

EDUCATION PROGRAMS 2014-15



SEE

DISCOVER MORE AT THE VANDERBILT THE VANDERBILT MUSEUM EDUCATION DEPARTMENT provides quality natural-history programming for Long Island students that is aligned with New York State curriculum standards. School programs and after-school workshops offer a glimpse into the past and help students to understand the natural world.

Museum Programs in History & Science

Exploring the collections, curious children marvel at creatures that live in the deepest oceans and in the canopies of the rainforest, and at the stories ancient artifacts have to tell. Whether a child visits for an hour or spends a week with Museum educators during summer workshops, the experience can awaken an interest in science and history. Through the collections, the Museum strives to inspire students to view the world

with wonder as William Vanderbilt did.

Museum Education Manager

SCIENCE SAFARI

Grades Pre-K - 4 One Hour

Join us on safari! Discover the diversity of nature represented in the collections of the Memorial Wing and Stoll Wing wildlife dioramas. This program includes a hands-on examination of preserved mammal, reptile and bird specimens.

SEA SEARCH

Grades Pre-K - 5 One Hour

Come and explore William Vanderbilt's marine collection and discover the wonder of the planet's oceans. This program includes a hands-on examination of preserved invertebrate, fish and mammal specimens.

SHARKS

Grades 1 - 5 One Hour

Visit the Marine Museum and wildlife dioramas and discover the fascinating variety of sharks in the world's oceans. Students will examine preserved shark specimens and create shark-tooth necklaces.

THE GOLD COAST Grades 4 - 8

One Hour

Open a door to Long Island history with a visit to William Vanderbilt's summer estate, Eagle's Nest. Tour the Spanish Revival mansion and discover Vanderbilt's passion for automobile racing, yachting and collecting, and learn about the culture of Long Island during the country-house era of the early twentieth century.

THE WORLD OF MR.VANDERBILT Grades 2 - 5 One Hour

Explore William Vanderbilt's collections of natural-history specimens and cultural artifacts, and appreciate the beauty of the estate's architecture and landscape in every season. This program includes tours of the Marine Museum, Memorial Wing galleries, wildlife dioramas, courtyards, and gardens.

ANIMAL HABITATS

Grades 1 - 4 **Two Hours**

Tour the Memorial and Stoll Wings, come face-to-face with animals in naturalistic settings and discover the diversity of life from the rainforests and to the Sudan grasslands. This program includes a hands-on examination of preserved specimens and concludes with the creation of individual dioramas.

BUTTERFLIES AND MOTHS

Grades 2 - 4 **Two Hours**

William Vanderbilt's global collection of butterflies and moths offers an up-close encounter with some of the planet's most magnificent creatures. Students will enjoy using costumes to illustrate the characteristics of insects. This program includes a hunt for specimens and a creative project.

EGYPTIAN MUMMIES Grades 5 - 8

Two Hours

In 1931, William Vanderbilt traveled around the world on his ocean-going yacht, Alva. In Cairo, Egypt, he purchased a mummy and sarcophagus for his museum. Students will examine CT scans and X-rays that reveal information about the life and death of this ancient person. This program includes a slide presentation and a creative project.



HAWAII AND THE ISLANDS OF THE SOUTH PACIFIC

Grades 2 - 5

Two Hours

Aloha! Discover the unique cultures and natural world of the islands of the South Pacific through William Vanderbilt's collections. Tours of the Memorial Wing galleries include a hunt for cultural artifacts and invertebrate specimens. The program concludes with a creative project of replica outrigger canoes.

IDENTIFY, CLASSIFY, DRAW Grades 4 - 8

Two Hours

In 1926 and 1931, William Vanderbilt explored the world's oceans in search of marine specimens for his museum. Scientists and artists were employed to identify and illustrate his finds. Visit the Hall of Fishes and Invertebrate Gallery and discover the diversity among the global collections of marine animals, and explore taxonomy. Students examine preserved specimens and create individual watercolor illustrations of preserved specimens.

IF WALLS COULD TALK: THE ARCHITECTURE OF A GOLD COAST MANSION Grades 4 - 8

Two Hours

Visit Eagle's Nest and discover the eclectic personality of William Vanderbilt's summer residence. Tour the Mansion, visit the Memorial Wing galleries, and search for architectural elements in the courtyard. This program concludes with students creating replica castle doors.

MARINE HABITATS

Grades 3 - 6 Two Hours

Visit the marine collections of William Vanderbilt and explore the vertical distribution of life found in the open ocean. This program includes an examination of preserved invertebrate, fish and mammal specimens and a creative project.

