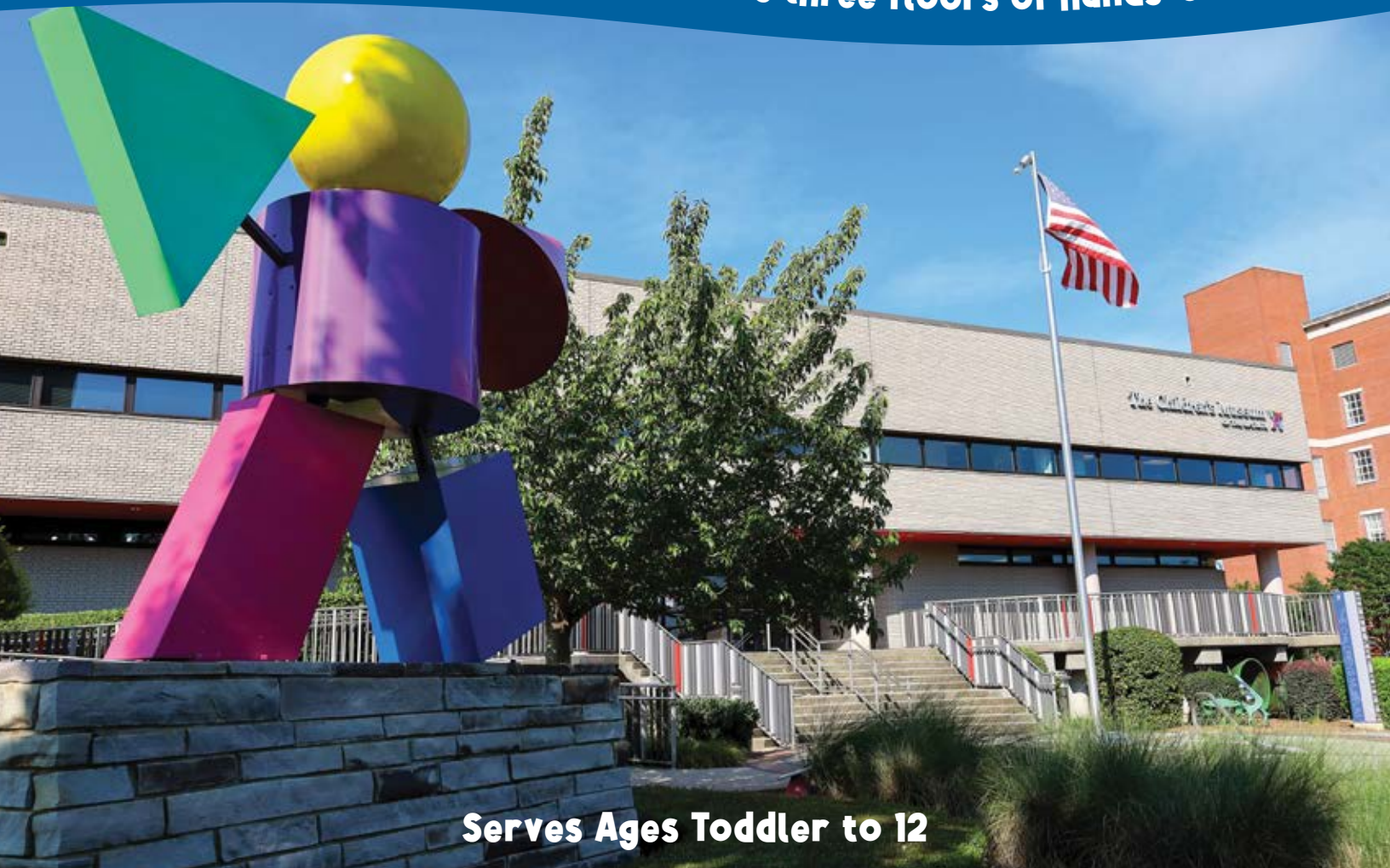




THE
CHILDREN'S
MUSEUM
OF THE UPSTATE
— GREENVILLE —

TCMU Museum Guide

An educational guide for exploring TCMU's three floors of hands-on exhibits



Serves Ages Toddler to 12

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EXHIBIT TYPE KEY



SENSORY



CREATE



LOUD



VISUAL



ACTIVE



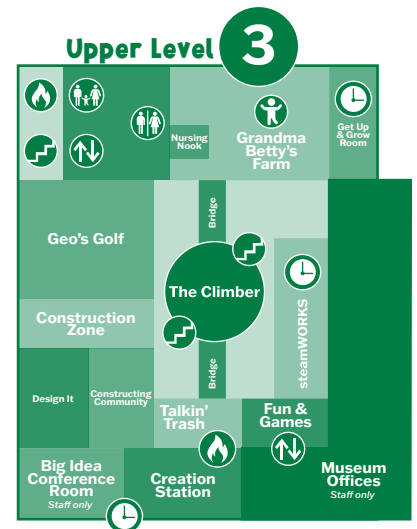
STEAM



LIKE SKILLS



COMPETITIVE



MISSION:

To ignite a community of compassionate problem solvers through intentional & inclusive

VISION:

To create a world where no barrier is bigger than a

1

Lower Level



Toddler Lily Pond

Serves Ages 3 & Under

The Toddler Lily Pond is a great place for some froggy fun! Here, younger children have their own space to splash around and play with boats in the water tables.

This exhibit facilitates learning through sensorimotor, manipulative play, and social interaction. This unique play environment simulates a water mill and treatment plant.

MOTOR Do you see the sunken boats? Teach your learner how to **pour** by having them save a boat from the bottom of the pond! Can they pour **slowly** or **onto another surface**?

SOCIAL **Challenge** your learner to move their boat from one side of the Lily Pond to the other without sinking! How many **obstacles** will they face and how will they overcome them? Watch out for the waterfall!

LANGUAGE While your learner is splashing at the Lily Pond, ask them to **label** everything they can—from animals, to objects, to textures...the more, the 'wetter'! (Label: wet, dry, boat, fast, slow, float, sink, water, fish, frog.)

Reedy River Bend

Serves Ages 5 & Up

This is TCMU's biggest splash zone! This unique play environment simulates a water mill and treatment plant, providing the opportunity to learn about water treatment in a fun, interactive way.

This exhibit facilitates learning through physical, sensorimotor, and manipulative play. Your learner is surrounded by opportunities to practice their social skills and increase their cognitive development!

MOTOR How many parts of the Reedy River can you interact with? What can you pull? **Twist? Push? Dump?** Challenge your learner to experience all the workings of the Camperdown Mill.

