



**GRADES PRE-K to 8TH**

# **FIELD TRIP PROGRAMS**



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

**Auburnheights.org | 302.239.2385**

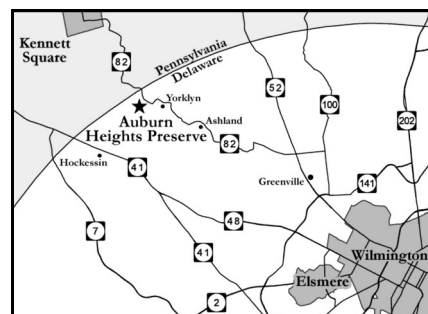
# EXPERIENCE

# Auburn Heights



## Who & Where Are We?

The Marshall Steam Museum is located inside Delaware's newest state park, Auburn Valley State Park. Nestled in the small town of Yorklyn, within Auburn Heights, the museum is operated by the Friends of Auburn Heights, Inc a 501(c)3 non-profit.



Recently renovated, the Marshall Steam Museum features the world's largest collection of operating Stanley steam cars! The 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 a Lionel electric trains display.

We focus on early transportation, the "Magic Age of Steam", innovation and having fun!

## In this packet you will find:

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## Email

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

## Phone Number

302-239-2385

## Websites

[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



# YOUR DAY AT

# Auburn Heights

## One-Hour Experience

- Program with the Marshall Steam Museum

## Two-Hour Experience

- Joint Program with the Marshall Steam Museum and Auburn Valley State Park
- Add-on train rides (additional fee required)

**For groups looking to spend additional time on site, please inquire. Special arrangements, including time and space for lunch, can be considered.**



## Program capacity

Our minimum group size is 14 for schools and large organizations and 8 for homeschools and co-ops. A single program with the Marshall Steam Museum can handle 25 participants (children and adults) and a joint program between the Marshall Steam Museum and Auburn Valley State Parks has a maximum capacity of 35. Large groups are broken up into smaller groups of 15 or less students with at least one guide per group. *We hope at a later time we can increase our capacity for students at our site!*

## Chaperones

For security reasons, all chaperones must arrive with their group and remain with the students for the duration of the program. If your field trip includes train rides, at least 2 chaperones are required to ride the train with the students at all times. Please keep to a 1:10 adult to student ratio when at all possible. For every 10 students, 1 chaperone is free. Additional chaperones may accompany the group for the student rate for your program.

## Parking

Parking for cars and buses is located across the street from our main entrance. Look for parking signs, as you will be about to pass the parking lot.

## Lunch

Groups are welcome to have lunch on the grounds during your time here and we have various picnic tables available. In the event of inclement weather students can have lunch in the museum.

# MARSHALL STEAM MUSEUM PROGRAMS



## AND THE TRAIN GOES... (PRE—2ND GRADE)

*Consider adding train rides to this program!*

All aboard! Learn about different jobs, sounds, and parts of a train through story time, movement and crafts. Program includes time in our Lionel model train room and outside play on Little Toot (weather permitting).

## ENGINEER IT! (GRADES K—5)

*STEM-focused curriculum*

What would it be like to design a car of the future? We'll compare cars of the past to cars today and discover the process early car inventors would have used to think, create, and test (and test again!) through a fun car racing activity.

**DE Standards:** H1,4-5a, H2,4-5b, E1,4-5a&b, E3,4-5a

**NGSS:** 3-PS2-1&2, 4-PS3-2&4, 4-ES3-1, **Engineering Design:** 3-5-ETS1-1, 3-5-ETS1-2

## EARLY TRAVELERS (GRADES 2-5)

*Consider adding train rides to this program!*

What was travel like at the dawn of the automotive age? Discover early transportation, what it would like to be a passenger in an early car or train, and play a fun travel game!

**DE Standards:** H1.K-3a, H2.K-3a, H2.4-5ab, H3.K-3a, H4.K-3ab, H4. E1.K-3a, H4.4-5ab

**Common Core ELA:** Kindergarten RIK.1-3, RIK.7, SLK.1-6, SLK.6, LK.1, LK.5-6; Grade 1 RI1.1-3, RI1.6-7, SL1.1-6, L1.1, L1.5-6; Grade 2 RI2.1-3, RI2.9, SL2.1-5, L2.1, L2.6; Grade 3 RI3.7, SL3.1-4, L3.1, L3.5-6

## INVENTORS VS. INVESTORS (GRADES 6-8)

In this interactive role-play game, students become automobile inventors who have to pitch their car to a group of "investors," inspired by the show "Shark Tank." In advance of their big pitch, students learn about the power of advertising and the early automotive industry.

