

YOUR PARTNER IN **EXPLORATION AND LEARNING**  
2017-18 | **SCHOOL & TEACHER PROGRAMS**



## **NEW**

### ***ART OF THE ANCIENT MEDITERRANEAN: EGYPT, GREECE & ROME***

*Reinstallation in newly designed galleries opens LATE FALL 2017*

The Museum's *Art of the Ancient Mediterranean: Egypt, Greece & Rome* includes one of the finest collections of ancient glass in the nation as well as classical antiquities. The collection includes the mummy case of Henet-Mer, sculpture, and unusual holdings of the Coptic art of Christian Egypt.

### ***ARTS OF GLOBAL AFRICA***

*Reinstallation in newly designed galleries opens LATE FALL 2017*

The Museum's African art collection ranks among the nation's oldest, and it is one of the most comprehensive, with historic artifacts in addition to contemporary art. With nearly 4,000 objects of ritual, ceremonial, and daily use, and popular urban and fine arts, the collection includes masks and figural sculpture, textiles and dress, pottery, jewelry, furniture, photography, and paintings. The continental scope of the collection—especially its inclusion of art from northern, eastern, and southern African countries—is a strength unmatched today by most art museums.

### ***REPERTOIRE by Molly Hatch***

*Opens October 2017*

Ceramic artist Molly Hatch was inspired by global textiles to produce a monumental three-part installation in the Engelhard Court. Hatch is known for her murals made from underglaze-painted porcelain plates. *Repertoire* will honor the Newark Museum's 107-year-tradition of collecting contemporary ceramic art and commemorate the retirement of Curator of Decorative Arts Ulysses Dietz, after 37 years at the Museum.

### ***THE ROCKIES & THE ALPS: Bierstadt, Calame, and the Romance of the Mountains***

*Inaugural installation in new special exhibition galleries opens Saturday, March 24, 2018*

*The Rockies and the Alps* offers an international perspective on the rise of alpine painting in the U.S. and Europe from the 1830s–1870s, bringing together nearly 70 paintings, prints, photographs, and sketchbooks drawn from the Museum's collection and from distinguished private collections and museums around the country. Thematic galleries highlighting literature, natural science, technology, and tourism will show important connections between the explorations and international travels of 19th-century artists and the invention of photography, the rise of mountain climbing, and the proliferation of landscape imagery as part of mass culture.

## **FOR TEACHERS**

### **Educator's Evenings**

(Registration required. Please send email to [teacherresources@newarkmuseum.org](mailto:teacherresources@newarkmuseum.org))

### **ARTS OF GLOBAL AFRICA**

*Thursday, November 30, 2017, 4–7 pm (Grades middle–high school)*

Teachers are invited to The Museum's newly designed African Art collection to learn methods and skills to engage students to take a deeper look at authentic objects and facilitate conversations through open questioning. Discussions and activities are led by Museum educators and promote higher-order thinking, curriculum connection, cultural sensitivity, and art integration.

### **ART OF THE ANCIENT MEDITERRANEAN: EGYPT, GREECE & ROME**

*Thursday, January 25, 2018, 4–7 pm (All grades)*

Teachers will visit our newly designed *Art of the Ancient Mediterranean: Egypt, Greece & Rome* exhibit, followed by a workshop that will discuss ancient civilizations and how teachers and administrators can use storytelling with authentic objects to engage in meaningful and educational conversations while connecting to classroom lessons.

### **EARLY CHILDHOOD BEST PRACTICES**

*Thursday, February 22, 2018, 4–7 pm (Pre-K–2nd grade)*

Programs encourage early childhood educators to explore the Museum and learn ways to incorporate it as a resource to reinforce early childhood learning and social and emotional development.

### **THE ROCKIES AND THE ALPS**

*Thursday, March 29, 2018, 4–7 pm (All grades)*

Teachers will be introduced to best practices in STEAM education by participating in gallery workshops centered on the exhibit *The Rockies and the Alps: Bierstadt, Calame, and the Romance of the Mountains*. This temporary exhibit highlights literature, natural science, technology, and tourism, and will illuminate important connections between the artist as scientist/explorer. Teachers will leave the Museum with teaching techniques that encourage discussion, open-ended questioning, and critical thinking using historical and scientific sources.

### **NPS 4TH GRADE SPECIAL OPPORTUNITY**

With support from an anonymous donor, the Museum is pleased to offer “Stories of New Jersey through American Art” for all NPS fourth-grade students. Designed to reinforce classroom studies and strengthen skills of observation, description, and analysis through the viewing and study of masterworks in the Museum’s collection, the experience includes gallery tours and hands-on “making” opportunities. Based on a traditional scope and sequence, we invite teachers to arrange a Museum experience that best meets their curriculum and classroom schedule:

- October–November: *Native Artists of North America*
- December–Mid-February: *New Jersey and Revolutionary America*
- Mid-February–March: *New Jersey and the Civil War*

- Mar–mid-May: New Jersey and the Industrial Revolution
- Mid-May–June: Harlem Renaissance, Civil Rights, and Self-Identity

(Note: Buses are available on a first-come, first-served basis. Call the Manager of School & Teacher Programs at 973.596.6560.)

### **NEWARK MUSEUM PARTNERSHIPS**

The Newark Museum is pleased to offer custom-designed school and museum partnerships to NPS. A partnership with Newark Museum consists of multiple visits that are sequential and curriculum-based, where each visit builds on the previous one. Collaborating with teachers, Museum educators help develop visual, verbal, and written skills that directly support what students learn in school. A multiple-visit partnership reinforces student learning by connecting classroom content to authentic objects and introduces teachers and students to a globally recognized local resource that helps them develop a comfort level in new cultural environments and build self-esteem.

### **AFTER SCHOOL PROGRAMS**

Extended day programs are offered at the Museum to provide an enriching experience for after school programs, daycares, camps, and clubs. These programs address the core curriculum content standards established by the New Jersey Department of Education and the National Common Core that are led by professional Museum educators. Each program is designed to be age appropriate and uses inquiry/discussion to actively engage schoolchildren in object-based learning.

Afterschool programs are available Wednesday, Thursday, and Friday. Programs begin at 3:30 pm and last until 4:45 pm.

## UPCOMING EVENTS AND PROGRAMS

### Late Thursdays

Free Registration for event: email [teacherresources@newarkmuseum.org](mailto:teacherresources@newarkmuseum.org)

Creatively inspired social evenings offer a fresh take on the Museum's collections through a dynamic mix of music, food, drinks, art, and entertainment. Each evening focuses on a different theme, generating a unique experience.

- Newark '67/50: October 19, 5–9 pm
- The Art of the Bling: November 16, 5–9 pm
- Light it Up: December 21, 5–9 pm

### Second Sundays

Second Sundays include an engaging mix of performances, tours, demonstrations, workshops, and music that enhance the gallery experience. Monthly themes introduce new ways to see the Museum.

- La Flor es Arte: October 8, noon–5 pm
- The Cultured Body: November 12, noon–5 pm
- Global Holiday Fusion: December 10, noon–5 pm

### Weekend Family Programs—Ongoing

*Saturdays and Sundays, noon–5 pm*

Creative Play gallery backpacks filled with maps and tools for looking, and Red, Yellow, and Blue gallery guides encourage 3–5-year-olds and their families to discover together. Designed to encourage observation and conversation, these backpacks are available for free with Museum admission at the front desk and in the Education Lobby

### Saturday Morning Creative Play

*First and Third Saturdays, 10 am and 11 am*

Three to five-year-olds and their caregivers enjoy a special time, before the Museum is open. Explore the Museum's art and science collections through storytelling, song, playful activities, and an art-making activity.

