



SPRINGFIELD MUSEUMS™

ART • HISTORY • SCIENCE • SEUSS IN SPRINGFIELD

2019-2020 Field Trip opportunities at the Springfield Museums!

Expand your classroom with the Springfield Museums

Email fieldtrips@springfieldmuseums.org to book your field trip today!

The Springfield Museums' utilizes inquiry-based learning and hands-on activities to deliver a full day of engaging experiences. At our unique and interdisciplinary campus, educators are given the opportunity to combine art, history, science and Seuss into one memorable field trip for their students. We offer school programs for all grades and interest levels in the D'Amour Museum of Fine Arts, the George Walter Vincent Smith Art Museum, the Lyman & Merrie Wood Museum of Springfield History, Springfield Science Museum and the Amazing World of Dr. Seuss Museum. All of our programs reinforce critical thinking and observation skills, help students prepare for standardized testing, and link directly to the Massachusetts State Curriculum Frameworks.

ART

Start with Art

Age 4 - 6

This tour serves as an introduction to a very special place –an art museum. They will be taught 'the museum walk' as they tour several galleries and take part in fun activities such as reinforcing color and clothes recognition in the 20th Century American gallery. And, learning about how the Dutch loved their dogs and counting the numerous ones depicted in the 17th Century Dutch gallery. After reciting their ABC's, students will hunt for creatures that begin with a specific letter in the alphabet in Blake Court. Lastly shapes abound in all types of art work and students will point out their chosen shape as they walk around the modern and Contemporary Gallery.

Program length 1 hour

Capacity 60

Location: Michele and Donald D'Amour Museum of Fine Arts

Eye Spy

Grades 1-2

An alphabet in art presentation introduces students to the D'Amour Museum of Fine Arts collection before the journey begins. Along the way students will become detectives looking for objects in paintings. Students will also interpret original masterpieces using their senses through an exercise where they are given a sense card and asked to experience a piece in the gallery in a new way. Through a fun exercise, students will learn about primary and secondary colors and how the Impressionist artist practiced color mixing. And in the modern and contemporary gallery, students will experience different mediums used to create sculpture.

Program length 1 hour

Capacity 60

Location: Michele and Donald D'Amour Museum of Fine Arts



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Evolving Elements in Art

Grades 3-5

Art through the lens of history is forever evolving to reflect the times. Walking through different galleries students will see how history influenced the artists of that period. They will come to understand the spark that ignited the free thinking impressionist and opened the door to modern and contemporary art across the Atlantic. While examining antique cameras students will experience how they have aided artists through the centuries. And In a fun exercise, using emojis images, students' share with each other their individual likes and dislikes in the modern and contemporary gallery.

Program length 1 hour

Capacity 60

Location: Michele and Donald D'Amour Museum of Fine Arts

A Brush with Art

Grades 4-8

Students will Journey through four centuries of art from around the world touring numerous galleries within the D'Amour Museum of Fine Arts. They will learn how apprentices used an egg to make paint in the Midlevel Gallery. Touring the Impressionist gallery, students will act as the judges in a French Salon and choose which painting they would "hang on the line." Listening to pieces of music from American composers, students will play a reverse game of musical chairs by matching musical selections and emotions to masterpieces in the museum's collection. And discover the meaning of Trompe-l'œil and why these artists had a wonderful sense of humor.

Program length 1 ½ hours

Capacity 60

Location: D'Amour Museum of Fine Arts

Art through the Ages

Grades 9 -12

An overview of major works will be discussed in various galleries. Travel through time and explore various styles of art and artists who created them.

Program length 1 to 1 ½ hours

Capacity 60

Location: D'Amour Museum of Fine Arts



HISTORY & SOCIAL STUDIES

Native Americans

Grades 1-5

In this program, students will experience Native American culture in a variety of contexts. Students will spend time in our Native American Hall where they will observe the relationships between Native Americans and the environment as well as learn about living structures for Native Americans across North America. This program uses traditional games and storytelling to teach about cultural traditions from our region and beyond, direct interaction with displays and dioramas in our galleries, and hands-on exploration of instruments and other artifacts. Students will learn craft making with the concept of trading goods through construction of beaded necklaces.

Program length 1 hour

Capacity 30

Location: Springfield Science Museum

Experience Africa

Grades 2-6

Discover the culturally and biologically diverse continent of Africa. Listen to stories, play authentic African instruments like the Balaphon, participate in games such as mancala, see African kente cloth textiles, and make your own African kafui hat. Then journey through Africa Hall on safari where you will encounter a diversity of African animals and see, hear, and experience the wilds of Africa.

