A SPECIAL GUEST: A SCREECH OWL VISITS THE MUSEUM STEAMERS

What is STEAM?

"STEAM is an educational approach to learning that uses Science, Technology, Engineering, the Arts and Mathematics as access points for guiding student inquiry, dialogue, and critical thinking. The end results are students who take thoughtful risks, engage in experiential learning, persist in problem-solving, embrace collaboration, and work through the creative process. "

- Susan Riley, Arts Integration Specialist

Why STEAM?

Encouraging a child's natural curiosity through STEAM activities helps them to be flexible thinkers; helps them learn how to make predictions; helps them build upon prior experiences to add to their knowledge base; and helps them learn how to re-think and redesign a problem to create a unique and inventive solution. Our program will blend guided STEAM activities with time for open experimentation with our materials, as well as play time in the Museum's exhibits and outdoor areas.

museum STEAMers

Rave Reviews

"Our daughter absolutely loved being a little STEAMer. The class length was perfect, and the material was unique to other programs in the area. The class material clearly challenges the traditional preschool concepts and has certainly planted a life long seed of learning from a scientific approach. **Our 4-year old now wants to be a mom, artist, and scientist when she grows up (in that order!)**" - ANDY & ROBIN M.

"Ms. Sarah is an amazing teacher. **Her knowledge and love of science** really shows!"

- LAURA M.

"STEAMers is fantastic! I love seeing the new projects and experiments they take on each week. **My daughter cannot wait to go to class.** Sarah is amazing with the perfect personality for teaching this class. I highly recommend it."

- VANESSA V.

Children's Museum
of Southeastern Connecticut

409 Main Street, Niantic, CT • 860.691.1111 • cmsect.org

museum STEAMers

new science, math & art enrichment program

full steam ahead

to fun & discoveries!

Children's Museum
of Southeastern Connecticut

Two Sessions to Choose From!

(different programming each session)

Session 1: Sept. 24 – Dec. 12, 2019
(No classes Nov. 5 & Nov. 28)

Session 2: Jan. 7 – May 21, 2020
(No classes Feb. 18 and April 14 & 16)

Fall 2019 Early Registration:

$495 Members; $650 Nonmembers
Must pay in full at time of registration and before Sept. 1.

Full Payment after Sept. 1:
$550 Members; $700 Non-members

Fall 2019 Payment Plan:
Due at Registration: $185 Deposit
Due Sept. 24: $365 Members; $515 Nonmembers

Winter/Spring 2020 Early Registration:

$835 Members; $1095 Nonmembers
Must pay in full at time of registration and before Dec. 1.

Full Payment after Dec. 1:
$925 Members; $1195 Non-members

Winter/Spring 2020 Payment Plan:
Due at Registration: $185 Deposit
Due Jan. 7: $370 Members; $505 Nonmembers
Due March 1: $370 Members; $505 Nonmembers

Refund Policy
Refunds for withdrawal from Museum STEAMers will be granted as follows:

- 61 Days or more before first day of session: Full Refund
- 31-60 Days before first day of session: 50% Refund
- 30 Days or less before first day of session: No Refunds

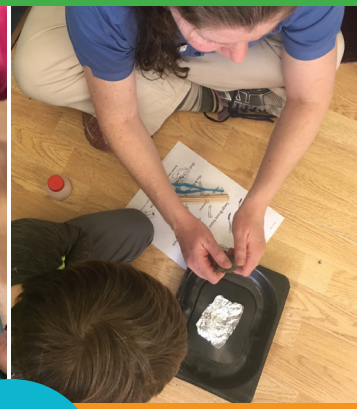
Program Days & Times:
Tuesdays & Thursdays, 12:30-3:00pm

Ages: 4-6 (Must be 4 by start of session & have completed 1 year of Preschool.)

LEVERS & WEDGES: USING SIMPLE MACHINES

COOPERATIVE CONSTRUCTION

STAINED GLASS MOSAICS



DISSECTING OWL PELLETS

Explore the ways the world works through this **new**, extended science, math and art enrichment program.

Through this STEAM (Science, Technology, Engineering, Art, and Math) program, students will delve into an engaging mix of earth science, biology, chemistry, physics, engineering and astronomy as they are exposed to art techniques and math strategies. States of Matter, Animal Adaptations, Forces and Motion, Marine Biology, Robotics & Coding, Electricity, and Conservation are just a sampling of the topics we will investigate. Art techniques will relate to these topics and utilize a variety of 2-D and 3-D methods and media. Math strategies that will be covered are numeral recognition to 30, representing numbers with tally marks and ten frames, skip counting by 5s and 10s to 100, and using bar graphs and t-charts to record and interpret data.

Each day, students will have time to freely explore a variety of thematic materials before they participate in a group lesson. The lesson will introduce or build upon students' knowledge and experiences so that they can successfully engage with the project of the day. Students will enjoy a snack brought from home and have time for imaginary and active play within the Museum's exhibits and outdoor play spaces. These areas will be closed off just for Museum STEAMers while in use by our students.

Students can register for **one session** or **both.** Topics will stand alone within each session, but the greatest learning will come from a full year's experience with the curriculum.

Register online at cmsect.org.

Space is limited *to 10 children per session with a minimum enrollment of 6 required for sessions to run.*

Children's Museum of Southeastern Connecticut • 409 Main Street, Niantic, CT • 860.691.1111 • cmsect.org