### Family Gallery Programs

*Saturdays, 2 pm*

Through storytelling, music, movement, and/or sketching, families with children of all ages engage with the Museum's diverse collections. New activities every week highlight a different collection. Meet in the lobby.

### MakerSPACE Drop-In Programs

*Saturdays, 1–4 pm*

Inspired by the Museum's collections and special events, monthly themes are designed for visitors of all ages to drop in and experiment with the tools and materials of artists. Get messy with clay, paint, and found materials; get creative with blocks or digital and computer tools—and stay as long as you like.

- October: Art Talks Back—*Stories from History*
- November: *The Fantastic Self*
- December: *Global Holiday Fusion*

**Holiday Fun Days**

*December 27–29, 1–4 pm*

**Dr. Martin Luther King Jr. Day**

*January 15, 2018, noon–5 pm*

**Greater Newark Mini Makerfaire**

*April 14, 2018, noon–5 pm*

**Explorers Program**

The Newark Museum's Explorers Program has been named a finalist for the 2017 National Arts and Humanities Youth Program Award! This Award is presented by the President's Committee on the Arts and the Humanities for outstanding after-school and out-of-school programs that are transforming the lives of young people. Winners will be announced in the fall.

The Explorers Program is a college, career, and life readiness program that enables Newark-area high school students to build essential skills and self-confidence through a curriculum that draws upon the Museum's unique collections, resources, and staff. Every year, 40 students from diverse backgrounds learn about their passions and strengths, and develop new skills as public speakers, teachers, researchers, and leaders. Students are also paid for their participation in the program. Explorers rotate through internships in different areas of the Museum and lead student-designed projects to gain real-life experience in a variety of jobs and fields of study. In addition, students attend workshops focused on leadership training, public speaking, team-building, and museum-based art and science projects that promote STEAM (Science, Technology, Engineering, Arts, and Mathematics) learning. Group trips to other institutions of culture and learning are another important part of the Explorers experience. Over their three- to four-year tenure in the program, participants must commit to spending six after-school hours per week during the school year, in addition to 30 hours of community service per year and 25 hours per week each summer.

Since the Explorers Program began 22 years ago, more than 270 students have graduated from it. Over the past 10 years, 100 percent of students graduating from the program attended institutions of higher education. In the summer of 2017, the Explorers Program began accepting students in their freshman year of high school.

Check [newarkmuseum.org](http://newarkmuseum.org) for up-to-date schedules and more information.

The Newark Museum Explorers are a team of high school students who offer Teen Nights and specially designed tours for teens.

## **STUDENT PROGRAMS AT THE MUSEUM**

### **How to Register:**

Advance registration is required for all visiting school groups.

Due to space limitations, at least one month's advance registration is required.

**Call** 973.596.6690 (Hearing impaired can call 711 (TTY))

**Fax** 973.596.6614

**Email** your registration form to: [schoolgroupreservations@newarkmuseum.org](mailto:schoolgroupreservations@newarkmuseum.org)

If calling, please have your school calendar nearby and be prepared to tell the scheduler:

1. First, second, third choices for date/time of visit
2. School name, address, phone number
3. Teacher's name, phone number, best time to phone
4. Program(s) you wish to schedule
5. Number of students and chaperones
6. Grade(s)
7. Mode of travel and number of buses/vans/cars
8. Any special needs (limited English language, physical or learning disabilities)  
The Museum offers barrier-free access.

### **Fees for Museum Visits:**

(per person, including students, teachers, all chaperones)

<u>All schools</u>	<u>1 Program</u>	<u>2 Programs</u>
September–October	\$7	\$9
November–December	\$8	\$10
January–June	\$10	\$12

*NOTE: Newark Public Schools are FREE (excluding Planetarium programs)*

Payment is due on arrival at the South Wing entrance.

We accept cash; a school check payable to "Newark Museum Association" (no personal checks will be accepted); credit cards, school purchase orders, or money orders.

NOTE: A \$30 booking and processing fee will be added to each reservation (except for Newark Public Schools).

## **GENERAL INFORMATION**

### **Visiting Dates and Times**

Guided programs are available Wednesday, Thursday, and Friday for all school groups.

Guided programs are available on Tuesdays for groups of 100 students or more.

Programs begin at 9:30 am, 11:15 am, and 12:30 pm for elementary, middle, and high school programs/students.

Early childhood tours (grades Pre-K–2) begin at 10 am, 11 am, and noon.

### **Group Size**

Most programs can accommodate 25–50 students, unless otherwise noted. **The Museum requests that groups have one adult chaperone for every 15 students, but no more than one adult for every 10 students.**

### **Educational Content**

All programs led by professional Museum educators address the core curriculum content standards established by the New Jersey Department of Education and the National Common Core. Each program is designed to be age appropriate and uses inquiry/discussion to actively engage schoolchildren in object-based learning. Standards addressed for each program can be found on page 28.

### **Arrival Time**

Plan to arrive 15 minutes before the scheduled tour. Please do not arrive earlier since there is no group waiting area, and groups are not allowed to tour the galleries without a guide. Please be punctual, as it is not possible to make up lost time with late-arriving groups.

### **Lunch**

Schools must schedule a time in the Museum’s lunchroom if they plan to eat on-site. Otherwise, please bring lunches, since there are no facilities for buying them. Lunches brought in will be collected by Museum staff and delivered to the lunchroom for you.

### **Self-Guided Tours**

Schools are also welcome for self-guided visits each Wednesday, Thursday, and Friday, from 12:30–5 pm. **Pre-registration and Museum admission fees are required for school groups visiting for self-guided touring only.**

### **Buses/parking**

Drop-off for groups is at the front of the South Wing entrance. Attended on-site parking is available in the adjacent Museum parking lot for vans and cars only, with entrances located at Washington St. and Central Ave. Parking fees (\$7/car or \$15/van, subject to change) must be paid in cash directly to the parking lot attendant. Checks and credits cards are not accepted. **Please do not include parking fee in your payment to the Museum.**

### **Homeschool Groups**

The Newark Museum offers a variety of resources and programs that can enrich home-based learning. All curriculum-based school programs can be scheduled for groups of

homeschooled students and tailored to their specific needs. Booking procedures for homeschool groups are the same as stated above.

## **FREQUENTLY ASKED QUESTIONS**

### **What should my students know before the trip?**

We encourage teachers to cover the content of the program with students before their visit. Having background knowledge to build from creates an optimal learning environment in the Museum. Prior to your trip, please review the following to ensure a successful visit for students, adults, chaperones, and aides:

- Touching or climbing on the artwork/sculptures in the galleries is not allowed.
- All bags and backpacks must be left in the Education Lobby.
- Food, drinks, candy and gum are not allowed in the galleries.
- Respect other classes visiting the Museum by using a quiet inside voice.
- Groups must remain together in the gallery space—adults and children alike.
- Be prepared to have fun!

