



# 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!** \$4/student

Participate in our most popular weekly program! Field trip groups can reserve private access to our steamWORKS classroom. This is an organic play experience that includes themed activities that change weekly. Reservations are available on a first come, first served basis. Please note, steamWORKS is only available on Wednesday or Friday.

## **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](mailto:fieldtrips@tcmupstate.org)

# 2022-2023 FIELD TRIP CURRICULUM

## S CIENCE

**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 ECHNOLOGY

**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 NGINEERING

**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 RT

**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 ATHEMATICS

**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.