SOCIAL Encourage your learner to race their favorite boat down the Reedy River **with a friend**! Who will reach the bottom of the river first? Which **obstacles** were difficult to get past? Are the smaller boats **faster**? Try racing with different boats and down **different** paths!

COGNITION Teach your learner **cause and effect** by encouraging them to identify what happens when things change throughout the river. Did the sprinklers **cause** the boat to sink? What happens when the boat gets **stuck** in the dam?



Animation Studio

Serves Ages 5 & Up



Let's animate! Children will follow directions to create drawings that they can then turn into animations using a special spinning device called a zoetrope.

This exhibit facilitates learning through creativity, visual analysis, and language development. This exhibit can be as self-directed or challenging as your learner would like to make it!

MOTOR Encourage your learner to **trace, copy, or draw**. Do they need help writing their name? Write their name out for them and encourage them to trace the letters! Or, ask them to copy the top image to the bottom space! How is it **similar** or **different**?

LANGUAGE **Let's tell a story!** Motivate your learner to make up a story about the bee. What is the bee's **mission**? Where is it going? What conflicts may arise? Next, tell a story about the dancer. What is the dancer's **name**? What **emotion** are they feeling? **Why** are they dancing?

COGNITION While your learner may enjoy free drawing, challenge them to understand concepts of **distance, size comparison** and **texture**. Prompt them to draw objects in relation to one another (close to, far away from, on top of, inside), as well as examples of **big, little, rough, smooth, straight**.

Garage Rock

Serves All Ages

Rock out at Garage Rock! Here, children have access to a variety of instruments and other sound making machines with which they can drum, tap, and strum loudly.

This exhibit facilitates learning through symbolic and sensory play! Your future rock stars can practice their memory skills, enhance their creativity, and engage in a wide range of fine and gross motor skills.



MOTOR Inspire your musician to try out **ALL** of the instruments! Grab the drum sticks and have them **practice a beat**. Then, have them incorporate a beat with **two drums**! Make this more challenging by having them use both sticks.