### **Can our group tour the galleries on our own during a break?**

Because the Museum is not open to the public before noon on Wednesdays, Thursdays, and Fridays, groups are not allowed to tour the exhibitions without a Museum staff member. All self-guiding must be done after 12:30 pm on Wednesdays, Thursdays and Fridays. If your group would like to take a self-guided tour on Tuesday afternoons, an additional \$2 per person fee will be added to your group reservation per one-hour tour; advance notice required.

### **How should I organize my group before arrival?**

Upon registering, a group organizational chart will be sent with your confirmation letter. For larger groups, we encourage teachers to fill out the chart and share it with colleagues and chaperones. To assist in your arrival, we also encourage you to send the School Programs department a copy of the completed organizational chart prior to your trip.

### **Where can the school nurse sit?**

Should a school nurse accompany your group, there is a designated central location available for seating. Please note that nurses may not walk between groups without a Museum employee.

### **What if my group needs special accommodations?**

The Museum welcomes all visitors to experience a school program tour. Please contact the School Programs department ahead of time (973.596.6690) if your group should require any special accommodations.

### **What is your cancellation policy?**

The Newark Museum requires all group cancellations to be completed in writing via email. Should your group need to cancel or reschedule a trip, you must send an email to [schoolgroupreservations@newarkmuseum.org](mailto:schoolgroupreservations@newarkmuseum.org) at least *30 days before* the scheduled trip date to avoid a cancellation fee. Upon receipt, an email will be sent to you verifying

cancellation. Any group that does not send a cancellation email within 30 days of the scheduled trip date will incur a cancellation fee as detailed below:

Groups cancelling or rescheduling *within 30 days* of a scheduled visit will be charged **50% of the total bill.**

Those cancelling or rescheduling *within 15 days* of a scheduled visit will be charged the **FULL amount invoiced.**

**Cancellation Policy for Newark Public Schools:** While school visits are free for Newark Public Schools (excluding Planetarium programs), the above policy and fees will be applied to all group cancellations. An invoice will be processed using the regular fees for Museum visits, and the cancellation fee will be applied accordingly. **The booking fee is not refundable.**

### **Newark Museum Junior Shop**

There is a small gift shop located in the Museum's Education Lobby featuring inexpensive souvenirs and gifts specifically for children to purchase. The Junior Shop is available to school groups, depending on the numbers of other student visitors. Please estimate a 30-minute visit for 20 children. Prepackaged souvenir bags (\$2 or \$5) are also available. You can order them 21 days in advance by calling 973.596.6678.

## **GALLERY LESSONS & WORKSHOPS**

### **Early Childhood Programs (Grades Pre-K–2)**

#### **Arts and Humanities**

##### ***ArtSmart***

*10 am, 11 am, and noon; 60 minutes; limit 20 students*

This program helps children discover line, shape, color, and texture in paintings and sculptures from around the world. Students become artists as they participate in a group sculpture activity, storytelling, and create artwork from scratch to take home.

The *ArtSmart* program fosters early learning skills including:

- Artistic understanding as children identify the basic elements of art and principles of design in diverse types of artwork
- Creative thinking and new vocabulary building as they integrate color, form, lines, and shapes into their artwork
- Collaborating with peers and teachers to stimulate the creative process

##### ***Asian Adventure***

*10 am, 11 am, and noon; 60 minutes; limit 20 students*

Discovering the Asian art galleries through their five senses, students meet dragons from China and learn about the fierce protectors who occupy the Tibetan Buddhist altar.

During the program, students demonstrate early learning skills including;

- Critical thinking as they discuss the difference between their culture and the culture of Asian communities
- Developing a literary vocabulary with content-specific words

##### ***My Community: Discovering What Makes a Community (Grades Pre-K–2)***

*10 am, 11 am, and noon; 60 minutes; limit 20 students*

What are the elements that make communities special, and how do they differ around the world? Students will draw, write, and read about communities found in their own backyard and in the Museum's collections from around the world.

During *My Community*, students foster early learning skills including:

- Demonstrating an awareness of one's own culture and other cultures
- Contributing to group discussions with peers and teachers
- Developing vocabulary and higher-order thinking by viewing artworks

##### ***Native American Adventure (Grades Pre-K–2)***

*10 am, 11 am, and noon; 60 minutes; limit 20 students*

Visit our Native American galleries and learn how Native Americans used natural resources for food, clothing and shelter. Children can touch artifacts including a buffalo horn and a cradle, listen to a Native American story, and design a traditional carry-bag called a *parfleche* with pictographs.

During the *Native American Adventure* program, students demonstrate early learning skills including:

- Critical thinking as they discuss the differences between their culture and the Native American community
- Literacy development as they participate in an interactive reading exercise to understand the components of a story
- Artistic observation while identifying the materials and purpose of Native American artworks

## **Art and Science**

### ***Safari Trip***

*10 am, 11 am, and noon; 60 minutes; limit 20 students*

Embark on a group safari as you tour a variety of the Museum's galleries to hunt for different species of animals. Touch real animal artifacts, listen to an animal tale, and create an animal from modeling clay to take home.

*Safari Trip* develops early learning skills as students:

- Contribute to group discussions with the Museum educator and peers while integrating personal accounts with newly gained facts about animals
- Connect the meaning of new words to their established vocabulary
- Develop artistic creativity and motor skills during the culminating exercise

### ***NEW! Animals and Habitats***

*10 am, 11 am, and noon; 60 minutes; limit 20 students*

Examine animals and their habitats by exploring the biomes exhibited in our Dynamic Earth galleries. Students will learn about a variety of animals and how they survive in different environments through looking activities, hands-on learning, and kinetic experiences.

*Animals and Habitats* develops early learning skills as students:

- Contribute to group discussions with the Museum educator and peers while integrating personal accounts with newly gained facts about animals
- Connect the meaning of new words to their established vocabulary
- Develop artistic creativity and motor skills during the culminating exercise

### ***Dynamic Earth***

*10 am, 11 am, and noon, 60 minutes; limit 25 students*

Discover the forces that constantly change our planet through a tactile tour of our science exhibit *Dynamic Earth: Revealing Nature's Secrets*. Children will examine real fossils and other specimens as they learn about the living and nonliving things that fill our Earth.

Students will be able to:

- Examine the structure of animals and figure out the function of each part
- Observe how wind and water change the shape of the land
- Learn about changes in the Earth that took place over a long time

***NEW! MakerSPACE Stop-Motion Animation***

*10 am, 11 am, and noon, 60 minutes; limit 25 students (K-2<sup>nd</sup> grade)*

From Disney's *Fantasia* to Warner Bros. Pictures' LEGO movies, animation, film, and video are used by artists to create narratives that transport viewers through time and space. Ever since the technologies were developed these techniques have told stories, using characters and scenes to bring viewers on a journey that enhances or reimagines reality. Students will tour the galleries, view artful approaches to the personification of objects, emotive uses of color, and storytelling with symbolism to find subjects and scenes to develop into personalized stories. Then, using tablets, students will capture, edit, and share their Museum-inspired motion pictures.

Students will be able to:

- Develop stories that have personal and cultural meaning
- Learn about the technology and concepts used to create motion pictures
- Construct meaning, present their points of view, and share their own ideas through gallery investigations and making experiences

***Saturday Morning Creative Play***

*First and Third Saturdays, 10 am and 11 am*

Three to five-year-olds and their caregivers enjoy a special time, before the Museum is open. Explore the Museum's art and science collections through storytelling, song, playful activities, and an art-making project.