Program length 1 hour

Capacity 30

Location: Springfield Science Museum

Then & Now: Life at the Turn of the Century

Grades 2-4

Students become historians as they interpret early-20th century history by examining Indian Motocycles, Rolls Royce automobiles, Milton Bradley games, and Barney ice skates. In addition to a “then and now” scavenger hunt, students handle real historic artifacts and work on a mock assembly line to better understand Springfield’s industrial past.

Program length 1 ½ hours

Capacity 60

Location: Wood museum of Springfield History

Japan

Grades 2-6

Discover the history behind authentic suits of armor and swords used by feudal Japanese samurai warriors. Come to understand the role of a daimyo and fold an origami samurai helmet to take home. Learn the importance of the traditional Japanese tea ceremony to the samurai by taking part in a mock tea ceremony. Run your fingers over a cloisonné board to appreciate the process of these master craftsmen. See the George Walter Vincent Smiths collection of netsukes and discover the how they were worn when trying on authentic Japanese clothing to pose for a group photo.

Program length 1 ½ hours

Capacity 60 Location: George Walter Vincent Smith Museum



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Seuss in Springfield History

Grades 2-4

His stories delight children around the world, but did you know Dr. Seuss drew much of his inspiration from his childhood home of Springfield? Learn how local inventions like Indian Motorcycles inspired Dr. Seuss as a writer, and how landmarks like Forest Park appeared in his books. Trace how young Ted Geisel (aka Dr. Seuss) ventured around Springfield and depicted what he saw in his books through a fun map exercise. Students also role play what it is like to be a Sneetch from Dr. Seuss' book *The Star-Bellied Sneetches*. In celebration of Dr. Seuss most recognized character students also create a Cat in the Hat hat to take home.

Program length 1 hour

Capacity 60

Location: Wood Museum of Springfield History

Picturing America

Grade 3-5

See American history come alive through the museum's American art collection. Students handle and identify artifacts such as Ice Tongs that were used as a tool for carrying blocks of ice. The growth of New England ice harvesting changed how people ate, worked and planned. Print makers Currier and Ives depicted this life changing way early New Englanders preserved food in the print "Winter in the Country Getting Ice," adapted from a painting by Connecticut artist George Durrie. This is only one of over 800 Currier and Ives prints the Springfield Museum has in its collection which is the largest holdings of lithographs in the nation. Interpreting the historical significance of artwork, students will try on period costume and learn how before the invention of cameras people would pose for several hours unlike today.

Program length 1 hour to 1 1/2

Capacity 60

Location: D'Amour Museum of Fine Arts

History Detectives

Grades 5-8

Students are given a photograph of a person and take on the role of detective as they investigate the lives of people in the past century traveling through the Wood Museum of Springfield History. As they move through the different galleries they listen for their individual clue words as their guide reveals the history of various places as mysteries are revealed in how their person was connected to a particular business depicted in a display in the museum galleries. Students then read a brief historical fiction piece related to their chosen person and discuss their findings with their fellow sleuths as they share their character's connection to factory work, education, leisure, and historic neighborhoods.

Program length 1 ½ hours

Capacity 60

Location: Wood Museum of Springfield History

City of Industry

Grades 9-12

Investigate the Industrial Revolution through the lens of Springfield's industrial past. Topics include transportation history, innovation and the role of immigration upon the growth and development of



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cities. Travel through the Wood Museum of Springfield History and discover why Springfield attracted talented 'movers and shakers' of their time and introduced the world to discoveries and products that are still used today such as Milton Bradley who once owned a printing shop in downtown Springfield.

Program length: 1 hour

Program length: 1 to 1 ½ hours

Capacity 60

Location: Wood Museum of Springfield history

INVENTION AND INNOVATION

Spark!Lab

Grades K-2 paired with Building Blocks to Invention

Through hands-on activities, students learn about the invention process, inventors and inventions in American history, and innovations that are changing our world today. Most importantly, they are empowered to create their own inventions and to solve problems in individual and unique ways.

Program length 30 minutes

Capacity 20

Location: Springfield Science Museum

Building Blocks to Invention

Grades K-2 paired with Spark!Lab

Students will engage in STEM based learning through hands-on experiential play. They will explore color chemistry, experience the senses, sort materials, build unique structures, and experiment with light and sound.

Program length 30 minutes

Capacity 20

Location: Springfield Science Museum

PHYSICAL SCIENCE

Pop, Fizz, Boom!

Grades 2-4

In this Introduction to Kitchen Chemistry program, students will use their scientific skills to make observations, construct a hypothesis about predicted results, and conduct a hands-on scientific experiment -- all in practice of the Scientific Method. In mixing household items like baking soda and vinegar, students will see things fizz and pop and very possibly BOOM! Students will review atoms, molecules, and states of matter while also using special lab equipment, practicing their measuring and math skills, and using important safety procedures.