EXECUTIVE FUNCTION Motivate your learner to master a song on the steel drum! Encourage them to start slow, while **paying attention** to the colors, letters and directions. Then, inspire them to practice **without looking** at the music sheet! This is a great brain exercise that can **boost confidence**.

EXECUTIVE FUNCTION Head over to the sound box and see if your learner can label the **different** sounds it makes! Is that someone breathing? Is that the sound of a zipper? See how many sounds your learner can identify!



Sensory Square

Serves All Ages

Stimulate your senses at Sensory Square! Learn more about the five senses and play with a variety of stimulating interactive objects.

This exhibit facilitates learning through human superpowers... your senses! Through looking, listening and pushing—this exhibit encourages learners to understand the world differently.

MOTOR Encourage your learner to move **one bead at a time** from one end of the yellow path to the other—**going through** loops, curves, and more! Motivate them to not let go of the bead. This will encourage **concentration** and **determination**.

LANGUAGE There are so many things to **see, feel, and hear** in Sensory Square! What colors do you see? Are the **bubbles** going fast or slow? How does your reflection look in the **mirror**? Do the string curtains feel soft or hard? If you press hard enough on the circle boards, what **colors emerge**?

COGNITION Explore **cause and effect** by giving your learner an **action** to complete. What happens if they step on the **green circle**? What happens if they dance on the **water squares**? What happens if you tap a **hexagon light**?

Bib's World

Serves All Ages; Children under 3 should be accompanied by an adult



Welcome to Bib's World, TCMU's outdoor play space! Bib's World features wheelchair accessible spaces, a tire fort and more.

This exhibit facilitates learning through outdoor and physical play! Your learner can explore physical activities, and practice their social skills by initiating play, taking turns, and listening to new friends.

COGNITION Sharing playground equipment and exploring the playground will increase your learner's **awareness of the space** their body takes up. Challenge your learner to climb through the **big tire** or make their way up the **triangle steps**!

SOCIAL Teach your learner how to **take turns** by encouraging them to wait for their friends to go first. Can they ask their friend for a turn **using the paddles** on the musical tubes?

LANGUAGE Make **listening** FUN at Bib's World! Give your learner simple directions to follow in a **sequence** around the playground! See if they can skip to the red stairs, climb up the jungle gym, slide down the yellow slide, and give you a high five. Take it up a notch and see how fast they can do it!

The Upside Down

Serves All Ages

Look up! What do you see? Check out the wacky world of The Upside Down where nothing is where it should be.

This exhibit facilitates learning through perspective taking and visual processing. While in the The Upside Down, engage your learner in a game of "I spy" from a new point of view!



LANGUAGE **Invert your world** by stepping into this upside-down room. As you point to things in the room, encourage your learner to **label** them! (Label: rug, chair, green table, red plate, donut, sprinkles, cat, plant, books, lamp.)

COGNITION Ask your learner how they would **feel** living in this upside-down world! What would happen if they took a **drink** of water? How does the cat feel **sleeping** on the ceiling? What would be a **creative way** to make life easier?

COGNITION Challenge your learner to **complete** the house puzzles! How many tiles can fit in the right-side-up house? Try a **different pattern** for the upside-down house. Make sure to fill all of the gaps... but keep the tiles in the lines!



2

Main Level



Prisma Health Children's Hospital - Your Healthy Body

Serves All Ages



You're the doctor! From driving an ambulance, to inspecting giant organs, children will get to explore the inner workings of hospitals, as well as their own healthy bodies.

This exhibit facilitates learning through understanding how the human body functions. Encourage your learner to read about their body and ask questions about what they've learned.

ACADEMIC

Read about the role a heart plays in the human body. **Challenge** their **listening comprehension**. What do doctors use to listen to your heartbeat? What is vital for your brain? How many times a day does your brain tell your lungs to breathe?

Too easy? Challenge them to find out their heart rate! How many times does the drum beat in 10 seconds? Then multiply that by 6!

COGNITION

Have your learner enjoy a **ride** down the stomach slide. Before they do, ask how fruits would **slide down** the stomach? Would they slide faster or slower? How about French fries? Ice cream?

Encourage them to **act like** their favorite foods.

LANGUAGE

Encourage your learner to play a game of Teddy Bear Operation. As they attempt to remove organs and bones, have them **label** all the body parts! (Label: arm, leg, heart, lung, bone, eyes, toes, nose, hands, feet.)