## Elementary Programs (Grades 3–6)

### Arts and Humanities

#### ***Art of the Ancient Mediterranean: Egypt, Greece & Rome (Grades 3-6)***

9:30 am, 11:15 am, and 12:30 pm; 75 minutes; limit 25 students

Students become archaeologists as they observe the artifacts of the newly designed Ancient Mediterranean galleries to discover what life was like in ancient Egypt, Greece and Rome. Students also create a clay scarab (Egypt) or sculpture (Greece and Rome) in our art studio.

*Art of the Ancient Mediterranean* develops student skills as they:

- Analyze cultural objects for their historical and artistic value
- Determine how geography and the availability of natural resources influenced the development of the political, economic, and cultural systems
- Work individually to create three-dimensional work of art that make cohesive visual statements and employ the elements of ancient principles of design

#### ***Building Bridges: Exploring Communities around the World (Grades 3–5)***

9:30 am, 11:15 am, and 12:30 pm; 75 minutes; limit 50 students

Take a trip through the Museum’s vast collection of art from around the world and explore diverse cultures and their similarities while learning respect for the identity of others on an individual, community, national, or global level.

*Building Bridges* develops students’ learning skills by enabling them to:

- Draw comparisons between their own lives and those of others around the world
- Analyze cultural objects for their historic and artistic value

#### ***The Ballantine House Mystery: “Who Done It?” (Grades 3–5)***

9:30 am, 11:15 am, and 12:30 pm; 75 minutes; limit 50 students

Students become detectives as they step into the Victorian era through an exploration of the Ballantine House to find its missing jewels! Collaborating as a team, students will solve the mystery using clues they find in the house’s gilded rooms and vast display of ornate objects.

*Who Done It?* nurtures skill sets for students as they:

- Explore the community of Newark during the turn of the century and draw comparisons to communities today
- Compare family life for children living during the Victorian era to modern times
- Recognize a problem and brainstorm ways to solve it collaboratively

#### ***Early America (Grades 3–5)***

9:30 am, 11:15 am, and 12:30 pm; 75 minutes; limit 50 students

Be transported to the 18th and 19th centuries by entering the Museum’s authentic one-room schoolhouse (ca. 1784) and by studying artworks in the American Art galleries. Students will also write with quill pens during an 18th-century penmanship lesson.

*Early America* develops student learning skills including:

- Analyzing cultural objects for their historical and artistic value
- Assessing the changes in technology, society, and government from the birth of America to modern times as seen in the Museum’s collection
- Developing abstract thought and higher-order thinking that is stimulated by guided viewing of American artworks

***Express Yourself: Exploring the World through Art (Grades 3–6)***

*9:30 am, 11:15 am, and 12:30 pm; 75 minutes; limit 50 students*

These hands-on, minds-on gallery workshops are designed to heighten observation and critical thinking skills by focusing on aesthetics and critique. Presentations include cross-curricular activities that combine language arts literacy, social studies, and visual arts to develop skills in line with the NJ ASK and GEPA tests.

*Express Yourself* cultivates literary, artistic, analytic, and critical thinking, as well as collaborative skills for students as they:

- Create written responses to artworks found in the Museum’s collections
- Contribute to group discussions with peers and educators by listening to and posing different viewpoints
- Develop abstract thought and higher-order thinking that is stimulated by guided viewing of art
- Identify artistic elements in select masterworks of American art and deduce their significance to interpreting American history

Choices include:

***Express Yourself: American Art***

Discover symbols and stories in American art from the 18th, 19th, and 20th centuries. Choose from the following themes:

- Highlight Tour
- Western Expansion
- Light Tour
- Food in Art
- Gender Tour

***Express Yourself: Asian Art***

Travel throughout Asia in our new gallery installations of art from China, Korea, Japan, India, Southeast Asia, and Tibet.

***Express Yourself: African and African-American Art***

Connect links between utilitarian function and aesthetics in traditional approaches to art in Africa and explore the history and contemporary ideas in creations by African-American artists.

***Native Artists of North America (Grades 3–5)***

See page 17 for related *Earth, Moon, and Sun* program in the Dreyfuss Planetarium.  
*9:30 am, 11:15 am, and 12:30 pm; 75 minutes; limit 50 students*

Compare and contrast traditional and modern ways of life through the tools, baskets, pottery, and clothing produced by Native Americans. Using inquiry-based learning, students will learn how contemporary Native American Artists use traditional techniques

and designs to innovate their work. Students will also create clay bowls in the style used by the Hopi people of the Southwest.

Through *Express Yourself: Native American Art*, students foster a variety of skills as they:

- Use writing skills to develop a reaction piece based on artwork found in the collection
- Contribute to group discussions while posing and listening to different viewpoints
- Analyze cultural objects for their historical and artistic value
- Identify the differences in various Native American communities and compare them to our community

## **Art and Science**

### ***NEW! Forensics and Forgeries (Grades 3–6)***

*9:30 am, 11:15 am, and 12:30 pm; 75 minutes; limit 25 students*

Students explore the processes of scientific investigation by examining evidence. They will conduct a forensic fingerprinting test after visiting the art galleries to discuss authenticity of artwork and stories of forgeries and robberies.

*Forensic and Forgeries* enables students to:

- Make observations and/or measurements to provide evidence of what has occurred or changed
- Use cause-and-effect relationships to predict phenomena
- Make observations and/or measurements to produce data to serve as the basis for evidence or an explanation of a phenomenon

### ***Water, Water Everywhere (Grades 3–6)***

*9:30 am, 11:15 am, and 12:30 pm; 75 minutes; limit 25 students*

Using scientific investigation and experiments, students discover the properties of water and nature's water cycle. Then they'll examine and sketch water through artists' eyes in the Museum's American Art galleries.

*Water, Water Everywhere!* promotes investigative skills as students:

- Actively engage in the scientific process while conducting water experiments in a lab
- Work collaboratively with peers to perform experiments
- Assess artworks for their artistic and scientific value

### ***NEW! MakerSPACE Stop-Motion Animation (Grades 3-6)***

*9:30 am, 11:15 am, and 12:30 pm; 150 minutes; limit 25 students*

From Disney's *Fantasia* to Warner Bros. Pictures' LEGO movies, animation, film, and video are used by artists to create narratives to transport viewers through time and space. Ever since the technologies were developed, these techniques have told stories, using characters and scenes, to bring viewers on a journey that enhances or reimagines reality. Students will tour the galleries, view artful approaches to the personification of objects, emotive uses of color, and storytelling with symbolism to find subjects and scenes to

develop into personalized stories. Then, using tablets, students will capture, edit, and share their Museum-inspired motion pictures.

*Stop-Motion Animation* enables students to:

- Develop stories that have personal and cultural meaning
- Learn about the technology and concepts used to create motion pictures
- Construct meaning, present their points of view, and share their own ideas through gallery investigations and making experiences

***NEW! MakerSPACE 3-D Modeling and Printing (Grades 3-6)***

*9:30 am, 11:15 am, and 12:30 pm; 150 minutes; limit 25 students*

For centuries, and in many cultures, artists have built images “bit by bit” by assembling small pieces of glass, stone, or tiny beads to create larger images. The natural world is also filled with repeating shapes that create visual patterns on fish, butterflies and snakeskins. Explore 2-D and 3-D objects in the galleries that were made with repeating forms such as geometric quilts, a hornet’s nest and Willy Cole’s *Sole Sitter*, then visit the MakerSPACE to learn about how 3-D printing is also based on a system of building blocks. Using 3-D modeling software, students will design and print their own unique creations using the same principles of building up an image through repeated forms.

