



WANT TO ENRICH YOUR TCMU FIELD TRIP EXPERIENCE?

The Children's Museum of the Upstate offers a variety of programming and curriculum options that can be added to your self-guided field trip for an additional fee.

BOOK A PROGRAM! \$2/student

Participate in our weekly programs! Field trip groups can reserve private access to our public programming during their trip. Available programs include steamWORKS, Open Art Studios, Story Time & More and Healthy Hustle. These organic play experiences include themed activities that change weekly. Program reservations are available on a first come, first served basis.

BOOK A LESSON! \$8/student

Experience one-of-a-kind curriculum created by TCMU educators! Field trip groups can choose from a list of lesson plans that explore STEAM concepts through creative hands-on applications. This enrichment option resembles a traditional classroom environment. Lesson plan requests are available on a first come, first served basis.

QUESTIONS? Email fieldtrips@tcmupstate.org

2022-2023 FIELD TRIP CURRICULUM

S SCIENCE

Invisible Forces: There are mysterious forces that help direct and guide us, but we can't see them! Students will learn to make and use a working compass using magnets.

Oh No H2O!: Join us on an adventure downstream with TCMU's friend Freddie the Fish to discover how important it is to take care of our natural resources!

T TECHNOLOGY

Circuit of Life: Circuits are all around us and are essential to lighting up our world. Students will learn what keeps the electricity flowing and make a working circuit!

Coding Bee Bots: How does a computer know what to do? Learn how to create and code a simple computer program that leads a robot on the right path!

E ENGINEERING

Enchanted Engineering: This class takes classic fairytales and applies concepts to engage young children in the principles of engineering!

Six Simple Machines: How do the inventions of ancient engineers affect us today? Students will engage in teamwork to create structures using real building materials.

Blowin' in the Wind: Students will be "blown away" by this engineering class! This is a hands-on way to learn about solving problems through the eyes of an engineer.

A ART

The Art of Emotion: Discover how feelings can be expressed through art. Students will have the opportunity to create an art piece of their own to take home.

M MATHEMATICS

Making Change: Everyone uses money to purchase the things. Students will learn how to handle money and how to make change when making a purchase using cash.

How Much Does It Grow?: Measurement is part of our daily lives! Explore size comparison and various tools of measurement in this hands-on class.