NETHERLANDS TO NEW YORK Grades 4 - 8

Two Hours

Come visit the summer residence and collections of William K. Vanderbilt II, and discover how the Vanderbilt family contributed to the development of New York State.

Middle and High School Museum Programs

THE WORLD OF MR. VANDERBILT Grades 6 - 8

One Hour

Explore William Vanderbilt's collections of natural-history specimens and cultural artifacts, and appreciate the beauty of the estate's architecture and landscape in every season. This program includes tours of the Marine Museum, Memorial Wing galleries, wildlife dioramas, courtyards, and gardens.



THE VANDERBILTS AND THE DEVELOPMENT OF AMERICA'S INDUSTRIAL POWER Grades 8 - 12

One hour

High school history, social studies

How did the United States become the world's leading twentieth-century industrial power? The integral role of one family, the Vanderbilts, may provide some answers and illustrate an important chapter in American history. At the Vanderbilt Estate students learn about Cornelius, who built the family fortune, and his children, down to his great grandson, William K. Vanderbilt II. From shipping lines and railroads, to auto racing and a limited-access toll road, this program examines the family's excesses and successes and makes Long Island history come alive.









MR. VANDERBILT AND THE GREAT GATSBY ERA Grades 8 - 12

One hour High school history, literature and social studies

At the same time William K. Vanderbilt II was living at his Eagle's Nest estate, F. Scott Fitzgerald was living 30 miles west in Great Neck, Long Island, and writing his 1925 masterpiece, *The Great Gatsby*.

Otto Herman Kahn's sprawling Oheka estate in Huntington was one of several mansions that may have served as inspiration for Gatsby's grand home, set in a fictionalized Great Neck. Vanderbilt led a rarefied life that included a country estate and mansion, yacht, seaplane, elegant cars (one of which is on display at Eagle's Nest), and a priceless art collection. A guided tour of Vanderbilt's Spanish-Revival mansion is a rich, evocative way for students to understand *The Great Gatsby* (still on many high-school reading lists) in its historical and sociological context.

SCIENTIFIC ILLUSTRATION

Grades 7 - 12 Two hours

Between 1920 and 1935, William K. Vanderbilt II commanded voyages of marine discovery throughout the world. William Belanske, an artist and curator, aided in scientific investigation, and recorded specimens to be included in Vanderbilt's published journals. Scientists from the American Museum of Natural History provided the scientific classification for the collection, and various illustrators contributed articulate renderings of marine invertebrates for the accompanying catalogs.

Students tour the Marine Museum, explore the structure of



preserved fish and marine invertebrates, and learn about the methods of preservation used in the collections. Each student will complete an individual illustration in watercolor.

Planetarium School Programs

LET'S LOOK UP! Pre-K & Kindergarten

Join us as "Stormy the Cat" and "Rocket the Dog" introduce young students to the wonders of the sky. *Let's Look Up!* shows children some of the objects they can see in the daytime and nighttime skies. After a beautiful sunrise, Stormy the Cat explains the concepts of the earth rotating and orbiting around the Sun. From "Oscar the Sun," students learn about the Sun through a song that explains its importance to Earth.

Students experience a mild rainstorm, see a rainbow, and learn what causes these phenomena. After sunset, Rocket begins a nighttime talk about the stars, constellations and the Moon. The students, with Stormy and Rocket, blast off into space on an imaginary journey through the Solar System to visit the planets.





Many students entered the Planetarium's contest to rename the dog and cat mascots in Let's Look Up!, The Vanderbilt congratulates all who entered and sent letters and pictures. Kindergarten student Ryan Nash of the Montessori Children's School in North Massapequa, NY, sent in the winning entry that renamed the mascots "Stormy" and "Rocket.".

SPACE ADVENTURE ON THE MOON Grades 1 - 2

What is the Harvest Moon? What month is known as the Wolf Moon? Why does the Moon sometimes look so big and other times so small? The answers can be found in this basic introduction to the nighttime sky. Space Adventure begins with a discussion of the Sun, the Earth's closest star. Students learn why the Sun seems to rise in the East and set in the West. Educators discuss the Sun's properties and its effect on weather through the Water Cycle.

Students experience a thunderstorm as it passes through the Planetarium. After sunset, students view the current night sky and discuss the visible planets and constellations. The night-sky discussion also explores the Moon's origin and its changing phases as it orbits the Earth. Included are the origins of the names of each monthly Moon phase. The program includes a trip to the Moon to explore the features of the lunar surface. Students will see imagery of astronauts from various Apollo lunar missions performing experiments on gravity and exploring the Moon's surface.

