

ABOUT OUR PROGRAMS

- Each program welcomes up to **25 participants**.
- Programs normally last **45 minutes**; fully attended programs may last one hour.
- Most programs bring out **items, artifacts, or live animals** from our collection and include a take-home project.
- Parents are strongly encouraged to stay for programs for ages 3-5.

| Pricing | Mon-Thurs | Friday | Sat & Sun |
|---|------------|------------|------------|
| 1 program | \$225 each | \$235 each | \$245 each |
| 2 of the same programs in one day | \$200 each | \$220 each | \$235 each |
| 4 programs on 2 days <small>(2 of the same programs on 1 day; programs occur in the same season)</small> | \$190 each | \$210 each | \$220 each |

Are you more than 15 miles away? Check out our simple mileage tiers to find out if there's a mileage fee. Please visit us online for the listing, or give us a ring!



SEA | REFLECT EXPLORE | PROTECT

our programs

We use innovative, creative, and hands-on programs modeled on science inquiry to connect children with the history, art, science, conservation, culture of our oceans and maritime heritage.

In 2014, our outreach programs reached a record **4100 individuals** all over the Island!



our mission

Our mission is to explore the ever-changing relationship between humans and whales through inquiry-based education and interpretation of artifacts that emphasize the cultural, scientific and environmental significance of Long Island and the Sea.



BOOKINGS

- Programs are booked on available **mornings, afternoons, and evenings**.
- A close **sink** is appreciated, but not always necessary. Available pages are helpful.
- Please have your **tables lined**.
- Patrons attending programs which mention the use of **food** should be advised allergens may be present. Some programs which do not explicitly mention food may use some food products in demonstrations.
- We generally ask for an area where **we can sit together as a group** (clear floor space is great), and **5 separate tables** on the other side of the room for our crafts and activities. An additional instructor's table is helpful.

We can't wait to visit you!

631.367.3418 x10

kkelly@cshwhalingmuseum.org
Katie Kelly, Business Manager

Feedback & Suggestions:

Education Manager Cindy Grimm | Ext. 16
Executive Director Nomi Dayan | Ext. 17

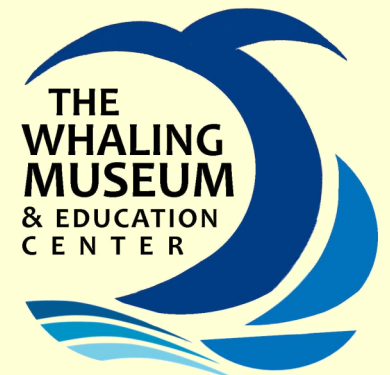


Only 6% of museums are accredited, the highest national standard for best practices.

We're one of them!

THE WHALING MUSEUM
& EDUCATION CENTER OF COLD SPRING HARBOR
279 Main Street
Cold Spring Harbor, NY 11724
Phone 631.367.3418
Fax 631.692.7037

www.cshwhalingmuseum.org



COLD SPRING HARBOR
SEA | REFLECT | EXPLORE | PROTECT

Summer 2015 Library Museum-to-You Programs



HEROES!

Engaging &
Inspiring Programs
Kids, Teens, & Adults

SUMMER PROGRAMS

P= Preschool
E= Elementary, Grades 1-6

T= Tweens & Teens
A= Adults

Activities in a given program are adapted to specialized age groups. They're all fun!



PHYSICAL SCIENCE

SUPERMAN'S FLIGHT

P | E Explore the concepts of flight with air and wind experiments to see how airplanes, parachutes, and ship sails work. See artifacts used on sail ships, and fly away with your own "cape," cuffs, and mask for an awesome superhero costume!

CAPTAIN ELECTRO! E

Get the scoop on electricity – find out about underwater animals that buzz and how lightning jolts. Experiment with different materials that create static electricity (including you!). Design your own night light.

MAGNETO 'N ME E

Did you know the Earth is one big magnet? Find out how magnets played a role on ships, and learn how to use a magnetic compass. Try to paint with magnets and create awesome magnetic silly putty!

BATMAN'S GRAVITY E

Batman seems to defy gravity – learn some of his tricks and find out how whales resist gravity, too! See giant whale bones and play fun gravity games as you explore drag, and see what kind of sea creature you can design that resists gravity in our Plankton Race.

MEGAMAN: ROBOTICS E

Many superheroes have robotic parts. Explore how simple machines work and how they are used in deep sea missions to explore the bottom of the ocean. Get busy with our experiment stations and design your own robot craft.

PARTY WITH THE FANTASTIC FOUR E

Try hands-on experiments that match the powers of the Fantastic Four – melting ice, creating invisible ink, designing a "rock" sculpture, and making super-stretchy putty. Amazing!



