



AGES 3 - 12

VIRTUAL AND IN-PERSON

# OUTREACH PROGRAMS



**Marshall Steam Museum**  
*at Auburn Heights*

[Auburnheights.org](http://Auburnheights.org) | 302.239.2385

# BRING THE Marshall Steam Museum TO YOU



**All we ask your students to bring is their imagination!**  
We focus on early transportation, the “Magic Age of Steam”, innovation and having fun!

## In this packet you will find:

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The Marshall Steam Museum features the world's largest collection of operating Stanley steam cars! Our collection also includes a 1914 Ford Model T, a 1916 electric car, and two 1930s Packards, plus the 1/8-size Auburn Valley Railroad with two coal-fired steam locomotives and a diesel-style train as well as Lionel electric trains display and so much more.

Nestled in the small town of Yorklyn, Delaware, within Auburn Heights, the museum is operated by the Friends of Auburn Heights, Inc a 501(c)3 non-profit.

### Email

[Education@auburnheights.org](mailto:Education@auburnheights.org)

### Phone Number

302-239-2385

### Website

[www.auburnheights.org](http://www.auburnheights.org)

### Mailing Address

Friends of Auburn Heights  
P.O. Box 61  
Yorklyn, DE 19736

### Physical Street Address

Auburn Heights  
3000 Creek Road  
Yorklyn, DE 19736

# STORY TIME



We do more than just read a book! Our Story Time programs encourage curiosity, creativity and movement.

Programs include an engaging story (or two), movement or activity, handling objects and an accompanying craft. Themed lessons promote engagement with history, science, technology, and more.

## I've Been Working on the Railroad

Learn all about trains and the people who make them run. Practice train sounds through a fun movement activity, explore different jobs on the train and play a game of "Conductor Says...". Whoo whoo!

**Storytime Book:** *Stormy's Hat*

**Activities:** Train-themed games, train sounds and motions, artifact exploration

**Virtual program:**

- 30-45 minutes
- Recorded or live options
- Downloadable activity packet
- Program preview:

<https://www.youtube.com/watch?v=fhJfF3es1fy&t=8s>

**In-person program:**

- 60 minutes
- Can include additional time for an activity (paper train craft) or an additional book (*Steam Train, Dream Train*)

## Engineer It!

What would it be like to design a car of the future? We'll compare cars of the past to cars of today and read a fun book about building a dream car. Follow along as we discover the engineering process through creating a "toy tunnel"!

**Storytime Book:** *If I Built a Car*

**Activities:** Shape game, early automobile comparisons, and "toy tunnel" collaborative engineering build

**Virtual program:**

- 30-45 minutes
- Recorded or live options
- Downloadable activity packet
- Program preview:

[https://www.youtube.com/watch?v=\\_xLgqn1Vcak](https://www.youtube.com/watch?v=_xLgqn1Vcak)

**In-person program:**

- 60 minutes
- Can include additional time for an activity (car build) or an additional book (*Gus's Garage*)

# EDUCATION PROGRAMS



Our hands-on programs encourage critical thinking, observation skills, and creativity.

Programs include a short lesson, an engaging activity (or two), hands-on crafts, movement, play and more! Themed lessons encourage participants to engage with history, science, and technology.

## A Cross-Country Road Trip

**Grades:** 3-5

What travel was like for the first woman to drive an automobile across the U.S. in 1909? Discover Alice Ramsey's story by going on a road trip! Unpack her travel suitcase, select a car for the journey and see if you can make the trip with a fun game. Join us for a cross-country adventure!

### **Activities:**

- Historical artifact "show and tell" and analysis
- Early automobile history
- "Choose your own adventure" game
- Staff person comes dressed in authentic costume!

### **Virtual program:**

- 30-45 minutes
- Recorded or live options
- Downloadable activity packet
- Program preview:

<https://www.youtube.com/watch?v=5qsCXzPMoUE>

### **In-person program:**

- 60 minutes
- 3 - Can include additional time for an activity

## Locomotive Lingo

**Grades:** 3-5

Let's take the train for a ride on the merry-go-round before we eat some sinkers! Didn't understand that? Don't worry! We'll learn all types of locomotive lingo with a fun game and discover how to send early text messages through the telegraph. By the end, you'll be fluent in all things trains!

