

INNOVATION STUDIOS

What is unique about Innovation Studios?

Innovation Studios have the staff and program capacity to consistently change and offer new learning experiences and activities for guests age 8 and older.

Tweens and Teens

Don't miss the black lights in Designer Studio and the art tables in Doodler Studio.

Adults

You don't need children to enjoy the Museum. Ask about learning opportunities especially for adults: daily TED lectures in Imaginer Studio; telescope viewings at monthly *Star Parties* and *Celebrity Lecture Series*, a series of programs covering a variety of science, technology, natural history, education, local and regional history. Be sure and watch the web site for upcoming adult events, where the 18 and up crowd have the museum all to themselves for the evening. *PUBLIC Knowledge* - an informal monthly adult gathering celebrating brains and brew - is presented by the Museum at a local watering hole. Schedules for all of these opportunities will be listed on the Museum's web site as they occur.

Grandparents

Doodler Studio has a designated "Grand Central Station" offering special resources for grandparents and grandchildren.

Educators

Imaginer and Designer Studios house the Museum's educator professional development programs - notably the Texas Center for Inquiry - and "Saturday Educator Workshops." Explorer Studio is home to the Museum's distance learning program offering interactive videoconferencing featuring museum educators, curators and scientists. Complete information can be found at www.connect2texas.net.

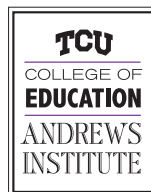
Homeschoolers

Homeschool educators and groups are welcome to participate in any of the Museum's field trip programs. Visit the homeschool page on the Museum's web site to learn more about school year programs for homeschool educators - www.fortworthmuseum.org/homeschool.

Members

Innovation Studios frequently offer special activities and events for members only. Watch your membership e-mails for event and registration details.

LEARNING AND RESEARCH COLLABORATORS



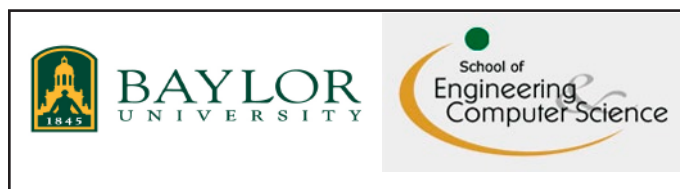
The Fort Worth Museum of Science and History is partnering with the Andrews Institute of Mathematics & Science Education at TCU to investigate the learning environments provided by the Innovation Studios and Gallery. Playful interaction with the exhibits fosters the

development of attitudes, knowledge, and skills that lead to a lifetime of curiosity, exploration, and formal science learning. Andrews Institute faculty and graduate students will 1) investigate what foundational scientific knowledge is embedded in the activities and 2) identify which National Science Education Standards this knowledge supports.



The Fort Worth Museum of Science and History is pleased to be working with UTeach Arlington, a new science and mathematics secondary teacher preparation program at The University

of Texas at Arlington. One important aspect of the UTeach program includes field experiences for teacher candidates. This spring, four UTeach interns - mentored by the Education Department staff - will be working in Innovation Studios with various groups of Museum guests in a variety of programs. These experiences will help the interns develop a working knowledge of informal learning and how it can be applied to the classroom setting.



This unique collaboration grew out of the strategic directives of the Museum's Board of Trustees Innovation Committee with leadership provided by Ms. Romelia Flores, an I.B.M. distinguished engineer.

The Baylor project seeks to enhance the learning in Energy City, an interactive component within the Energy Blast exhibition. Working with graduate students in software engineering courses, the collaboration goals target not only the expansion of museum-university research projects but also the museum's growth in information technologies.



The collaboration with the Southwest Center for Mind, Brain, and Education at the University of Texas at Arlington grew out of strategic directives of the Museum's Board of Trustee Innovation Committee with leadership provided by Drs. Steffen Palko and Marc Schwartz. The collaboration aims to explore and exploit principles from the cognitive neurosciences to improve the museum experience for visitors and patrons. Graduate students in the MBE program, working with museum staff and university researchers, investigate and test promising strategies that can be used in museum settings.

