solving, teamwork, motor skills and more through play at Imagine.

**Field Trip Pricing:**

- $7.25 per student and per chaperone
- 1 free chaperone admission with every 5 paid student admissions.

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Most programs align with Title I requirements.
Enrichment Classes:  
Each class is designed for a maximum of 28 students.  
# of students in your group:  1-28  29-56  57-84  85-112  113-140  141-168  
# of classes required:  1 class  2 classes  3 classes  4 classes  5 classes  6 classes  
Multiple classes can be scheduled back-to-back.

Field Trip + Enrichment Pricing:  
$10.25 per student / $7.25 per adult  
1 free chaperone admission with every 5 paid student admissions.  
Includes Museum admission and choice of a Preschool or Elementary Enrichment Class.

Museum-on-the-Go Enrichment Pricing:  
$215 for 1 class  
$195 per class if 2-3 consecutive classes scheduled same day  
$182 per class if 4-5 consecutive classes scheduled same day (+ travel charge)

Enrichment Class options - Preschool  
Each class is approximately 45 minutes.

Adventures in Space  
Students use their imagination to explore the universe!  
They will blast off into space with a rocket of their own creation.

Creative Construction  
Students work together to become architects, engineers and builders.  
They will learn about shapes and test their strengths in design challenges.

Diggin’ Up Fossils  
Students become budding paleontologists through hands-on engagement with fossils. They will gather “fossils” to assemble their own dinosaur skeleton.

Old MacDonald’s Farm  
Students explore the plants and animals of Old MacDonald’s Farm using art, stories and dramatic play.

We Got the Beat  
Students experiment with rhythm as they keep beat! They will take a musical literacy journey and create their own rhythm instruments.

Building with Brackitz  
Students will work in teams to engineer a structure that can withstand the Big Bad Wolf.

Meet the Robots  
Students will explore how robots use “senses” and create a robot obstacle course.
Enrichment Class options — Elementary

Each class is approximately 60 minutes.

- Requires special classroom accommodations when part of a Museum-on-the-Go
- Best for grades 3-5

Brackitz: Get Moving!
Students use engineering design challenges to explore the concepts of work, energy and motion.
*Core Subject Focus: Science*

Creature Features
Students investigate Pacific Northwest wild mammals and their habitats. They will discover the unique features that help animals thrive in their environment.
*Core Subject Focus: Science, Literacy*

Daring Dissection
Students take an immersive look into the world of the barn owl and conduct a scientific experiment dissecting an owl pellet. *(One pellet per two students.)*
*Core Subject Focus: Science, Math*

Fossilology
Students become paleontologists and examine how fossils form and use clues to investigate their origins.
*Core Subject Focus: Science*

I Can’t Believe My Eyes
Students learn the science behind optical illusions and experience the tricks our brains can play on us.
*Core Subject Focus: Science*

Meet the Robots
Students direct an army of mini-robots around obstacles. They will learn to control the robots by using the robots’ sensors and simple programming.
*Core Subject Focus: Science*

Magnificent Masks
Students interpret the historical, cultural and social relevance of masks. They will use what they have learned to create a mask with its own unique story.
*Core Subject Focus: Social Studies*

Rockin’ Rollercoasters
Students learn about potential and kinetic energy as they engineer a rollercoaster model and test their tracks.
*Core Subject Focus: Science*

Topsy Turvy
Students learn the cultural, historical and scientific significance of tops. They will use a collection of tops to test balance, motion, gravity and energy.
*Core Subject Focus: Science, Social Studies*

Sinkers, Flinkers and Floaters
Students construct buoyancy hypotheses and test them by conducting a series of experiments.
*Core Subject Focus: Science*

Solids, Liquids and Chemical Creations
Students investigate the properties of matter and experiment with non-Newtonian substances.
*Core Subject Focus: Science*

Tree Treasures
Students explore the cultural and environmental significance of trees and explore their many surprising by-products. They will investigate the anatomy of a tree and create their own treasure.
*Core Subject Focus: Social Studies*

Westward Ho!
Students explore the impacts weather, transportation and communication had on pioneers as they journeyed West. They will interact to complete challenges pioneers faced along the Oregon Trail.
*Core Subject Focus: Science, Social Studies*

Wind Tunnel Engineering
Students attempt to balance forces as they engineer a flying craft and test it in a vertical wind tunnel.
*Core Subject Focus: Engineering*
Family Engagement Nights ...