### **Activities:**

- Using context clues to determine train lingo phrases
- Train lingo quiz game
- Telegraph translation activity

### **Virtual program:**

- 30-45 minutes
- Recorded or live options
- Downloadable activity packet
- Program preview:

<https://www.youtube.com/watch?v=DGoOnTFCPho>

### **In-person program:**

- 60 minutes
- Can include additional time for an activity



# WHAT FLOATS YOUR BOAT?

Based on “Oceans of Possibilities” for this year’s summer reading program.

## Story Time Program: Ages 3 – 6

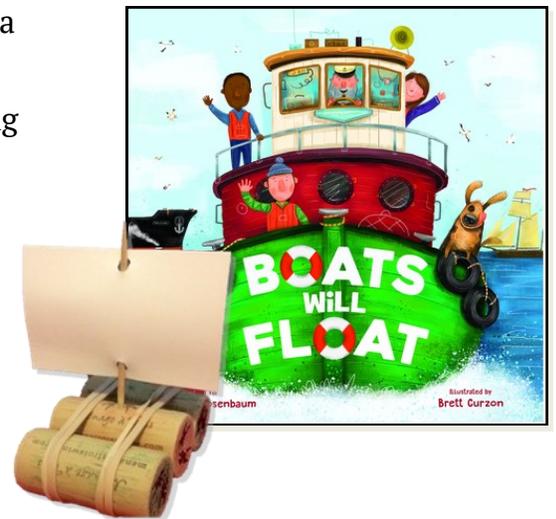
Set sail with us as we discover all things boats! Get moving with a boat rowing activity and then gather round for interactive story time. Take your best guess what objects will float and try building your own cork boat! Will it float? We’ll find out!

**Book:** *Boats Will Float* by Andria Warmflash Rosenbaum

**Activities:** Storytime, movement activity, boat floating activity and craft

**Program Length:**

- In-person: 1 hour for up to 30 participants
- Virtual: 45 minutes for up to 30 participants



## Education Program: Ages 7 – 10



Sea-s the day with this hands-on program! We’ll experiment with what objects float—or sink and then try crafting a boat that floats out of a variety of materials. Finally, discover all types of boats with a fun and interactive story.

**Book:** *Boats Float!* by George Ella Lyon and Benn Lyon

**Program Length:**

- In-person 1 hour for up to 30 participants
  - Virtual: 45-minutes for up to 30 participants
- Activities:** Boat float facilitated activity and craft, story time

# PRICE LIST

Our price list will give you an idea of the costs of programs by the Marshall Steam Museum. They are subject to change depending on the needs, location, and size of your group. We ask that you book your program at least 2 weeks in advance or earlier to guarantee a choice of dates. Programs are not officially booked until a signed confirmation form and deposit are received.

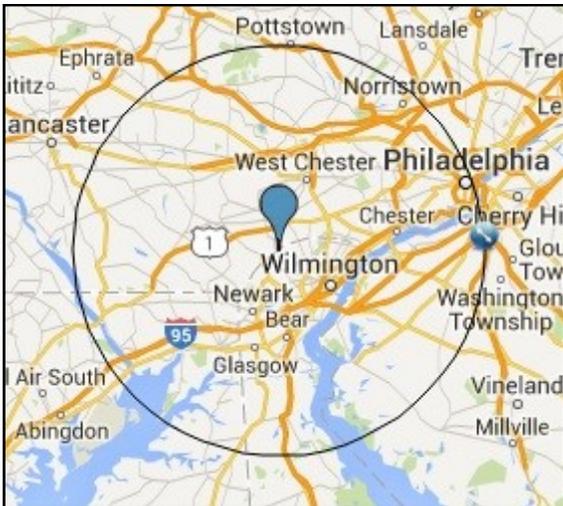
Please contact us to book your program or for more information:

**Office:** 302-239-2385

**Email** [education@auburnheights.org](mailto:education@auburnheights.org)

**Online Form:** [www.auburnheights.org/learn/outreach-programs/](http://www.auburnheights.org/learn/outreach-programs/)

**Website:** [www.auburnheights.org/](http://www.auburnheights.org/)



**We will travel up to 50 miles from our location.** The Marshall Steam Museum is located at 3000 Creek Road, Yorklyn, Delaware 19736. For locations outside of the museum's travel radius (51 or more miles) please inquire to see if special pricing and arrangements are possible.