Program length 1 hour

Capacity 30

Location: Springfield Science Museum



Light and Sound

Grades 1-5

In this station based program, students will be learning about and experimenting with, WAVES. Not ocean waves, but bouncing light waves that reveal colors to make rainbows and sound waves that make a splash! Students engage in hands on activities that will put their senses of sight and hearing to the test. Learn about the inner workings of our eyes and ears. Interact with materials that have various levels of transparency, tell a story with shadow puppets, and use a laser pointer to reflect light on to the target ... if you can!! Use the vibrations of sound waves to move objects and put your own musical and rhythmic talents to use in this illuminating program.

Program length 1 hour

Capacity 30

Location: Springfield Science Museum

Charge It!

Grades 4-5

In this hair-raising program, students learn about and explore electricity with the help of a Van de Graaff generator that will make a classmate -- or teacher's! -- hair stand on end! We'll learn how that happens with the help of protons, neutrons, and electrons, and how exactly you build up static electricity by rubbing a balloon on your head. We'll build simple circuits, experiment with magnets, undertake some investigations of the differences between static and current electricity, explore insulators and conductors, and actually build a basic electromagnet in this electrifying hands-on station-based program.

Program length 1 hour

Capacity 30

Location: Springfield Science Museum

Forensic Science

Grades 5-8

A precious object has been stolen from the Springfield Science Museum! Working as teams of forensic specialists, students will examine and analyze fingerprint, fiber, DNA and written evidence to uncover the culprit in this crime. Explore how astute powers of observation and different branches of science come together to help solve a mystery!

Program length 1 hour

Capacity 30

Location: Springfield Science Museum

Slime Time!

Grades 3-8

In this program, students will become Slime Scientists! We will use special lab equipment and practice safety procedures in learning about basic chemistry, polymers and molecules, and non-Newtonian substances. We'll spend a little time talking about flow, viscosity, and states of matter before moving on to a hands-on experiment to experience sheer thinning and sheer thickening for ourselves. After that we'll practice our skills in the lab using the Scientific Method, create a hypothesis, and then finally move on to making your very own lab-made unique batch of slime to keep. Adult supervision is needed for this program -- teachers and chaperones get to be part of the messy, slimy fun!



Program length 1 hour

Capacity 30

Location: Springfield Science Museum

LIFE SCIENCE

Highlights Tour

Grades K-12

The Highlights Tour is designed to allow students to explore the many galleries of the Science Museum. This tour will introduce students to the wilds of Africa, inspire them to discover dinosaurs and ancient fossils, experience live reptiles and fish up close, and learn about life of a Native American. For some children, this field trip experience is their only exposure to a museum.

Just Survive!

Grades 2-5

In a fast-paced game of survival students assume the identities of different animals with a variety of adaptations and will experience the challenges of daily life in the wild! To win is to survive by acquiring adequate food, water, and shelter within their habitat, while keeping out of the clutches of the dreaded predator. After each round, a lively discussion takes place where we discuss the challenges they faced and your students get to find out who else from their class has survived and who has been consumed! This program can be taught outdoors during warmer months.

Program length 1 hour

Capacity 30

Location: Springfield Science Museum

Scutes & Scales

Grades PreK-4

Dive into the fascinating lives of some of the most loved, feared and misunderstood animals on Earth: REPTILES! Learn about their unique senses, physical features, behaviors, life cycles, and habitats through engaging hands-on activities, a scavenger hunt in our Solutia center and a special visit from our resident reptiles!

Program length 1 hour

Capacity 30

Location: Springfield Science Museum

Dinosaur Discovery

Grades PreK-4 & 5-8.

Become a PALEONTOLOGIST!!

In this New and improved program, students learn more than just facts about dinosaurs; they will discover HOW we know what we know about Dinosaurs. Students dig deeper into the layers of our planet to reveal the secrets waiting to be uncovered. While understanding the geological timeline and exploring Dinosaur Hall, this station based program will take students back in time. Students will participate in a dig, with tools for excavation! Using magnifying glasses students get to look closely at and touch fossils from our very own collection, and puzzles to assemble keep students thinking like



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paleontologist, looking for that missing piece. This program hopes to inspire kids and adults alike to get outside and dig, because your students could uncover the next great dinosaur discovery.

Program length 1 hour

Capacity 30

Location: Springfield Science Museum

EARTH & SPACE SCIENCE

Earth Rocks!

