

PRE-K TO 5TH GRADE

# 2024 OUTREACH PROGRAMS



**MARSHALL STEAM MUSEUM**  
AT AUBURN HEIGHTS

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

# BRING THE Marshall Steam Museum TO YOU



## In this packet you will find:

Program Information.....Pages 2 –3

Library Summer Reading.....Page 4

Price List.....Page 5

Learning Standards.....Page 6



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 spark curiosity, creativity and movement.

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

## And the Train Goes...

### Pre-K to Grade 2

Chugga-chugga choo-choo! Learn all about trains and the people who make them run. We'll practice train sounds through a fun movement activity, explore different jobs on the train and play themed games that teach about working on the railroad!

**Storytime Book:** *Stormy's Hat* or *Steam Train, Dream Train*

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

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

- 1 hour for up to 30 participants
- We bring all the supplies and craft materials!

#### **Virtual program:**

- 45 minutes with recorded or live options
- Downloadable activity packet
- Program preview:

<https://www.youtube.com/watch?v=fhJfF3es1fY&t=8s>

## Engineer It!

### Kindergarten to Grade 2

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" and then design your own dream car!

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

**Activities:** Early automobile comparisons, "toy tunnel" collaborative engineering build and building a car out of recycled materials

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

- 1 hour for up to 30 participants
- We bring all the supplies and craft materials!

#### **Virtual program:**

- 45 minutes with recorded or live options
- Downloadable activity packet
- Program preview:

<https://www.youtube.com/watch?v=xLggn1Vcak>

# 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 interact 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!

**In-person program:**

- 1 hour for up to 30 participants
- We bring all the supplies and craft materials!

**Virtual program:**

- 45 minutes with recorded or live options
- Downloadable activity packet
- Program preview:  
<https://www.youtube.com/watch?v=5qsCXzPMoUE>

## 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 how railroad workers communicated 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:**

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

**In-person program:**

- 1 hour for up to 30 participants
- We bring all the supplies and craft materials!

**Virtual program:**

- 45 minutes with recorded or live options
- Downloadable activity packet
- Program preview:  
<https://www.youtube.com/watch?v=DGoOnTFCPho>

# LIBRARY SUMMER READING

2024: ADVENTURE BEGINS (AT YOUR LIBRARY)

OUR PROGRAM THEME: ANIMALS ON THE ROAD!

**What you can expect from one of our summer reading programs:**

- Hands-on activities that encourage creativity and STEM thinking
- Movement and games
- We bring all the supplies and craft materials!



## Story Time Program: Grades Pre K–2

What happens when you mix a bumble bee with a bus? Or a cow with a car? Create your own “animal-vehicle” mashups through acting them out and making your own with a fun craft. Program components include:

- Story time read of “Animobiles: Animals on the Mooove”
- Movement activity
- Recycled material craft

### Program length:

- 1 hour for up to 30 participants



## Education Program: Grades 3–5

Can animals go on a roadtrip? We’ll figure out what we should pack and where we should go for bringing animals on the road. Then discover the journey of the first dog to travel across the country by car through playing a fun game!

Program components include:

- Discovery about early travel
- Recycled material craft
- Group adventure game

### Program length:

- 1 hour for up to 30 participants



# 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.

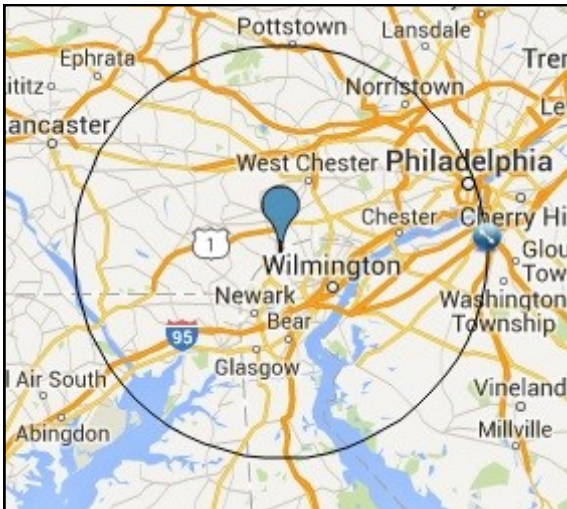
Please contact us to book your program or for more information:

**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 70 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 (71 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	\$150	\$175	\$200
Education Program	Per 30 participants	\$150	\$175	\$200
Additional program	Per 30 participants	\$125	\$150	\$175

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

**And the Train Goes...: 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

**And the Train Goes... 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.