*3-D Modeling and Printing* enables students to:

- Create connections between a history of making, as represented in the Museum’s collection, to contemporary technological advances
- Learn about the technology and concepts found in 3-D printing, and explore how it presents new possibilities in additive structures and production
- Construct meaning, present their points of view, and share their own ideas through gallery investigations and making
- Create a 3-D model using basic functions of 3-D modeling software

***NEW! MakerSPACE Programming & Algorithms in Art (Grades 3-6)***

*9:30 am, 11:15 am, and 12:30 pm; 150 minutes; limit 25 students*

How to draw: Hold pencil, place pencil on paper, move pencil. Sound easy? That’s only because you’re a super-smart computer inside a highly sophisticated machine. Students tour the galleries to see how simple instructions were used to create Sol LeWitt’s wall drawings and how algorithms help to activate Uram Choe’s mechanical sculpture. The group will then follow lines of code to make their way to the Museum’s MakerSPACE to learn to program art-making robots.

*Programming & Algorithms in Art* enables students to:

- Make connections between a history of making, as represented in the Museum’s collection, to contemporary technological advances
- Learn about the languages and concepts used in coding, and explore how they are used to digitally control physical objects
- Construct meaning, present their points of view, and share their own ideas through gallery investigations and making experiences

## Science Gallery

### *Dynamic Earth* (Grades 3–6)

9:30 am, 11:15 am, and 12:30 pm; 75 minutes; limit 25 students

Students explore the ever-changing Earth from 4.6 million years ago to the present, mapping the connections between climate, geology, and the life that inhabits it. They will also study ancient fossils and investigate the incredible adaptations of living plants and animals.

#### **Themes to choose from:**

- Fossils
- *NEW!* Prehistoric New Jersey
- Adaptation

*Dynamic Earth* enables students to:

- Connect the changes in the Earth and weather to the survival or extinction of some species of plants and animals
- Understand that particular organisms can only survive in particular environments
- Demonstrate an understanding of the motion of tectonic plates and its consequences
- Connect to New Jersey's history through fossils, landforms, and rocks

## **Middle and High School Programming (Grades 7–12)**

### **Arts and Humanities**

#### ***Art of the Ancient Mediterranean: Egypt, Greece & Rome (Grades 7-12)***

*9:30 am, 11:15 am and 12:30 pm; 75 minutes; limit 25 students*

Students become archaeologists as they observe the artifacts of the newly designed Ancient Mediterranean galleries to discover what life was like in ancient Egypt, Greece, and Rome. Students also create a clay scarab (Egypt) or sculpture (Greece and Rome) in our art studio.

*Art of the Ancient Mediterranean* develops student skills as they:

- Analyze cultural objects for their historical and artistic value
- Determine how geography and the availability of natural resources influenced the development of the political, economic, and cultural systems
- Work individually to create three-dimensional works of art that make cohesive visual statements and employ the elements of ancient principles of design

#### ***Ballantine House: Family Life in the Gilded Age (Grades 7–12)***

*9:30 am, 11:15 am, and 12:30 pm; 75 minutes; limit 50 students*

Students step back in time as they visit the 1885 Ballantine family home. Here they will learn how modern American family customs and technology—including formal rituals for “visiting” and proper dinner etiquette for seven-course meals—had their origins in the Victorian era. Students will also discover what Mark Twain meant when he called it “The Gilded Age.”

The *Ballantine House* program develops students’ skills as they:

- Analyze the different roles of people living during the 1880s, including an assessment of their impact on the larger societal and technological implications of the time
- Compare the societal norms of the Victorian era and draw comparisons to daily life in modern society
- Develop higher-order thinking through the practice of artistically based guided questioning

#### ***Express Yourself: Exploring the World through Art (Grades 7–12)***

*9:30 am, 11:15 am, and 12:30 pm; 75 minutes; limit 50 students*

Hands-on, minds-on gallery workshops are designed to heighten observation and critical thinking skills by focusing on aesthetics and critique. Presentations include cross-curricular activities that combine language arts literacy, social studies, and visual arts to develop skills in line with the NJ ASK and GEPA tests.

*Express Yourself* cultivates literary, artistic, analytic, critical thinking, and collaborative skills for students as they:

- Create written responses to artworks found in the Newark Museum collection
- Contribute to group discussions with peers and educators by listening to and posing different viewpoints

- Develop abstract thought and higher-order thinking that is stimulated by guided viewing of art
- Identify artistic elements in select masterworks of American art and deduce their significance to interpreting American history

Choices include:

***Express Yourself: American Art***

Discover symbols and stories in American art from the 18th, 19th, and 20th centuries. Choose from the following themes:

- o Western Expansion
- o Highlight Tour
- o Light Tour
- o Food in Art
- o Gender Tour

***Express Yourself: Asian Art***

Travel throughout Asia in our new gallery installations of art from China, Korea, Japan, India, Southeast Asia, and Tibet.

***Express Yourself: African and African-American Art***

Connect links between utilitarian function and aesthetics in traditional approaches to art in Africa and explore the history and contemporary ideas in creations by African-American artists.

**Art and Science**

***NEW! Forensics and Forgeries (Grades 7–12)***

*9:30 am, 11:15 am, and 12:30 pm; 75 minutes; limit 25 students*

Students explore the processes of scientific investigation by examining evidence. They will conduct a forensic fingerprinting test after visiting the art galleries to discuss authenticity of artwork and stories of forgeries and robberies.

*Forensic and Forgeries* enables students to:

- Make observations and/or measurements to provide evidence of what has occurred or changed
- Use cause-and-effect relationships to predict phenomena
- Make observations and/or measurements to produce data to serve as the basis for evidence or an explanation of a phenomenon

***Water, Water Everywhere (Grades 7–8)***

*9:30 am, 11:15 am, and 12:30 pm; 75 minutes; limit 25 students*

Using scientific investigation and experiments, students discover the properties of water and nature's water cycle. They'll then examine and sketch water through artists' eyes in the Museum's American Art galleries.

*Water, Water Everywhere!* promotes investigative skills as students:

- Actively engage in the scientific process while conducting water experiments in a lab

- Work collaboratively with peers to perform experiments
- Assess artworks for their artistic and scientific value

***NEW! MakerSPACE Stop-Motion Animation (Grades 7-12)***

*9:30 am, 11:15 am, and 12:30 pm; 150 minutes; limit 25 students*

From Disney's *Fantasia* to Warner Bros. Pictures' LEGO movies, animation, film, and video are used by artists to create narratives to transport viewers through time and space. Ever since the technologies were developed, these techniques have told stories, using characters and scenes, to bring viewers on a journey that enhances or reimagines reality. Students will tour the galleries, view artful approaches to the personification of objects, emotive uses of color, and storytelling with symbolism to find subjects and scenes to develop into personalized stories. Then, using tablets, students will capture, edit, and share their Museum-inspired motion pictures.