Choose one of the following themes:

**Adventures in Numberland**
Families have a blast playing math games together. Activities focus on balancing, counting, sorting, measuring, estimation and much more!
*Core Subject Focus: Math*

**Science Sensations**
Families become engineers, explore the scientific process and conduct experiments to discover the wonders of science.
*Core Subject Focus: Science*

**Celebrate our World**
Don’t forget your passport! Families travel the world to discover traditions, play games and make crafts from other countries.
*Core Subject Focus: Social Studies*

Each theme includes 10 hands-on activity stations. 1 volunteer per station is required.

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**Family Nights**

**Cost:** $500 (+ travel charge)
*May qualify for Title I funding*

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**Family Night Schedule:**

- **60 minutes prior:** Museum Educator arrives to begin set-up
- **45 minutes prior:** Volunteers help with set-up and receive activity training
- **90 minutes of Family Fun!**
- **30 minutes following event:** Volunteers help with clean up

*Participants: Up to 250*

*While allotted supplies last*

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**Art Studio-on-the-Go**

We bring our creative Art Studio to your library, school, youth organization, camp or celebration.

**Naturescapes:** A unique make-and-take artistic adventure!

- Kids create their Naturescapes using nature’s bounty, new & recycled materials and black light chalk.
- Experience the magic as Naturescapes take on new life under the black light!

Choose one of the following seasons:

**Winter - Spring - Summer - Fall**

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**Art Studio-on-the-Go**

**Cost:** $200 (+travel charge)

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**Schedule:**

- **30 minutes prior:** Museum Art Facilitator arrives to begin set-up
- **60 minutes of Naturescapes Time!**
- **30 minutes following:** Facilitator clean up time

*Participants: Up to 50*

*While allotted supplies last*
STEAM Days ...

Let Imagine bring hands-on, playful learning to your next, Science, Engineering or Art Day.

Theme Selection: Choose one of the themes below

Program Length: Each class is 45 minutes long
Must book program for a minimum of four classes.

Participants: Maximum 28 students per class

Price: $140 (+ travel charge)

Choose from the following programs:

Creature Features
Students investigate Pacific Northwest wild mammals and their habitats. They will discover the unique features that help animals thrive in their environment.

Core Subject Focus: Science

Daring Dissection
Students take an immersive look into the world of the barn owl and conduct a scientific experiment dissecting an owl pellet. (One pellet per two students.)

Core Subject Focus: Science

Fossil-ology
Students become paleontologists and examine how fossils form and use clues to investigate their origins.

Core Subject Focus: Science

Magnificent Masks
Students interpret the historical, cultural and social relevance of masks. They will use what they have learned to create a mask with its own unique story.

Core Subject Focus: Art

Rockin’ Rollercoasters
Students learn about potential and kinetic energy as they engineer a rollercoaster model and test their tracks.

Core Subject Focus: Engineering

Topsy Turvy
Students learn the cultural, historical and scientific significance of tops. They will use a collection of tops to test balance, motion, gravity and energy.

Core Subject Focus: Science

Wind Tunnel Engineering
Students attempt to balance forces as they engineer a flying craft and test it in a vertical wind tunnel.

Core Subject Focus: Engineering

Picasso
Utilizing games, visual exploration and artistic principals students will create their own Picasso inspired masterpiece

Core Subject Focus: Art

“It was fun! The lesson was geared perfectly to the age of the group and the audience.”

- Librarian
Planning Checklist ...

Select Your Program

☐ Field Trip
☐ Field Trip + Enrichment Class
☐ Museum-on-the-Go: Let Imagine come to you!

Reservations & Scheduling

☐ Fill out the online Field Trip Inquiry or Museum-on-the-Go Form on our website.
☐ We will be in contact with you within three business days of receiving your request form.
☐ For questions not answered on the website, call 425/258-1006, Ext. 1012.
☐ Reserve early; dates fill quickly.
☐ Field Trips must be scheduled at least 48 hours in advance. No walk-in Field Trips.
☐ Field Trips are scheduled based upon available space.
☐ Field Trip + Enrichment Class or Museum-on-the-Go must be scheduled 2 weeks in advance.
☐ A minimum of 10 children is required for a Field Trip and a Field Trip + Enrichment.

Payment Information

☐ A 50% non-refundable deposit is required at scheduling; remaining balance due day of services. One payment per group.
☐ Group pricing cannot be combined with any other discounts.
☐ Memberships are not applicable for free admission when associated with a group visit.
☐ Purchase order, credit card, business check or cash payment accepted. No personal checks.
☐ Travel charges apply for programs outside of the Museum.

Field Trip Supervision

☐ Imagine requires a 1:5 adult to child ratio.
☐ Chaperones must be 18 years or older and remain with students at all times.
☐ Chaperones are encouraged to place electronic devices on vibrate and use them only when urgent.
☐ There must be one designated person in charge of your students and chaperones.
☐ We reserve the right to ask any disorderly group to leave the building without refund.

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