Grades 3-6

Geology Rocks! Through hands on activities and demonstrations Students will learn to differentiate the types of rocks that make up the rock cycle; Igneous, Sedimentary, and Metamorphic, and how we use the minerals from these rocks in our everyday lives. Students will also find out how plate tectonics shape the surface of planet Earth through earthquakes, tsunamis, & volcanoes!

Program length 1 hour

Capacity 30

Location: Springfield Science Museum

THE AMAZING WORLD OF DR. SEUSS

Cats, Hats and Balancing Acts

Grades Pre K- K

Introduce children to the fantastic world of Dr. Seuss with guided activities that encourage fun, creativity, fine and gross motor skills and language development through an interactive story time all while exploring the Amazing World of Dr. Seuss Museum.

Program length 1 hour

Capacity 30

Location: Amazing World of Dr. Seuss Museum

Tons of Fun with Seuss

Grades 1- 2

Step into the world of Dr. Seuss characters in the Amazing World of Dr. Seuss Museum while experiencing the sounds and words used in his books through interactive play that introduce children to reading and writing skills.

Program length 1 hour

Capacity 30

Location: Amazing World of Dr. Seuss Museum

Family Tree: Seuss and me

Grades 3-5

Explore the Amazing World of Dr. Seuss Museum and learn about Theodor Geisel (Dr. Seuss) and how his family's history, through a timeline, influenced and inspired his life's work while discovering your own family tree.



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Program length 1 hour

Capacity 30

Location: Amazing World of Dr. Seuss Museum



MUSEUMS ON THE GO!

The ABCs of Dr. Seuss

Grades Pre-K & K

This interactive program introduces key literacy skills and vocabulary through read alouds, author study, rhyming, play learning, and art activities.

Program length: 30 minutes

Capacity: 20 students \$75 for first program; up to three additional programs per visit at \$50 each.

It's Electric!

Grades 3-5

Students explore differences between static and current electricity as they experiment with conductors, insulators, magnets, and a real Van de Graaff generator with some “shocking” results!

Program length: 45 minutes

Capacity: 30 students. \$150 for first program; up to three additional programs per visit at \$75 each.

Reptile Encounters

Grades K-5

Learn about reptile habitats, adaptations, life cycles, and behaviors, through a one-on-one demonstration with live reptiles.

Program length: 45 minutes

Capacity: 30 students. \$150 for first program; up to three additional programs per visit at \$75 each.

Animal Adaptations: A Game of Survival

Grades 2-5

Students assume the identity of an animal and must gather food, water, and shelter in their habitat, while keeping out of the clutches of the dreaded predator. Best suited for a gym or outdoor playground.

Program length: 45 minutes

Capacity: 30 students. \$150 for first program; up to three additional programs per visit at \$75 each.

Digging in to Dinosaurs!

Grades K-5

Become a paleontologist! Use tools to discover the mysteries of the dinosaurs and of planet Earth's geological timeline. In this program students will participate in hands-on fossil-finding, data-collecting experience! Program length: 45 minutes

Capacity: 30 students. \$150 for first program; up to three additional programs per visit at \$75 each.



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Us and Them: Discrimination during the Holocaust and Today

Grades 5-12

Through hands-on activities and primary sources interpretation, students are immersed in the experiences of local Holocaust survivors while examining historic cases of discrimination, identifying upstanders vs. bystanders, and tracking the progression of hate from individual acts of prejudice to genocide.

Program length: 1 hour

Capacity: 30 students. Grant funded

STARLAB: The Portable Planetarium

Bring the universe to your students with STARLAB, the Science Museum's portable planetarium. Shows can be tailored to fit your curriculum needs. Room size restrictions apply. For more information, call [413.263.6800](tel:413.263.6800), ext. 318 or email planetarium@springfieldmuseums.org

EARLY ENRICHMENT DAYS

Most appropriate for ages 3-6

Gain exclusive access to the Springfield Museums during one of our Themed Early Enrichment Days! Each day consists of a different theme and focus, wherein students will participate in hands-on activities, interactive gallery games, crafts, museum exploration and much more! Early Enrichment Days are most appropriate for children ages 3 -6. For more information, email us at fieldtrips@springfieldmuseums.org.

Monday, March 2, 2020 Dr. Seuss Adventures! The Amazing World of Dr. Seuss Museum
Monday, March 16, 2020 Dr. Seuss Adventures! The Amazing World of Dr. Seuss Museum
Monday March 30, 2020 Dr. Seuss Adventures! The Amazing World of Dr. Seuss Museum
Monday April 20, 2020 Dr. Seuss Adventures! The Amazing World of Dr. Seuss Museum