INNOVATION GALLERY ■ FEBRUARY 2013

Transforming lives through extraordinary learning environments

Setting the stage for unique opportunities that nurture your imagination, curiosity and creativity and support science, technology, engineering, arts and mathematics (STEAM) education.

In the Studios:

Inventor - Look!

Imagine . . . how would *you* care for 180,000 objects? Inventor Studio highlights various objects from the Museum of Science and History's collection of 135,000 scientific specimens and 45,000 historical artifacts. Watch for **Collections Spotlight**, a daily presentation by staff at 2 pm.

Doodler - Create!

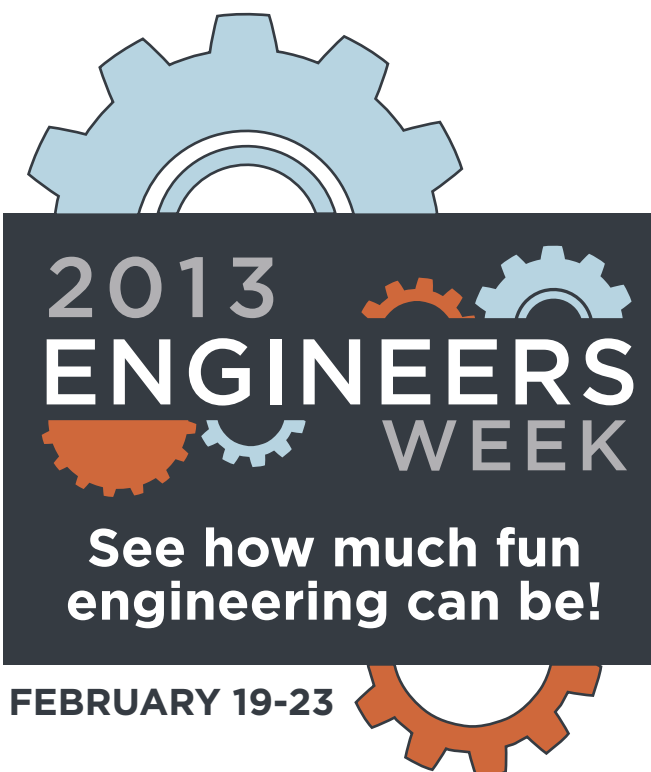
Creative opportunities with a variety of media.

Designer - Light!

Luminous explorations with light, color, and shadows.

Imaginer - Investigate!

Investigate movement, motion, waves and sound.



FORT WORTH MUSEUM
SCIENCE AND HISTORY

The Fort Worth Museum of Science and History, founded in 1941, is accredited by the American Association of Museums.



Smithsonian Institution
Affiliations Program

817-255-9300
www.fortworthmuseum.org

INNOVATION STUDIOS ■ FEBRUARY 2013

Transforming lives through extraordinary learning environments.

MONDAY **TUESDAY** **WEDNESDAY** **THURSDAY** **FRIDAY** **SATURDAY** **SUNDAY**

FORT WORTH MUSEUM
SCIENCE AND HISTORY

coming March 2

iMake

MAKER FEST

1 1933 - Skippy Peanut Butter was created.

INVENTOR: Look!
DOODLER: Create!
Birthday Hat: Langston Hughes
DESIGNER: Light!
IMAGINER: Investigate!

Peanut Butter Taste Testing 3-4 pm

Collections Spotlight-2 pm
TED Talk-4 pm

2 **GROUNDHOG DAY**

Real Rodents 10 am-noon

INVENTOR: Look!
DOODLER: Create!
Birthday Hat: James Joyce
DESIGNER: Light!
IMAGINER: Investigate!

Collections Spotlight-2 pm
TED Talk-4 pm

3 1958 - Writer, scientist and ecologist Rachael Carson publishes *The Silent Spring*.