*Stop-Motion Animation* enables students to:

- Develop stories that have personal and cultural meaning
- Learn about the technology and concepts used to create motion pictures
- Construct meaning, present their points of view, and share their own ideas through gallery investigations and making experiences

***NEW! MakerSPACE 3-D Modeling and Printing (Grades 7-12)***

*9:30 am, 11:15 am, and 12:30 pm; 150 minutes; limit 25 students*

For centuries, and in many cultures, artists have built images “bit by bit” by assembling small pieces of glass, stone or tiny beads to create larger images. The natural world is also filled with repeating shapes that create visual patterns on fish, butterflies and snakeskins. Explore 2-D and 3-D gallery objects that were made with repeating forms such as geometric quilts, a hornet's nest, and Willy Cole's *Sole Sitter*, then visit the MakerSPACE to learn about how 3-D printing is also based on a system of building blocks. Using 3-D modeling software, students will design and print their own unique creations using the same principles of building up an image through repeated forms.

*3-D Modeling and Printing* enables students to:

- Establish connections between a history of making, as represented in the Museum's collection, to contemporary technological advances
- Learn about the technology and concepts found in 3-D printing, and explore how it presents new possibilities in additive structures and production
- Construct meaning, present their points of view, and share their own ideas through gallery investigations and making
- Create a 3-D model using basic functions of 3-D modeling software

***NEW! MakerSPACE Programming & Algorithms in Art (Grades 7-12)***

*9:30 am, 11:15 am, and 12:30 pm; 150 minutes; limit 25 students*

How to draw: Hold pencil, place pencil on paper, move pencil. Sound easy? That's only because you're a super-smart computer inside a highly sophisticated machine. Students tour the galleries to see how simple instructions were used to create Sol LeWitt's wall drawings and how algorithms help to activate Uram Choe's mechanical sculpture. The group will then follow lines of code to make their way to the Museum's MakerSPACE to learn to program art-making robots.

*Programming & Algorithms in Art* enables students to:

- Make connections between a history of making, as represented in the Museum's collection, to contemporary technological advances
- Learn about the languages and concepts used in coding, and explore how they are used to digitally control physical objects
- Construct meaning, present their point of view, and share their own ideas through gallery investigations and making experiences

## **Science Gallery**

### ***Dynamic Earth (Grades 7–12)***

*9:30 am, 11:15 am, and 12:30 pm; 75 minutes; limit 25 students*

Students explore the ever-changing Earth from 4.6 million years ago to the present, mapping the connections between climate, geology, and the life that inhabits it. They will also be able to study ancient fossils and investigate the incredible adaptations of living plants and animals.

Themes to choose from:

- Fossils
- **NEW!** Prehistoric New Jersey
- Adaptation

*Dynamic Earth teaches students how to:*

- Connect the changes in the Earth and weather to the survival or extinction of some species of plants and animals
- Understand that particular organisms can only survive in particular environments
- Demonstrate an understanding of the motion of tectonic plates and the resultant consequences

### ***Design Your Own Museum Tour (Grades 7–12)***

High school curriculum supervisors and teachers are invited to design their own tour linking the Museum's collection to school curriculum. Choices include American Art & History, Asian Art, and Native American Art. For details, contact the Manager of School and Teacher Programs at 973.596.6560, or send an email to:

[teacherresources@newarkmuseum.org](mailto:teacherresources@newarkmuseum.org)

### ***Design your own OPEN MAKING experience.***

High school curriculum supervisors and teachers are invited to design their own project-based learning activity, linking the Museum's collections to school curriculum. For details, call the Manager of School and Teacher Programs at 973.596.6560 or send an email to [teacherresources@newarkmuseum.org](mailto:teacherresources@newarkmuseum.org)

## PLANETARIUM PROGRAMS

### **New Jersey's Place for Space!**

The Alice and Leonard Dreyfuss Planetarium uses state-of-the-art digital “Full Dome” high-resolution video projectors and a surround sound system to bring students closer to the cosmos than ever before. The Planetarium also features exciting new programs that will immerse students in a fascinating learning environment. Each Planetarium program includes audience participation and a question/answer period with a Museum astronomer.

### ***Group Size:***

The Planetarium seats a maximum of 50. The total number of students and adults *may not* exceed 50 or the number of seats stated on your confirmation. Larger groups can be split. Minimum group size is 10 students. Barrier-free seating is available.

### ***Program Times:***

Programs **must** begin on time, so please plan accordingly.

Times available: Wednesdays, Thursdays, and Fridays at 9:30 am, 11:15 am, and 12:30 pm.

All Planetarium programs are approximately **45 minutes** long.

**Please note: The Dreyfuss Planetarium is very popular, so make sure you schedule your visit well in advance.**

Planetarium renovations are made possible by a grant from the National Aeronautics & Space Administration (NASA).

## Planetarium Programs

### ***One World, One Sky (Pre-K and K; ages 4–6)***

*Sesame Street's* Big Bird, Elmo, and Hu Hu Zhu learn about the Sun, the Moon, and the stars and constellations of the nighttime sky.

*One World, One Sky* allows students to:

- Observe the Moon's phases, day and night motion of the Sun and stars, and constellations in the sky
- Make connections between their lives to cultures around the world
- Understand the importance of community and neighborhood

### ***Magic Sky (Pre-K and K; ages 4–6)***

Students will watch a beautiful sunset, explore the stars, make friends with the constellations, and then meet Mr. Moon, who shows them his phases and craters.

*Magic Sky* enables students to:

- Analyze the role of the Moon and its impact on Earth
- Assess the relationship between the Sun and stars to day and night
- Compare constellations in the sky

### ***NEW! The Moon (Grades K–2)***

*The Moon* incorporates live interactive teaching with a Planetarium program that has been designed to enrich discussion and interaction. Join a young boy as he discovers the wonders of the Moon.

*The Moon* encourages students to:

- Analyze the energy emitted from the Sun
- Observe sunspots on the surface of the Sun and aurorae on Earth
- Discover the cultural importance of the Sun throughout the world

***The Little Star That Could (Grades K–2)***

A lonely little star embarks on a journey through the galaxy. Along the way, he meets different stars, the Milky Way, and is introduced to the planets.

*Little Star That Could* develops student skills as they:

- Identify the Sun and planets of our solar system
- Compare different types of stars, galaxies, and star clusters

***Secret of the Cardboard Rocket (Grades 1–3)***

A brother and sister make a rocket ship out of a cardboard box and set off on a whirlwind tour of the planets—from sizzling-hot Mercury to icy Pluto.

*Secret of the Cardboard Rocket* fosters student skills as they:

- Compare planets and dwarf planets
- Assess the role of the Sun in the solar system

***The Zula Patrol – Under the Weather (Grades 1–4)***

The heroes of the Zula Patrol are on a mission to collect samples of weather for scientist Multo’s research. Along the way, the team learns all about weather on Zula and on other planets.

*The Zula Patrol – Under the Weather* builds students’ understanding as they:

- Analyze different forms of weather
- Compare the weather on Jupiter, Venus, and Mars to Earth

***The Zula Patrol 2 – Down to Earth (Grades 1–4)***

*Enhance your visit by scheduling the Dynamic Earth science exhibit tour. See pages 8 and 14 for details.*

The Zula Patrol finds that someone has been traveling back to Earth’s prehistoric past to dump toxic trash! On their mission, the Zula Patrollers learn all about the formation and development of Earth, but they must find and catch the culprit before it’s too late!

