

THE
CHILDREN'S
MUSEUM
OF THE UPSTATE
— SPARTANBURG —

TCMU Museum Guide

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



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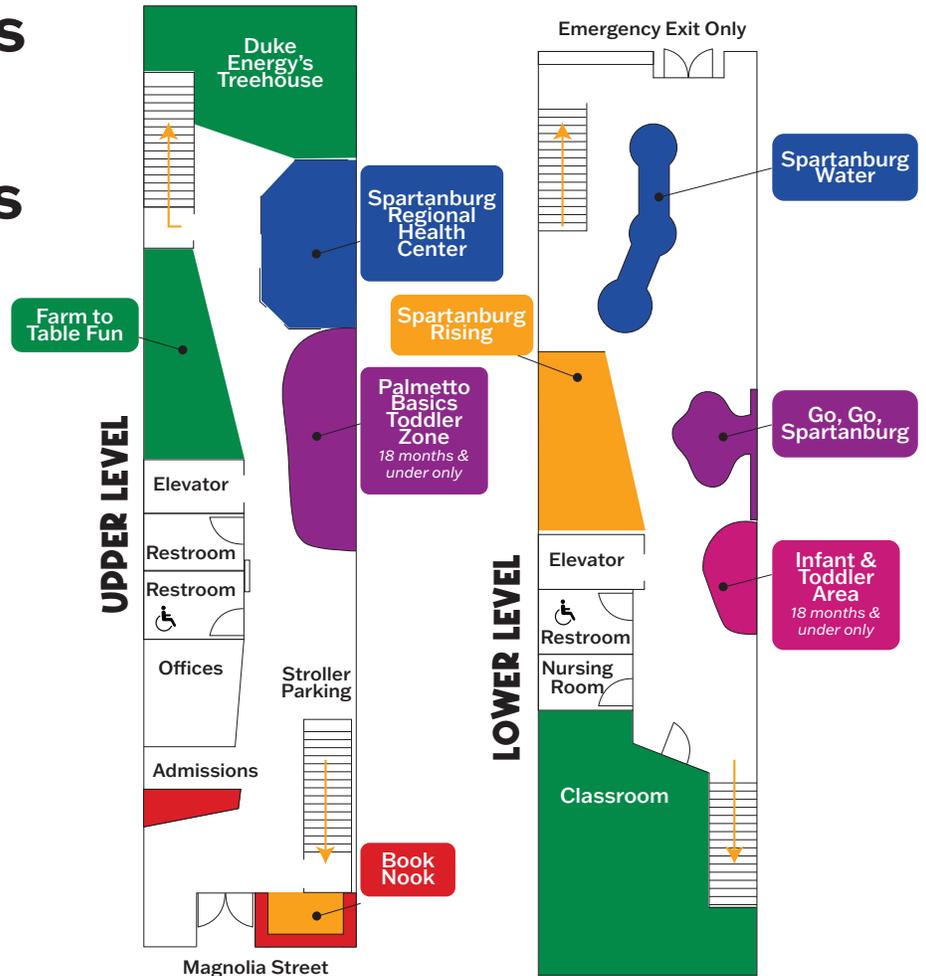
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EXHIBIT TYPE KEY

	SENSORY		CREATE
	LOUD		VISUAL
	ACTIVE		STEAM
	LIFE 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

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Upper Level



Palmetto Basics Toddler Zone

Serves Ages 18 months and under



Designed for children ages 18 months and under, this hands-on exhibit directs parents to engage their children using the Palmetto Basics elements.

MAXIMIZE LOVE, MANAGE STRESS

Infants thrive when their world seems loving, safe, and predictable. When you **express love and respond to their needs**, you teach them that they can count on you!

TALK, SING, AND POINT

Babies learn language from the moment they are born. Every time you talk, sing, or point, you **provide clues** to the meaning of what you are saying. **You are providing important information to their brains** about how language works.

COUNT, GROUP, AND COMPARE

Developing math skills begins long before a child enters school. Even infants are wired to learn simple math ideas—including **small numbers, patterns, and making comparisons**.

EXPLORE THROUGH MOVEMENT AND PLAY

Movement and play are good for children's **coordination, strength, and overall health!** Both give children opportunities to explore and learn about the world. Each stage of development comes with **new opportunities** for learning.





Book Nook



Practice the final Palmetto Basic–Read and Discuss Stories–in the Book Nook! Cozy up with your young reader and read a story together before or after a day of discovery and play.

READ AND DISCUSS STORIES

The more we read with young children, the **more prepared they become** to enjoy reading and perform well in school. Stories **expose children to words and ideas** that they would not otherwise experience and encourage them to use their **imagination**. What they learn can be important building blocks to **later life success**. For both parents and children, time together with books form fond and lasting memories.

WARM UP

Before you open the book, check out the cover. **Read the title. Look at the picture.** Ask your child, “What do you think the book is about?”

HELP THEM FOLLOW ALONG

Point to the words and pictures. This helps your toddler understand how reading works.



Farm To Table Fun



Let’s be healthy, together! This exhibit teaches healthy lifestyle choices and incorporates the entire farm-to-table process through collaborative pretend play.