INVENTOR: Look!
DOODLER: Create!
Birthday Hat: Sesame Street's Elmo
DESIGNER: Light!
IMAGINER: Investigate!

Create an Elmo collage 2-3 pm

Collections Spotlight-2 pm
TED Talk-4 pm

4 **GUMBY'S BIRTHDAY**

INVENTOR: Look!
DOODLER: Create!
Birthday Hat: Gumby
DESIGNER: Light!
IMAGINER: Investigate!

Create a clay Gumby 2-3 pm

5 1971 - Alan Shepard became the 5th person to walk on the moon.

INVENTOR: Look!
DOODLER: Create!
Birthday Hat: Hank Aaron
DESIGNER: Light!
IMAGINER: Investigate!

Collections Spotlight-2 pm
TED Talk-4 pm

6 1935 - The "Monopoly" board game was released.

INVENTOR: Closed until noon for Storm School.
DOODLER: Create!
Birthday Hat: Babe Ruth
DESIGNER: Light!
IMAGINER: Investigate!

Collections Spotlight-2 pm
TED Talk-4 pm

7 1964 - The Beatles arrive in the US for the first time.

INVENTOR: Look!
DOODLER: Create!
Birthday Hat: Laura Ingalls Wilder
DESIGNER: Light!
IMAGINER: Investigate!

Collections Spotlight-2 pm
TED Talk-4 pm

8 1908 - Boy Scouts of America was founded.

INVENTOR: Look!
DOODLER: Create!
Birthday Hat for Chester Carlson
DESIGNER: Light!
IMAGINER: Investigate!

Collections Spotlight-2 pm
TED Talk-4 pm

9 In 1899, Milton Hershey developed the Hershey Chocolate Process.

INVENTOR: Look!
DOODLER: Create!
Birthday Hat for G. I. Joe
DESIGNER: Light!
IMAGINER: Investigate!

Chocolate Taste Testing 3-4 pm

Collections Spotlight-2 pm
TED Talk-4 pm

10 1863 - The first U.S. fire extinguisher patent was granted to Alanson Crane.

INVENTOR: Look!
DOODLER: Create!
Birthday Hat for Leontyne Price
DESIGNER: Light!
IMAGINER: Investigate!

Collections Spotlight-2 pm
TED Talk-4 pm

11 **NATIONAL INVENTORS DAY**

INVENTOR: Look!
DOODLER: Create!
Birthday Hat: Thomas Edison
DESIGNER: Light!
IMAGINER: Investigate!

Circuit Circus 2-4 pm

12 **To invent, you need a good imagination and a pile of junk.**

- Thomas Edison

13 1635 - The first public school was started.

INVENTOR: Closed until noon for Storm School.
DOODLER: Create!
Birthday Hat for Grant Wood
DESIGNER: Light!
IMAGINER: Investigate!

Collections Spotlight-2 pm
TED Talk-4 pm

14 **VALENTINE'S DAY**

INVENTOR: Look!
DOODLER: Create!
Birthday Hat for Margaret Knight
DESIGNER: Light!
IMAGINER: Investigate!

Collections Spotlight-2 pm
TED Talk-4 pm

15 **NATIONAL GUMDROP DAY**

INVENTOR: Look!
DOODLER: Create!
Birthday Hat for Galileo Galilei
DESIGNER: Light!
IMAGINER: Investigate!

Gumdrop Construction 2-4 pm
Telescope Presentation 2-3 pm

Collections Spotlight-2 pm
TED Talk-4 pm

16 1966 - The first "911" call was made in Haleyville, Alabama.

INVENTOR: Look!
DOODLER: Create!
Birthday Hat for Edgar Bergen
DESIGNER: Light!
IMAGINER: Investigate!

Collections Spotlight-2 pm
TED Talk-4 pm

17 1817 - For the first time in history, a city street in Baltimore, MD was illuminated by gaslight.