Publix

Serves All Ages

Get your grocery shopping done at Publix! At TCMU's very own Publix grocery store, Children can pretend to be the shopper, run the register, or head next door to the Deli.

This exhibit facilitates learning through pretend play while practicing life skills, encouraging social interaction, and increasing language development.



SOCIAL

Publix offers fantastic opportunities to **practice social skills**! Does your learner **respond** to greetings? Are they making **eye contact** and are they **answering** questions? Prompt them through these skills to increase social development!

EXECUTIVE FUNCTION

Make a game out of grocery shopping by making a short list of items! On the list are three bananas, peanut butter, and flowers for a friend. **Prompt** them to **maneuver** through a grocery store by grabbing a cart, putting items in the cart, checking out, and **putting their items and cart back**!

ADAPTIVE

After a trip to the grocery store, it may be time to **grab a snack** from the Deli! Teach your learner to **gain the preferences** of others by asking them what they would like and help them make and gather those items! When finished, encourage your learner to **tidy up** and return their dishes.



Money Works

Serves Ages 5 & Up

Learn how money works at the bank! Here, children can "cash in" on knowledge about saving and spending money by spending money through a variety of other money-related activities.

This exhibit facilitates learning through socio-dramatic play, language development, and social interaction! Learners can practice adding, subtracting, social greetings, small talk, taking turns, and simple problem solving.

ACADEMIC

Have your learner **be a teller** at the drive-through while you jump into the driver's seat! They can practice giving you the money you request. Can they **identify** a \$5 bill? Can they add up to \$8?

EXECUTIVE FUNCTION

Challenge your learner to a game of **money memory**! Flip all the squares to the money signs and **take turns** finding your matches! This game helps with **concentration, working memory, focus, and determination**.

SOCIAL

Encourage your future banker to **make calls** using the telephone! **Pretend** you are on your cell phone talking to them. Do they say hello? Are they **answering** questions? Are they asking questions? Can they end a conversation on the phone appropriately? Now is the time to **practice**!

The Climber

Serves All Ages; Children under 3 should be accompanied by an adult

Reach for the sky! This exhibit is a place for children to reach new heights by crawling and climbing their way through two stories of fun-colored platforms and netting.

This exhibit facilitates learning through full body motor movement, cooperative play, and self-awareness! As your climber makes their way to the top, help them practice their social skills by greeting others and waiting with manners.



MOTOR Climbing up The Climber is no joke! See **how high your learner** can climb through the colored waves and over the bridge. Take it up a notch by seeing if they can go in through the **GREEN** entry and come out the **PURPLE** exit!

SOCIAL The tight space of The Climber can challenge social skills. Pre-teach your learner before they go in how to ask their friend to slow down, move to the side, or even to **ask if their friends** need help at the top.

ADAPTIVE There are only two rules in The Climber: **no shoes and have FUN**. Using their excitement to climb, motivate them to independently remove their shoes. Untying, unsnapping and removing will help their fine motor and rule following skills! Encourage them to find their shoes and re-lace before leaving.

Up in the Air

Serves Ages 5 & Up

Get ready for takeoff! *Up in the Air* is a great place to learn about aircrafts and the science that make them work. Here, children can play in a wind tunnel, design their own paper airplane, or even play tic-tac-toe with a robot.

This exhibit facilitates learning through exploration of science and technology, while providing your learner opportunities to engage in competitive play!



MOTOR Challenge your learner to pick their favorite airplane model and fold the paper **using the directions**. Pick your favorite airplane model and make one with them! Ask them which airplane will go the **farthest**? The **fastest**? The most **accurate**? Now.... fly those planes!

SOCIAL Teach your learner the fun game of **tic-tac-toe** with our juice robot! How do you play? How do you win? How do you take turns? What should you do if you lose? How do you act when you win? These skills are crucial for **social development** and our robot is here to help. If there are new friends, see if they can **play with each other**.

COGNITION Encourage your learner to grab a rainbow streamer and hold it in **various positions**. Ask them which direction the streamers will blow in the tunnel! Check out Floating on Air and ask your learner **what happens** if they put more than one ball over the air vent! How many balls can one air vent **keep up**?



Wheels on the Ground

Serves Ages 5 & Up

Fuel your imagination! At this exhibit, children can express their need for speed by working together to be the fastest pit crew, building a car, or testing whether electric or fuel cars are faster!