ENVIRONMENT

EARTH RESCUE HEROES E

Cleaning up Earth has never been more fun. Strap on your goggles and try cleaning up an oil spill, test solutions on oiled feathers, and learn how others help our earth with fun science experiments. Design your own reusable *Earth Power!* canvas bag to take home.

THE POWERS OF RECYCLING P | Early E

The ocean covers over 70% of the planet and it needs our help! Learn how you can be a hero like *Michael Recycle* and keep trash out of the oceans. Touch a real turtle shell and whale tooth, just some of the creatures you'll help save by making fun recycling crafts to take home.



GENERAL SCIENCE

SPIDERMAN AND THE SEA E

Spidey's got company - the arachnid kind! See a live spider up close, learn about deep-sea sea spiders, find out why horseshoe crabs are in the spider family (not crabs!), and spin your own spider craft to take home.

SUPERHERO SENSES P | E

Calling all superheroes! Play our smelling, tasting, hearing, and sight games that will challenge and refine your five senses. Come ready to test yourself, and design superhero binoculars to see better far away.

SCIENTIST TO SUPERHERO! E

Did you ever wonder where superheroes get their super powers? Lots of experimenting! Be a chemist, a botanist, a geologist and a osteologist in our hands-on station experiments that will have you questioning nature. Make your "scientist to superhero" cape to wear on your adventures.

HISTORY

BATMAN'S BEACON WORKSHOP E

How does Batman communicate with the public? His beacon! Learn about the amazing signal system used by lighthouses to communicate with ships before radar and radios. Create your own shining beacon.

MARINE SCIENCE

AQUAMAN: SUPERPOWERS OF THE SEA P | E

Faster than a speeding bullet? Able to leap buildings in a single bound? Almost! Learn about the amazing abilities behind ocean champions and their powerful defenses against predators. Create a sparkly Ocean Superhero Waterglobe.

SHARK SUPERSENSES P | E

Are sharks heroes or villains? Find out as you discover their amazing supersenses. See shark jaws, touch a Megalodon tooth, and excavate a real shark tooth fossil to take home.

A WHALE OF A SUPERPOWER P | E

Find out the gigantic superpowers behind the largest creatures that have ever lived on the planet! See real whalebones, touch teeth and baleen, and create an awesome Whale Waterglobe.

BEHIND THE MASK P | E

Superheroes aren't the only ones to mask their identities. Discover how some ocean creatures pretend to be something they're not, from shelled hermit crabs to camouflaged seahorses. Design your own cape and heroic mask!

STING, POISON, & SHOCK E

Explore the extreme methods creatures use against villainous predators, from the shocks of the electric eel to the sting of the ray. Create a floating jellyfish in a bottle, and get your hands stick with hagfish slime!

TERRIFIC TEETH P | E

Touch and identify an assortment of teeth, from whales to sharks to rays. See scrimshaw carved out of teeth, and carve your own scrimshaw box to take home to keep your baby teeth in. (*Scrimshaw-free adapted craft for preschoolers*)

TOP OCEAN HERO DESIGNER E

Did you know whales used to have legs? Explore how adaptations change over time, and give your own superhero cool adaptations as you sculpt a clay model of your very own hero.



TEEN & ADULT ART

RECYCLED EARRINGS WORKSHOP T | A

Too much trash in the sea? Recyclers to the rescue! We'll be using upcycled materials to create unique & funky earrings. Create your own amazing pair (and check out our whale earbone, too!).

CAPTAIN TOTE BAG T | A

Join our heroic goal to keep plastic bags out of the sea. Bring an old t-shirt and recycle it into a reusable tote bag; we'll supply everything else to create a reusable and colorful totebag.

CHOCOLATEY VILLAINS T | A

Did you know whales were once seen as villains? Learn the truth behind sea monster myths, and create your own edible superhero symbol using white and dark chocolate. Delicious!

CHARMING SUSTAINABILITY T | A

Repurposing is truly heroic. Join us as we design beaded charm bracelets (or keychains) with cork, a sustainably harvested bark without damaging trees. That's superhero-worthy!

ADULT LECTURES

WHALING UNMASKED A

Were whalers villains or heroes? Explore the human side behind what fueled the Industrial Revolution and lit the world: whale oil. Captains may have made the headlines, but find out about the crew members who made up America's first integrated industry. *Artifacts shown.*

EVERY HERO HAS A STORY A

Find out about the story behind local hero Robert Cushman Murphy – champion scientist, environmental pioneer of Long Island, and founder of the Whaling Museum. *Artifacts shown.*

THE TRUE IRON MAN A

Explore the role and design of the iron harpoon and how whaling harpooners changed history. See Temple Irons, designed by African-American blacksmith Lewis Temple, and explore how the products of the American whaling industry shaped the 19th Century and beyond.