SOCIAL The market is a great place to **practice social skills!** Does your learner respond to greetings? Are they making eye contact and 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 two bananas, peanut butter, and flowers for a friend. **Prompt them to maneuver** through a grocery store by grabbing a cart, putting items in the basket, checking out, and putting their items and basket back!

ADAPTIVE After a trip to the grocery store, it may be time to grab a snack from the garden! **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.

Spartanburg Regional Health Center



Doctor, can you hear the heartbeat? This child-scaled hospital allows children to play the role of doctor, patient, or caregiver through imaginative pretend play.

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

PLAY Teach your learner how to **button up their physician coat** and take care of sick babies. What questions do doctors ask patients? What is the **best way** to make the baby feel better?

EXECUTIVE FUNCTION Do the puzzles need a doctor? Completing jigsaw puzzles builds **finger strength, perseverance, and problem-solving**. Set your learner up for success by having them complete with one or two missing pieces.

Duke Energy's Treehouse



It's time to climb! This exhibit introduces guests to South Carolina's native species in a multi-level treehouse and miniature orchard.

COGNITION Exploring the treehouse will increase your learner's **awareness of the space** their body takes up. Challenge your learner to climb through the treehouse or make their way up the steps!

SOCIAL Teach your learner how to take turns by encouraging them to **wait** for their friends to go up the treehouse or down the slide first.

LANGUAGE Practice listening skills by giving your learner **simple directions to follow** in a sequence! See if they can slide down the slide and give you a high five. **Take it up a notch** and see how fast they can do it!



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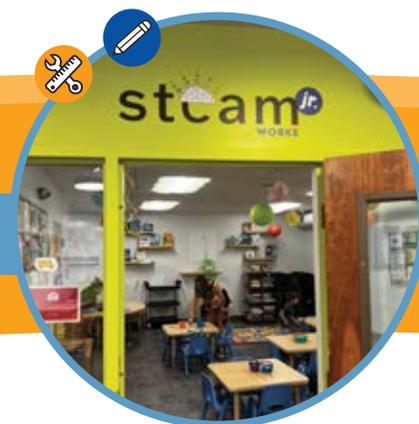
Lower Level



steamWORKS Jr. Classroom

Serves All Ages

Come in, grab a seat and let's LEARN together! This space is used for public programming and other special learning opportunities.



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!**

Give your learner a **sequence of actions** to follow. When they are finished coloring, tell them to put the crayons up and push their chair in! This encourages tidying, as well as **following directions**.

COGNITION While your learner may enjoy free drawing, challenge them to understand **concepts of distance, size, 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, and straight.

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!



Go, Go Spartanburg



Love where you play! This exhibit explores Spartanburg and all its forms of transportation through imaginative play. This space also features an area for children 18 months and under only, with a focus on The Palmetto Basics.

MAXIMIZE LOVE, MANAGE STRESS

RESPOND

Watch and respond to your toddler's **words, feelings,** and **behaviors** when they are upset as well as when they are happy.

TALK ABOUT FEELINGS

Teach your toddler to name their feelings. This will help them **understand and express emotions.** You can say things like, "It looks like you're scared because you fell. Falling can be scary! But now you're OK."

TALK, SING, AND POINT

BE SPECIFIC

The **more specific you can be with words,** the more your child will learn. For example, instead of saying "Let's go," you could say, "Let's go shopping at the grocery store to buy some food."

ASK QUESTIONS

Encourage your toddler to think. Have them explain what they are doing or **what they think is going to happen.** You may get some funny answers!

COUNT, GROUP, AND COMPARE

COUNT

Practice counting with your toddler! **Move to bigger numbers** as they get the hang of it.

EXPLORE THROUGH MOVEMENT AND PLAY

USE POSITION WORDS

In these activities, use words like "**over, under, near, far, through,**" and "**around**" to describe locations of objects.

FOLLOW THEM

Toddlers learn a lot by experimenting on their own. If your child looks like they are concentrating on something, stand back for a moment and **let them problem-solve for themselves.**



Spartanburg Rising

What can you build? This exhibit features a variety of free block play—to inspire our young learners to become architects, engineers, and members of a construction crew.



EXECUTIVE FUNCTION Motivate your learner to **accomplish a goal** at Spartanburg Rising! Help them identify a simple goal—whether it's building a house or making a shape. **Encourage them** to keep trying until they meet their goal.

PLAY Head over to the 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**.

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.

Spartanburg Water

Splish, splash, squirt, pump! This fantastic water table explores Spartanburg's rivers and the critical role water plays in our community.

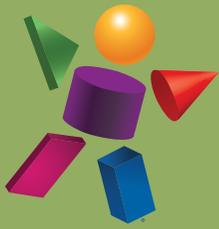


MOTOR Do you see the sunken boats? Teach your learner how to pour by having them save a boat from the bottom of the table! Can they pour slowly or onto another surface? **What other parts can you interact with?** Pull? Twist? Push? Dump?

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

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



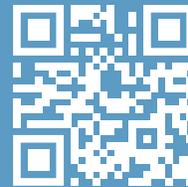


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