This exhibit facilitates learning through competitive play, social engagement, and perseverance.

PLAY Time to role play! Have your learner pretend to be the Duke Energy bus driver. **Encourage social communication** such as greetings, asking questions, and of course, ensuring seatbelt safety!

SOCIAL Try **something new** by teaching your learner to encourage their competitors! Instead of focusing on winning, teach them to **encourage others** not to give up or to encourage themselves to keep trying if they lose! Make it funny and see if they can have a **turtle race**... the slowest competitor, wins!

LANGUAGE Encourage your learner to **follow the instructions** to build a car. This helps develop **fine motor** and **problem-solving skills**. Make it easier by building a car along with them and prompt them to **imitate your actions**! Learning through **observation** is crucial in your learner's development.

3

Upper Level



Grandma Betty's Farm

Serves Ages 5 & Under

Designed for younger children, your learner can harvest vegetables, step inside a realistic doll house, and let their imagination run wild in Grandma Betty's Farm.

This exhibit facilitates learning through a variety of life skills and aims to nurture developing minds through fun, colorful, and intentional play.



SOCIAL Practice **turn taking**, **introductions**, and **asking** what others like in Grandma Betty's home and farm. Invite others to play along- **making friends** is what makes Grandma Betty happy!

LANGUAGE Encourage your learner to label and find items around the farm. This helps with **sustained attention**, **focus**, and **differentiation**. (Find: bowl, baked beans, bow, miniature horse, pink flower, yellow bell pepper, black oil can, tractor, tire, carrot, cloud.)

ADAPTIVE In Grandma Betty's home, learners can **explore** her kitchen and living room. Encourage your learner to pretend to be head of the house and follow a **morning or evening routine**! Are they going to read a book before making breakfast, or will they fix dinner and water the plants?

Light Waves Ahead

Serves All Ages

Light up your day at Light Waves Ahead! Here, children can make something bright and beautiful. Grab some colorful pegs and start creating.

This exhibit facilitates learning through color recognition, creativity, and pattern building.



PLAY Try a fun game of "lighthouse" and have your learner guess what **shape**, **letter**, or **object** you are making by placing pegs on the light board! Give your learner clues to help increase their motivation to keep guessing. This game builds creative thinking and collaboration, and improves vocabulary.

SOCIAL Prompt your learner to be **aware of their surroundings**. Do they notice other friends wanting to play with the light board? If so, **encourage** your learner to invite friends to play along or let them have a turn!

COGNITION Grab a few pegs and start a **pattern** for your learner to finish! Patterning helps increase **critical thinking** and helps develop more advanced **math** concepts! Try an A-B pattern by alternating two colors. Next, try an A-A-B pattern, with two colors. Then, see if your learner can finish an A-B-C-A pattern!

Design It

Serves Ages 5 & Up



Gain new perspective! This exhibit teaches children about perspective drawing—a technique they can use to plan buildings that they can then bring to life in Construction Zone.

This exhibit facilitates learning through the application of block and design play! Your learner can practice answering questions, describing their design, and collaborating with others.

COGNITION Encourage your learner to **build** a tower that won't be shaken down! If it doesn't withstand the shake, what could be built differently? **What worked well?** Challenge their **persistence** and **attention to detail** by checking their work and offering ideas for improvements.

PLAY Head over to the bucket of Easy Stick Building Blocks and give your learner a limited amount. **Challenge** them to make something with fewer pieces! Can they make a bridge? A boat? A farm? Working with less materials helps **challenge creativity** and increase fun.

EXECUTIVE FUNCTION **Motivate** your learner to accomplish a goal at the drawing table! Help them **identify** a simple goal— whether it's tracing a line, making a shape, or practicing the illusion of depth. Encourage them to keep trying until they **meet their goal!**

Construction Zone

Serves All Ages

Grab your tools! Children can learn about different building techniques and then, using a variety of building materials, construct their own imaginative builds.

This exhibit facilitates learning through creativity, cause and effect, and patience! Children can use perspective drawing to plan and build in Construction Zone.



PLAY Have your learner **pretend** to be a construction worker by getting dressed for work! A construction worker needs their hard hat, vest, and their toolbox. Have your learner **accomplish a task** in the exhibit before taking their uniform off and putting their tools away!

SOCIAL Does your learner know what an assembly line is? Have them **create** one by taking turns with friends at the brick mill! Have one friend put a few bricks on the conveyer belt, then as they make their way down, the other friend can put the bricks in and start over!