*Zula Patrol 2 – Down to Earth* enables students to:

- Assess the formation and evolution of Earth
- Examine fossils, dinosaurs, and other forms of life from Earth’s past
- Develop a plan for keeping Earth’s environment clean

***SkyQuest (Grades 1–4)***

Come along with a young astronomer on her personal quest to find a special place in the night sky. She shares her telescope views of the Moon and planets and points out stars and constellations.

*SkyQuest* develops students' knowledge as they:

- Examine the phases of the Moon
- Compare different types of stars
- Observe the constellations and planets visible in the night sky

### ***Earth, Moon, and Sun (Grades 3–5)***

*See page 10 for related Native American gallery tour.*

Explore the relationship between the Earth, Moon, and Sun. With the help of Coyote and Native American stories, students will learn about Moon phases, eclipses, constellations, and more!

*Earth, Moon, and Sun:*

- Analyzes the relationship between the Sun and Moon
- Explains eclipses and Moon phases
- Details Native American traditions and folklore

### ***Legends of the Night Sky–Orion (Grades 3–5)***

*See page 17 for related Ancient Greece gallery tour.*

Take an imaginative look at the stories and legends of Orion, the great hunter of the winter sky. Greek mythology will never seem the same once you've seen this fun-filled production.

*Legends of the Night Sky* introduces students to:

- The constellations of Orion, Canis Major, and Canis Minor
- One of the many mythological stories connecting these constellations in the winter sky

### ***NEW! Legends of the Night Sky (Grades 3–5)***

*See page 10 for related Ancient Greece program.*

Take an imaginative look at the stories and legends of Greek mythology. Choose between the tales of the heroes Perseus and Princess Andromeda or the great hunter, Orion.

*Legends of the Night Sky* introduces students to:

- The constellations of Orion, Canis Major, and Canis Minor, or the constellations of Perseus and Andromeda
- One of the many mythological stories connecting these constellations in the night sky

### ***Constellations Tonight (Grades 4–8)***

Join our astronomers for a live interactive tour of the beautiful stars, constellations, and planets that cross overhead nightly. The patterns found in the sky reveal the answers to some of the most important questions about our Universe.

*Constellations Tonight* develops students' knowledge as they:

- Examine the Sun, Moon, stars, and galaxies in our Universe
- Observe constellations through the seasons of the year
- Are introduced to the theory of the Big Bang and cosmology

***Force 5 (Grades 4–8)***

Discover the awesome fury of tornadoes, hurricanes, and thunderstorms. Join us for an incredible look at Earth’s weather in all its many forms.

*Force 5* fosters student learning as they:

- Compare hurricanes, tornadoes, and other weather patterns of Earth
- Identify coronal mass ejections and aurorae

***Oceans in Space (Grades 4–8)***

Search for extraterrestrials, learn how life on Earth began and what conditions are necessary to form and sustain it. Students are also introduced to the diversity of our home planet.

*Oceans in Space* develops the student’s ability to:

- Assess the possibility of life on other worlds
- Identify the characteristics of Earth that have allowed the evolution of life

***NEW! Navajo Sky (Grades 5-12 and adults)***

Join a Navajo family as they listen to their elders telling stories about Native American constellations that have been passed on from generation to generation.

*This Planetarium show is presented in Navajo and English. Available October through March only.*

***Tales of the Maya Skies (Grades 5–12 and adults)***

*See pages 8 and 13 for related Arts/Humanities gallery program.*

This is an immersive experience in Mayan science, art, and mythology that transports participants back into the world of the Maya. Learn about the Mayans’ accurate astronomical achievements and how astronomy connected them to the Universe.

*Tales of the Maya Skies:*

- Details Mayan mythology and culture
- Compares ancient Mayan constellations to those of today
- Analyzes the Mayan calendar, mathematics, and alignment of buildings to celestial events

***NEW! Eclipse: The Sun Revealed (Grades 6-12 and adults)***

Experience a total solar eclipse! This new show explores the fascinating history, science, and impact of eclipses. Discover how celestial bodies align to give us these incredible events. Learn how to safely view an eclipse and hear a gripping firsthand account of what it is like to stand in the shadow of the Moon!

***Origins of Life (Grades 6–12 and adults)***

Take your students on an inspirational journey through time and a celebration of life on Earth. Travel from the depths of the oceans to the far reaches of space to explore the Big Bang, the birth of stars, the formation of solar systems, and the first life on Earth.

*Origins of Life* develops students' knowledge as they:

- Observe the Big Bang and the beginnings of our Universe
- Examine the formation of the solar system
- Assess the evolution of life on Earth

### ***Extreme Planets (Grades 6–12 and adults)***

*Enhance your visit by scheduling the Dynamic Earth science exhibit tour; see pages 8 and 14 for details.*

Explore the extreme planets of our own solar system and beyond. Discover worlds with oceans of molten rock, where night never falls and where aurorae perpetually dance across the starry sky.

*Extreme Planets* fosters student learning as they:

- Identify the locations of extrasolar planets in our galaxy
- Compare extrasolar planets to those of our solar system
- Assess the possibility of life on other worlds

### ***Black Holes (Grades 6–12 and adults)***

They lurk in the Universe like cosmic dragons: unseen voids with the energy of a million suns. They can devour entire stars once in their grasp and nothing—not even light—can escape. Discover their true nature as you experience an intense voyage to a black hole!

*Black Holes* builds students' understanding as they:

- Observe how black holes form in space
- Analyze the various parts of a black hole
- Examine Einstein's theory of relativity

### ***Seven Wonders (Grades 6–12 and adults)***

*See page 13 for related Arts/Humanities gallery programs.*

Earth was once home to seven amazing wonders, built by extraordinary civilizations in our distant past. Inspired by these mysteries, voyage through time and space to discover the Seven Wonders of the Ancient World.

*Seven Wonders* enables students to:

- Examine Earth's seven ancient wonders, their locations, and the cultures who built them
- Observe other wonders of our Universe, including the planets of our solar system, galaxies, and star clusters

### ***Stars of the Pharaohs (Grades 6–12 and adults)***

*See page 10 for related Ancient Egypt gallery tour.*

Travel through the temples, tombs, and the skies of Egypt long past to discover the connection the ancient Egyptians felt with the stars and some of the most spectacular sites of the ancient world.

*Stars of the Pharaohs:*

- Examines Egyptian culture and mythology
- Identifies ancient Egyptian constellations
- Tours ancient Egyptian temples and burial sites

***Skywatchers of Africa (Grades 6–12 and adults)***

From generation to generation, Africans have passed down diverse beliefs and traditions highlighting their important connections with the heavens. Under the clear night skies of Africa, witness how its people used their astronomical observations to help grow food, tell time, find their way through harsh lands, and mold their lives.

*Skywatchers of Africa:*

- Examines African culture and mythology
- Identifies African constellations and beliefs about the sky

***Heart of the Sun (Grades 6–12 and adults)***

Experience our nearest star, the Sun, from a new perspective. This Planetarium show takes you *inside* the Sun in breathtaking high definition! *Heart of the Sun* reveals how the development of our whole cosmology has been influenced by our struggle to understand the Sun, as this living star continues to challenge our imagination today.

