

The Lutz Children's Museum offers engaging science, fine arts, theater, and history education experiences to students across the state of Connecticut. We stay true to our founder, Hazel Lutz, and her vision by providing hands-on learning opportunities that prepare students for academic success. Our programs make learning a positive experience for students as they interact with natural history artifacts and meet live animals.

Animal Classification *Grades 3-5* How do scientists classify animals? Our instructors will teach students six categories used by scientists to classify animals through biofacts from the museum's collection. Students will have the opportunity to meet one live animal and determine which classification the animal belongs to. Students also will engage in a sorting activity to demonstrate mastery of the six classifications.

Art of Pop-Up *Grades 3-5* What does the role of a paper engineer play in the construction of your favorite pop-up book? Students will explore the mechanics of creating a pop-up book while examining the works of several great paper engineers. We will provide the tools needed to construct their own simple pop-up book with guided instruction.

The Magic of Metamorphosis *Grades PK-2* Do all animals that undergo metamorphosis go through the same life cycle? Students will explore insect metamorphosis and the art of collage through the works of Eric Carle. During the lesson, they will be able to describe the life cycle of a butterfly. Students will also get the chance to meet one of the museum's animal ambassadors that has undergone metamorphosis. Lastly, under the guidance of our instructors, students will create their own Eric Carle inspired artwork.

Fur, Feathers, or Scales *Grades PK-5* Do mammals, birds, and reptiles share similar physical features, and how do we tell them apart? Our educators will travel to your classroom with three live animals, one from each group, along with biofacts from the museum's natural history collection. Younger students will demonstrate understanding of the different groups with a craft, while older students will play a team based game to demonstrate understanding.

Science at the Shore *Grades PK-2* How do coastline ecosystems help living things survive? Gather up your towel, flip flops, and sunglasses to prepare for a pretend field trip to the beach. Children will learn about the characteristics of the coast and explore the science behind the elements of the beach ecosystem. They will also interact with biofacts from the museum's natural history collection and meet an animal ambassador. Students will then create their own shoreline inspired art.

Wildlife Illustration *Grades PK-5* How do animals adapt to their environment to help them grow, survive, and meet their needs? Children get the chance to use their observation skills as both scientists and artists to explore animal adaptations with biofacts from the museum's natural history collection and an animal ambassador. Younger students will create art through mosaics while older students will learn two types of drawing techniques to draw their own animals with fantastical adaptations.

Ultimate Bug Rumble *Grades 3-5* What is improvisation and how can we use it to learn about arthropods? Students will practice the art of improvisation while learning about the characteristics of insects and arachnids in order to determine which species would be the champion in an Ultimate Bug Rumble. Instructors will guide students through an improvisation activity that will help them gain confidence to act out their own assigned roles in the Ultimate Bug Rumble. At the end of the rumble, students will meet one of the museum's animal ambassadors.

Bugs! *Grades PK-2* What characteristics make a bug a bug? Students will learn about the vast diversity of arthropods through biofacts from the museum's natural history collection and a live animal encounter with the museum's very own insect ambassador. Students will work with our instructors to create their own imaginative bugs.



• PLAY • EXPLORE • CREATE • PLAY • EXPLORE • CREATE • PLAY • EXPLORE • CREATE •

Lutz Children's Museum Outreach Programming

| Program/Grade Level/Connecticut Core Learning Standards | | | | | | | | | | |
|---|-------------|------------|----------|-------|-------|-----------|-----------|-----------|-------|-------|
| Science | Grade Level | K-LS1 | K-ESS3 | 1-LS1 | 2-LS4 | 3-LS1 | 3-LS3 | 3-5-ETS1* | 3-PS2 | 4-LS1 |
| Bugs! | PK-2 | | | ● | ● | | | | | |
| The Magic of Metamorphosis | PK-2 | ● | | ● | ● | | | | | |
| Science at the Shore (PK-2) | PK-2 | ● | ● | | | | | | | |
| Fur, Feathers, or Scales | PK-5 | ● | ● | ● | ● | ● | | | | ● |
| Wildlife Illustration (PK-5) | PK-5 | ● | | ● | ● | ● | | | | ● |
| Animal Classification | 3-5 | | | | | ● | ● | | | ● |
| Art of Pop-Up | 3-5 | | | | | | | ● | ● | |
| Ultimate Bug Rumble | 3-5 | | | | | ● | | | | ● |
| Math | | K.G | | 1.G | 2.G | 3.NF | | | | 4.OA |
| Wildlife Illustration | PK-5 | ● | | ● | ● | | | | | |
| Art of Pop-Up | 3-5 | | | | | ● | | | | ● |
| Visual Arts | | VA:Cn10.1* | | | | VA:Cr1.2* | VA:Cr1.1* | VA:Re7.1* | | |
| Bugs! | PK-2 | ● | | | | | | | | |
| The Magic of Metamorphosis | PK-2 | ● | | | | | | | | |
| Fur, Feathers, or Scales | PK-5 | ● | | | | | | | | |
| Wildlife Illustration | PK-5 | ● | | | | | | | | |
| Art of Pop-Up | 3-5 | ● | | | | ● | ● | ● | | |
| Theatre | | TH:Cr1.1 | TH:Cr3.1 | | | | | | | |
| Science at the Shore | PK-2 | ● | | | | | | | | |
| Ultimate Bug Rumble | 3-5 | ● | ● | | | | | | | |

Physical Education Standard 4 is met through our Bugs! program and our Ultimate Bug Rumble program.

*Standards marked with an asterisk are fulfilled by our programs at multiple grade levels, and are placed at the beginning of the grade range.



Key to the Connecticut Learning Standards

| Science | | Math | | Visual Arts | |
|--------------------|---|------|------------------------------------|-------------|--|
| LS1 | From Molecules to Organisms: Structures and Processes | G | Geometry | VA:Cn10 | Synthesize and relate knowledge and personal experience to make art. |
| LS3 | Heredity: Inheritance and Variation of Traits | NF | Numbers and Operations - Fractions | VA:Cr1 | Generate and conceptualize artistic ideas and work. |
| LS4 | Biological Evolution: Unity and Diversity | OA | Operations and Algebraic Thinking | VA:Re7 | Perceive and analyze artistic work. |
| ESS3 | Earth and Human Activity | | | | |
| 3-5-ETS1 | Engineering Design | | | | |
| PS2 | Motion and Stability: Forces and Interactions | | | | |
| Physical Education | | | | Theatre | |
| Standard 4 | The physically literate individual exhibits responsible personal and social behavior that respects self and others. | | | TH:Cr1.1 | Generate and conceptualize artistic ideas and work. |
| | | | | TH:Cr3.1 | Refine and complete artistic work. |

Key to Program Pricing

| Program Duration | September 2022 – August 2023 Pricing |
|--|--------------------------------------|
| 45-Minute Outreach Program (One Animal if Applicable to Class) | \$200 |
| 60-Minute Outreach Program (One Animal if Applicable to Class) | \$270 |
| Fur, Feathers or Scales Outreach Program (60 min + always 3 animals) | \$320 |
| 90-Minute Outreach Program (One Animal if Applicable to Class) | \$400 |
| Additional Animal | \$25/each |
| Self-Guided Field Trip | \$8/person |
| Field Trip with 45-Minute Class | \$15/person (minimum 13 children) |
| Field Trip with 60-Minute Fur, Feathers or Scales Class | \$24/person (minimum 13 children) |
| Cancellation of Scheduled Class Fee | \$25 |
| Last Minute Booking (Within 1 Week of Program Delivery Date) Fee | \$25 |
| Mileage | \$0.60/mile |