EXECUTIVE FUNCTION Head over to the crane and see if your learner can **pick up** the magnet block. Can they put the magnet block **on top** of the farthest wooden table? Can they set a magnet block on top of another one?



Geo's Golf

Serves Ages 5 & Up

Fore! Grab a club and tee up at TCMU's miniature golf course! Keep score and play to win or simply get some practice swings in while you play for fun.

This exhibit facilitates learning through full body movement and concentration! Mini-golf can improve hand-eye coordination and balance, as well as provide an opportunity to practice concentrating, sportsmanship, and decision making.

EXECUTIVE FUNCTION Geo's Golf offers many opportunities for your learner to **think critically** about the way they hit the ball, the force they need to use, and the speed the ball needs to go. Very quickly, they will learn the effects of their actions!

LANGUAGE Encourage your learner to **follow the instructions** on how to identify which club is best fit for them, or how to score points accurately. Ask leading questions: "If you're in the green section, are you sure you need a red club?" **Point out instructions** to help them **pay more attention** to the resources around them!

COGNITION **Challenge** your learner to see the course in a different way by having them guess where their ball will go if it hits another part of the course. For example, if your ball hits this barrier, where will it go next? This increases their **ability to think analytically, logically, and strategically.**

Fun and Games

Serves Ages 5 & Up



Put your game face on and get ready to play BIG! In this exhibit, children can grab a friend and play against each other in giant board games.

This exhibit facilitates learning through competitive play and social engagement! Your learner can use full body movement to play the game, while practicing sportsmanship, taking turns, and adding scores.

EXECUTIVE FUNCTION Teach and challenge your learner to a game of Checkers or Kerplunk! When they encounter a problem, help them see the **different moves** they can make so they can learn how to solve a problem in a **strategic way**.

SOCIAL In competition games, **non-vocal body language** is important to recognize! Help your learner identify different emotions, facial expressions, and body languages in their opponents. What does **upset** look like? **Excited**? How should your learner **respond** to these different cues?

LANGUAGE Ask your learner how to explain the game of Checkers TO you, as if you do not know how to play. **Giving directions** helps increase **leadership** and **communication** skills. Who goes first? How do you win? What moves can and can't you make?

Talkin' Trash

Serves All Ages

Help Greenzilla clean up at Talkin' Trash! Say hello to TCMU's very own recycle dinosaur, Greenzilla—or sort different recyclable materials into the trash truck.

This exhibit facilitates learning through visual processing, with other opportunities for reading, counting, and identifying.



LANGUAGE Encourage your learner to use their voice! See how many things they can **label** as you point them out. (Label: pink car, xylophone, purple cone, rocking horse, drum, elephant.) Or, build fluency by seeing how fast they can **identify the objects** you point to on Greenzilla!

LANGUAGE How about challenging your learner to **find** items on Greenzilla? Send them on a scavenger hunt by having them find items. (Find: football player, orange popsicle, Elmo, ninja turtle, camera, yellow ducky, helicopter, cow, pink suitcase, piano keys.)

COGNITION Take a dive through Greenzilla's eyes! How does she **feel** being covered in trash? Would you like to be covered in trash? How can you help **other animals** from not being covered in trash?

Constructing Community

Serves Ages 5 & Up



Discover Greenville! Children can visit this exhibit to learn about the local community. Color a picture or write a note and put it in our mailbox to show your appreciation.

This exhibit facilitates learning through a focus-building exercise that stimulates creativity, and provides the opportunity to practice handwriting.

MOTOR Grab a coloring sheet and practice keeping the colors in **between lines**! Get creative and mix up the colors! A blue tree? A yellow firetruck? Our community workers love seeing the **creative artwork** you make for them.

EXECUTIVE FUNCTION Challenge your learner to some coloring fun by **inhibiting** them from using specific colors or from coloring certain areas a specific color. This will **challenge their flexibility** and **creativity**!

EXECUTIVE FUNCTION Give your learner a **sequence** of actions to follow. When they are finished coloring, tell them to put the crayons up, push their chair in, put their picture in the mailbox, and put up the red flag! Not only does this teach tidying, it also teaches them to follow multiple-step instructions.

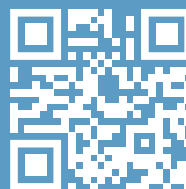


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