**DE Standards:** HI.6-8a, H2.6-8ab,

**Common Core ELA:** Literacy.RH.6-8.1, 6-8.2, 6-8.5, 6-8.6, 6-8.7, 6-8.8, 6-8.9



# JOINT PROGRAMS

While we provide an example of two different joint field trips, feel free to mix and match!

## **STEM-FOCUSED DAY**

*Combine both of these programs for an experience centered around early machinery, invention and innovation!*

### *Marshall Steam Museum*

#### **Engineer It! (GRADES K—5)**

What would it be like to design a car of the future? We'll compare cars of the past to cars today and discover the process early auto inventors would have used to think, create, and test (and test again!) through a fun car racing activity. For younger engineers a story time component can be added.

### *Auburn Valley State Park*

#### **Machinery Mansion Tour (GRADES 2-5)**

Tour the first floor of the Auburn Heights Mansion, learn about its construction and discover the wonderful machines that made it so very modern in 1897. With an emphasis on simple machines and complex inventions, students will see how they work, including a live steam engine demonstration. Finally, students will have an opportunity to listen to early music machines and play a fun game about inventions!

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## **SOCIAL STUDIES-FOCUSED DAY**

*Combine both of these programs for an experience centered around early travel and daily life in the Dawn of the Automotive Age (1900-1930s), with some ties back to Delaware history.*

### *Marshall Steam Museum*

#### **Early Travelers (GRADES 2-5)**

What was travel like at the Dawn of the Automotive Age? Discover early transportation and how it was to be a passenger in an early car or train. Students will also meet Alice Ramsey, the first woman to drive across the U.S. in a car, handle historical objects and play a fun travel game that puts you in her shoes!

### *Auburn Valley State Park*

#### **Childhood in the Age of Steam (GRADES K-5)**

Childhood changes throughout the ages, but some of its aspects are universal, like fun and play! Students get to explore childhood as it existed in the 1900s-1930s by examining historical artifacts and materials. They'll also learn about the daily life of children, comparing similarities and differences to today. During the program the students will play with reproduction toys and even get to raid a box of costume pieces to build their own character.



# ADD TO YOUR DAY TRAIN RIDES

## All Aboard! Enjoy Train Rides at the Marshall Steam Museum

Train rides are available as an add-on and to groups of 25 or more at \$5/person. If your group has less than 25, you may pay the minimum flat fee of \$280.

- Train rides are on an 1/8<sup>th</sup>-size railroad that circles the scenic estate. We can accommodate up to 11 people per train ride.
- All rides are taken at the rider's risk and are weather-dependent. In case of heavy rain, thunder, etc., the Marshall Steam Museum staff has the right to cancel train rides.



**We want your visit to be safe and fun! We ask for your help in enforcing our train safety rules in advance and during your visit:**

- Train rides take place outside and students should dress accordingly.
- The group must listen to all safety rules as well as Marshall Steam Museum volunteers and staff at all times during the duration of the rides.
- Museum staff reserves the right to remove any students or adults from the train who do not follow these rules.
- When riding the train, keep arms and legs inside the train cars at all times. Do not get on or off the train until it has reached a complete stop and our staff has given the signal to disembark.
- Do not run alongside or chase the train at any time.
- Keep away from the tunnel portals at all times.
- Do not walk or run on or near the railroad tracks.



# PRICE LIST

Marshall Steam Museum program	Cost
1-Hour Experience (schools)	\$6/person
<i>Every 10 students, 1 free chaperone</i>	
Homeschool experience	\$7/person

Joint programs (Museum + State Park)	Cost
2-Hour Experience (schools)	\$15/person
<i>Every 10 students, 1 free chaperone</i>	
Homeschool experience	\$16/person

Add-Ons	Cost
Train Rides (25 person minimum)	\$5/person
Train Rides (for less than 25 participants)	\$280 flat fee

## Program Capacity:

- School programs: 14 person minimum, with the max capacity at 25 participants (children and adults) for a single program and max capacity for a joint program is 35 participants.
- Homeschools and co-ops: 8 person minimum with a max capacity of 25 participants (students and adults) for a single program and max capacity for a joint program of 35 participants.
- *We hope at a later time we can increase our capacity for students at our site.*

## **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/field-trips](http://www.auburnheights.org/learn/field-trips)

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

- Payment is not due until the day of the program, which can be by check, cash or credit. Please make checks payable to Friends of Auburn Heights.
- 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.
- At this time we do not have scholarships available. However, we are happy to partner with organizations to write grants to help off-set the cost.