INVENTOR: Look!
DOODLER: Create!
Birthday Hat for Aaron Montgomery Ward
DESIGNER: Light!
IMAGINER: Investigate!

Collections Spotlight-2 pm
TED Talk-4 pm

18 **NATIONAL BATTERY DAY**

INVENTOR: Look!
DOODLER: Create!
Birthday Hat for Count Allesandro Guiseppe Antonia Volta
DESIGNER: Light!
IMAGINER: Investigate!

Collections Spotlight-2 pm
TED Talk-4 pm

FEBRUARY 19-23, 2013

2013 ENGINEERS WEEK

Join us for a week of STEM-based discovery, building, experimentation and exploration and see how much fun aerodynamics, science, math and technology can be!

ENGINEERS WEEK ACTIVITIES:

Tuesday/Wednesday, February 19-20* 10 am-2 pm
Thursday, February 21* 10 am-5 pm
Friday, February 22 10 am-2 pm
Saturday, February 23 10 am -5 pm

**Special extended hours for home school educators and children on Thursday, February 21 from 1-5 pm.*

Engineers Week is sponsored locally by Lockheed Martin Aeronautics, IBM, Mouser Electronics and Chase. Additional volunteer and educational support provided by Society of Women Engineers, Future City Competition, Texas Society of Professional Engineers, Starpoint School at TCU and Cowtown BEST Robotics.

All Engineers Week activities are included with paid exhibit admission. Engineering activities are offered on a rotating basis and engineers are onsite at varying times.

Pick up a complete list of Engineers Week activities in any Innovation Studio.

24 1938 - The first nylon bristle toothbrush was introduced. Before that, toothbrushes were made with the hair from a boar's neck!

INVENTOR: Look!
DOODLER: Create!
Birthday Hat for Winslow Homer
DESIGNER: Light!
IMAGINER: Investigate!

Collections Spotlight-2 pm
TED Talk-4 pm

25 1933 - The first aircraft carrier was launched giving the Navy a way to launch and land airplanes while at sea.

INVENTOR: Look!
DOODLER: Create!
Birthday Hat for George Harrison
DESIGNER: Light!
IMAGINER: Investigate!

Collections Spotlight-2 pm
TED Talk-4 pm

26 1964 - Elvis Presley begins filming his sixteenth movie, *Roustabout*, in Hollywood.

INVENTOR: Look!
DOODLER: Create!
Birthday Hat for Buffalo Bill Cody
DESIGNER: Light!
IMAGINER: Investigate!

Collections Spotlight-2 pm
TED Talk-4 pm

27 1673 - The first postal route in colonial America was traveled on this date.

INVENTOR: Closed until noon for Storm School.
DOODLER: Create!
Birthday Hat for John Steinbeck
DESIGNER: Light!
IMAGINER: Investigate!

Collections Spotlight-2 pm
TED Talk-4 pm

28 **NATIONAL TOOTH FAIRY DAY**

INVENTOR: Look!
DOODLER: Create!
Birthday Hat for Frank Gehry
DESIGNER: Light!
IMAGINER: Investigate!

Collections Spotlight-2 pm
TED Talk-4 pm

STUDIO LEARNING ENVIRONMENTS, TOPICS AND ACTIVITIES ARE DESIGNED FOR AGES 8 AND OLDER AND MAY FEATURE SMALL PARTS AND SHARP TOOLS.

FAMILIES: Children younger than age 8 are welcome in Innovation Studios with their older siblings but must remain under close supervision of an adult while in the studios. Please be aware that most Studio activities are not age-appropriate for children younger than age 8.

SCHOOL GROUPS: Field trip groups, third grade and above with chaperones, are welcome in Designer, Imaginer and Inventor Studios.

Doodler, Imaginer and Designer Studios are occasionally closed for programs and professional development.

All demonstrations and activities take place in Innovation Gallery and Studios unless otherwise noted and are subject to change.