This new show premiered in November of 2013. It was originally known as The Sky Tonight. The Planetarium held a contest for students to rename the show. The Vanderbilt received many letters and pictures and thank you to all who entered. The winning entry was submitted by Jesse Tallman and Kaitlyn Kurson of the Seaford Manor School – congratulations.

Artist and curator William Belanske accompanied William K. Vanderbilt II on his expeditions around the world to collect marine specimens for his museum. Belanske recorded each catch, performed taxidermy, and even designed a backpack specifically to aid in the collection of corals and shells. Take advantage of our marine-science programs to learn more about this dedicated artist and the creatures he masterfully preserved.

Mr. Vanderbilt said of Belanske, "He makes accurate paintings of rare fish. With every scale carefully drawn, every shade, every nuance of color exactly portrayed, his reproductions are true, lifelike, and of value to science."

TAKE A WILD RIDE THROUGH THE SOLAR SYSTEM Grades 1 - 3

What is the difference between stars and planets? Is the Sun a star? How do moons differ from planets? This program answers these questions, and begins by showing the night sky and comparing stars and planets to note their basic characteristics. During sunrise, students observe morning twilight, and educators discuss how light bends and scatters through the atmosphere. Students learn how to use **ROYGBIV** as a tool to explain the phenomena.

Take a Wild Ride shows that the Earth rotates as it orbits the Sun, and educators explain the Sun's characteristics and its effects on the Earth through weather and the Water Cycle. After a brief thunderstorm, students observe the effects of light pollution on the night sky. The program concludes with a star trip through the Solar System and a visit to each of the planets to experience their unique properties.

THE VITAL TRIANGLE

Grades 4 - 6

What effect does the Moon have on the Earth? What causes an eclipse? Why are there seasons? To answer these questions and others, this program focuses on the interrelationship among the Sun, Earth and Moon. *The Vital Triangle* investigates the Moon's origin and includes an observation and discussion of the Moon's changing phases in its orbit around the Earth. Also explored: how the Sun emits light, heat and energy.

Students experience the Sun's energy in the form of weather and a passing thunderstorm. With this information, students see the effect of the Sun and Moon on the planet Earth. Other topics: reasons for the seasons, tides, eclipses, rotation and revolution. The program ends with a star trip through the Solar System.

NEW!

EXPLORING THE SOLAR SYSTEM

Available November 2014

Take a tour of the Solar System and beyond by flying first-class aboard the Vanderbilt Planetarium's Konica Minolta Star Projector, with full-dome video and surround-sound. To prepare for the journey, educators introduce geocentric and heliocentric models of the Solar System, plus the formation of the Solar System and the origin of the Earth's star, the Sun. Students blast off into space to examine the unique characteristics of the Sun, the planets and their moons.

Educators introduce comets, asteroids, the Oort Cloud and the Kuiper Belt of deep-space objects. Using up-to-date information from the Hubble Space Telescope, various space probes and the Mars Rovers, educators examine the latest information about these objects in the Solar System.



DYNAMIC EARTH: EXPLORING EARTH'S CLIMATE ENGINE

Grades 6 - 12 Narrated by Liam Neeson

Dynamic Earth explores the inner workings of Earth's climate system. With imagery based on satellite monitoring data and advanced supercomputer simulations, this cutting-edge production follows a trail of energy that flows from the Sun into the interlocking systems that shape Earth's climate: the atmosphere, oceans, and the biosphere.

Dynamic Earth explores concepts and terms essential to understanding climate: the relationship of Earth and the Sun; life and the carbon cycle; plate tectonics and its role in the carbon cycle; comparison with Venus; and perspective on climate change.

This recorded program runs 25 minutes, followed by a 20-minute live talk on weather and storm systems that affect Long Island. Topics include hurricanes, nor'easters, blizzards, astronomical tides, storm watches, and storm warnings.

STARS Grades 5 - 12 Narrated by Mark Hamill

Every star has a story. Some are as old as time, faint and almost forgotten. Others burn bright and end their lives in powerful explosions. New stars are created every day, born of vast clouds of gas and dust. Through every phase of their existence, stars release the energy that powers the Universe. Journey to the farthest reaches of the galaxy and experience both the awesome beauty and destructive power of Stars.

This recorded programs run about 26 minutes, preceded by a 15-minute live star talk.