\* Live programs: A recording of the live program can be made available for participants for up to 24 hours

\*\* Recorded programs: Include unlimited views for up to 72 hours

In-Person Programs	Capacity	Up to 20 Miles	21-50 Miles	51–70 Miles
Storytime Program	Per 30 participants	\$125	\$150	\$175
Education Program	Per 30 participants	\$125	\$150	\$175
Additional program	Per 30 participants	\$100	\$125	\$150

Virtual Programs	Capacity	Live*	Recorded**
Story Time and Education Programs	Per 30 participants	\$75	\$50
Summer Reading	Per 30 participants	\$75	-----

# CONNECTIONS TO LEARNING STANDARDS

**I've Been Working on the Railroad: Delaware Early Learning Foundations:** (Engagement & Persistence) AL35, AL37, (Receptive Communication) LL31, LL32, LL35, LL36, (Expressive Communication) LL37, LL38, LL41, LL43, (Emergent Reading) LL50, LL55, (Emergent Reading) LL60, (Sensory Awareness) SC31, (Scientific Knowledge: Non-Living Things) SC43, SC44, (Past, Present, and Future History) MM37, MM39, (Movement & Dance) CE38, (Visual Arts) CE40, CE42, CE43, (Fine Motor) PD31, PD32, (Gross Motor) PD34, PD35, PD36, (Health Awareness and Practice) PD38

**I've Been Working on the Railroad Learning Objectives:** Students will stand up and use their bodies to act out particular sounds on the train (bell, whistle, wheels), learn about jobs on the railroad, practice what they have learned about railroad jobs with engaging games and view historical objects related to the past. Read Eric A. Kimmel's *Stormy's Hat* to learn about railroad engineers.

**Engineer It: Delaware Early Learning Foundations:** (Initiative & Curiosity) AL33, AL34, (Engagement & Persistence) AL35, AL36, AL37, (Reasoning and Problem Solving) AL38, AL39, (Receptive Communication) LL31, LL32, LL33, LL35, LL36, (Expressive Communication) LL37, LL38, LL41, LL43, LL46, LL47, (Emergent Reading) LL55, LL56, LL60, (Emergent Writing) LL63, LL71, LL72, (Mathematics) MA40, MA42, MA47, (Scientific Knowledge: Non-Living Things) SC45, (Past, Present, and Future History) MM37, MM38, MM39, (Working Together – Government and Communities) MM49, (Visual Arts) CE39, CE40, CE41, CE42, CE43, CE44

**Common Core ELA:** RLK.1-3, RLK.10, SLK.1-4, SLK.6, LK.1 RL1.1-3, SL1.1-4, RL2.1, SL21-4

**NGSS:** K-2 Engineering Design

**Engineer it! Learning Objectives:** Go over the steps that engineers take to solve problems: think, design, create, test with creating toy tunnels, describe and compare modern cars to historic cars, review different shapes and how we can identify shapes in everyday objects. Read *If I Built a Car* by Chris Van Dusen about using your imagination to design and create.

**A Cross-Country Road Trip: DE Standards:** G1.K-3a, H1.K-3a, HI.4-5a, H2.K-3a, H2.4-5a, H3.K-3a, H4.K-3a&b, H4.4-5b.

**Common Core ELA:** RI2.3, RI2.7, RI3.1-3, RI3.7, RI4.1, RI4.3, RI4.5, RI4.7, RI5.3, RI5.5, SL2.1-4, SL3.1-4, SL4.1-4, SL5.1-4.

**A Cross-Country Road Trip Learning Objectives:** Identify early forms of transportation and the challenge of travel at the turn of the 20<sup>th</sup> century, compare types of transportation from the past to types of transportation today, practice historical thinking skills to explore primary sources and objects to learn about the past, and interact with a woman from the past to experience historical empathy, period objects and clothing.

**Locomotive Lingo: DE Standards:** H1.K-3a, H1.4-5a, H1.6-8a, H2.K-3a, H2.4-5a&b, H3.K-3a, H4.4-5b

**Common Core ELA:** RI2.1-3, RI2.7, RI3.1, RI3.3, RI3.7, RI4.1, RI4.3, RI5.1, RI5.3, RF2.4c, RF3.4c, RF4.4c, RF5.4c, SL2.1-4, SL3.1-4, SL4.1-4, SL5.1-4, L2.1, L2.4, L3.1, L3.4, L4.1, L4.4, L5.1, L5.4, L5.5

**Locomotive Lingo Learning Objectives:** Compare communication from the past to how we communicate today, practice critical thinking to figure out historical phrases and terms related to locomotives and the past and learn about and use context clues to determine the meanings of certain words and phrases.