SEASON OF LIGHT

Family audiences December only

This program is an elegant, sophisticated, non-denominational presentation for the winter holiday season, and includes some astronomy. *Season of Light* looks at Northern winter constellations, explains why there are seasons, and explores the possible astronomical explanations for a "star over Bethlehem."

This recorded program runs 35 minutes, preceded by a 15-minute live star talk.

The Science Classroom That Comes to Your School

TRAVELING CLASSROOM: DISCOVERING THE UNIVERSE

The *Traveling Classroom* – a gift from the American Museum of Natural History – is a 37-foot recreational vehicle converted into a mobile outreach program that serves schools and community groups in the Suffolk and Nassau County area. Designed to bring unique educational experiences beyond the Vanderbilt Planetarium programs, the Traveling Classroom consists of five stations that offer hands-on interactive exhibits to engage students in different topics. Each station is a self-contained module. A single underlying theme connects the information and ideas offered throughout the Classroom. The modules – which look at how astronomers acquire knowledge about the Universe – explore Light, Telescopes, Digital Imaging, the 3-D Universe and Gravity. Programs can be adapted to grade-appropriate teaching and curriculum.





SUFFOLK COUNTY



Planning Your Trip

MUSEUM, HISTORY, SCIENCE AND PLANETARIUM PROGRAM FEES (Per Person)

One-hour museum program\$7
Two-hour museum program\$11
Planetarium Shows\$7
One-hour museum program and planetarium show\$12
Two-hour museum program and planetarium show\$15
One complimentary ticket will be issued for every 25 paid admissions
that are booked on the same day of the school trip. There is a \$1
discount per person for trips booked in September, January, and

discount per person for trips booked in September, January, and February.

TRAVELING CLASSROOM FEES

(See Traveling Classroom details on page 9) Fee: \$9.00 per student for 90-minute program; minimum of \$250 per school trip. (Teachers are free.) Fuel surcharge may be added depending on location of school. Please mention any special needs you may have when you make your reservation. The Traveling Classroom has a built-in wheelchair lift. Visit vanderbiltmuseum.org for details on program logistics at your school.

RESERVING THE FULL PLANETARIUM THEATER

When 135 students purchase tickets for a Planetarium show, your school will receive 10 complimentary tickets for the same show.

PROGRAM SCHEDULE

One-hour museum programs begin at 10:00 AM, 11:15 AM and 12:45 PM Two-hour museum programs begin at 10:00 AM and 12:15 PM Planetarium shows begin at 10:00 AM, 11:15 AM, and 12:45 PM

RESERVATIONS

Reserve your trip by calling 631-854-5539. You will be sent a copy of your reservation contract that includes program descriptions and travel directions. Please review your contract, sign it, and return a copy to the Museum within 30 days, or your reservation will be cancelled. Your signed contract may be mailed to: Education Office, Vanderbilt Museum, 180 Little Neck Road, Centerport, NY 11721. Or send it by e-mail to: dawn@vanderbiltmuserum.org.

PAYMENT

To secure your reservation, a \$75 deposit is due within 30 days of booking your trip. The balance is required 30 days prior to your visit. The deposit will be refunded if the trip is cancelled 90 days prior to the trip date. Program fees can be paid by check or major credit card. Purchase orders referencing the trip date, reservation number or program name, and number of participants, should be mailed to the Museum (see address in section above), or faxed directly to 631-854-5530. Any reservations added to the trip, which are not included in the original purchase order, must be paid for in advance.

CANCELLATIONS

Deposits cannot be refunded for trips cancelled within 90 days of the trip date. Groups will be charged for all students reserved on the contract. The Museum must be notified of any changes in attendance numbers at least 30 days prior your trip. We may not be able to accommodate additions, and cannot issue refunds for absences.

ARRIVAL TIME

Plan to arrive 15 minutes before the start of your scheduled program. Programs begin promptly and we cannot accommodate late-comers.

LUNCH

Students should bring a bag lunch. Picnic tables are available in the upper parking lot. The Museum does not have indoor lunch facilities.

ACCESSIBILITY

The Mansion and Museum are partially accessible. However, we will make reasonable accommodations for individuals and groups. Please inform the Reservations Office in advance.

ATTIRE

There is considerable walking between buildings, and programs are held rain or shine. Sneakers and flat walking shoes are recommended.

MUSEUM CLOSINGS

The Museum will be closed when the Harborfields School District is closed due to inclement weather. In the event of a delayed opening in Harborfields, please call 631-854-5539 or 631-854-5579 to see if the Vanderbilt is open.

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