*Heart of the Sun* fosters student skills as they:

- Analyze the energy emitted from the Sun
- Observe sunspots on the surface of the Sun and aurorae on Earth
- Discover the cultural importance of the Sun throughout the world

*Note: These programs can also be presented at your school in SKYLAB, our portable Planetarium. See page 23 for details.*

## NEWARK MUSEUM IN THE CLASSROOM

### Outreach Programs for Students

#### In-School Visits

##### *General Information*

A Museum educator can come to your classroom with touchable objects and visual media to teach science, art, and astronomy. *The outreach programs are also available for after-school programs and clubs.* These programs are designed to address the New Jersey Curriculum Standards and Common Core Standards. A full listing of the standards addressed can be found on page 28.

##### *Group Sizes:*

These are classroom programs, led by a Museum educator. They are *not intended for large assemblies* and are limited to 25 students. Program lengths range from 45 minutes to one hour.

##### *Availability:*

Wednesdays, Thursdays, and Fridays starting at 10 am.

##### *Outreach Fees:*

For schools within 40 miles of the Museum: \$400 for two sessions, \$550 for four sessions of the same program. Fees vary for schools outside this region. Please call for details. Any additional time requested will be billed at \$100 per hour.

##### *Payment:*

Payment is due when the outreach program takes place. Please make your school check or money order payable to “Newark Museum Association.” School purchase orders are accepted for all school and teacher programs. Personal checks are not accepted.

##### *Cancellations:*

Cancellations or reductions in group size by 10 or more students within two weeks of a scheduled visit will be charged *50 percent of final cost of programs*. **Cancellation the day of the visit will require/incur a fee equal to the FULL amount invoiced.**

##### *How to Register*

Advance registration is required for all outreach programs.

**Call** 973.596.6690

**Fax** 973.596.6614 (A registration form can be found at [newarkmuseum.org/schoolinfo.html](http://newarkmuseum.org/schoolinfo.html).)

**Or email** the form to: [schoolgroupreservations@newarkmuseum.org](mailto:schoolgroupreservations@newarkmuseum.org)

Hearing impaired please call 973.596.6355 (TTY)

## **IN-SCHOOL PROGRAM DESCRIPTIONS**

### **Art and Humanities**

#### ***ArtSmart (Grades Pre-K–2)***

Discover line, shape, color, and texture in images from around the world. Students become artists as they participate in a group sculpture activity, storytelling, and create artwork from scratch to take home.

The *ArtSmart* program fosters early learning skills that include:

- Artistic understanding as children identify the basic elements of art and principles of design in diverse types of artwork
- Creative thinking and new vocabulary understanding as they learn to integrate color, form, lines, and shapes into their artwork
- Collaboration with peers and teachers to stimulate the creative process

#### ***My Community: Discovering What Makes a Community (Grades Pre-K–2)***

*10 am, 11 am, and noon; 60 minutes; limit 20 students*

What are the elements that make communities special, and how do they differ around the world? Students will draw, write, and read about communities found in their own backyard, the museum artworks, and in collections from around the world.

During *My Community*, students foster early learning skills including:

- Demonstrating an awareness of one's own culture and other cultures
- Contributing to group discussions with peers and teachers
- Developing vocabulary and higher order thinking by viewing artwork

### **Art and Science**

#### ***Safari Trip (Grades Pre-K–2)***

Embark on a group safari to hunt for different species of animals. Touch real animal artifacts, listen to an animal tale, and create an animal from modeling clay to take home.

*Safari Trip* develops early learning skills as students:

- Contribute to group discussions with the Museum educator and peers while integrating personal accounts with newly gained facts about animals
- Connect the meaning of new words to their established vocabulary
- Develop artistic creativity and motor skills during the culminating exercise

### **Astronomy Planetarium Show**

#### ***SKYLAB: A Portable Planetarium (Grades Pre-K–12)***

The Dreyfuss Planetarium's astronomy experts set up an inflatable dome in a gym or multi-purpose room. *Skylab* features a high-resolution digital projector. Programs listed below are presented live by our astronomers and all shows include a live tour of the sky.

*All of our Planetarium programs described on pages 16–20 can be presented at your school in SKYLAB, our portable Planetarium.*

*Requirements:*

- Site must provide a space (no smaller than 25 ft. x 25 ft. and 14 ft. high) with at least one working electrical outlet in the room. A school gymnasium normally fits this requirement. SKYLAB cannot be set up outdoors. Make sure that light fixtures and other items do not hang into the room.
- One teacher must remain inside the SKYLAB with his or her class at all times.
- SKYLAB is not recommended for children under the age of four.
- Limit 25–30 students per program, with a maximum of four programs per day. (There is a 30-student maximum for Pre-K–K; 25 for all other grades.)
- SKYLAB is not sound-proof; no other activities should be scheduled nearby.

**Email List**

To make sure you receive up-to-date information about the Newark Museum’s programs for schools and teachers, please send us your email address. We won’t overload you with email and will send only select messages about upcoming special events and opportunities that will support your educational needs. To sign up, please send your name and email address to: **teacherresources@newarkmuseum.org**

**Professional Development for Teachers**

The Museum provides a range of professional development programs for teachers. All of these programs emphasize the significance of teaching with objects and the collections. Theory, practice, and teaching resources are included. Most programs are interdisciplinary, addressing the core curriculum standards established by the New Jersey Department of Education.

*How to Register:*

Teachers and Curriculum Supervisors are invited to schedule professional development sessions at the Museum or in school districts. These sessions are also available using videoconferencing technology. For more information or to schedule a session, contact Director of School, Youth, and Family Programs at 973.596.6603 or send an email to: **teacherresources@newarkmuseum.org**

Please make checks or money orders for professional development programs payable to “Newark Museum Association.” School purchase orders are accepted for all school and teacher programs.

Topics and schedules are by request and contingent upon current exhibitions and gallery availability. There is a minimum of 10 teachers per session, with a 25-person maximum.

*Fees:*

Fees are \$30 per teacher for 2½ hours; \$50 per teacher for five hours.

There is a \$10 material fee per teacher for science sessions at your school.

Box lunches for sessions at the Museum are available for advance purchase from the Museum Café.

Early Childhood Professional Development sessions are limited to 2½-hour sessions.

Professional Development Topics at the Newark Museum include:

- Arts Integration
- Curriculum Development
- Inquiry-based Learning
- Maker
- Object-based Learning
- Project-based Learning
- STEAM

Build your own Professional Development by contacting our Director of School, Youth, and Family Programs at 973-596-6603 or send an email to:  
[teacherresources@newarkmuseum.org](mailto:teacherresources@newarkmuseum.org)

## **CURRICULUM STANDARDS ADDRESSED**

### ***Art of the Ancient Mediterranean (Grades 3-12)***

#### **Common Core: English Language Arts**

W.3.10; W.4.10; W.5.10; W.6.10; W.7.10; W.8.10

SL.3.1-4; SL.3.6; SL.4.1-4; SL.4.6; SL.5.1-4; SL.1-6; SL.6.1-3; SL.6.6; SL.7.1-3; SL.7.6; SL.8.1-3; SL.8-6

#### **Related NJ Core Curriculum Content Standards:**

Social Studies 6.2.8.A.2.a-c, 6.2.8.B.2.a-b, 6.2.8.C.2.a, 6.2.8.D.2.a-d

Visual Arts 1.1.2.D.1-2, 1.1.5.D.1-2, 1.2.2.A.2, 1.2.5.A.1-2, 1.3.2.D.1-5, 1.3.5.D.2, 1.3.5.D.4, 1.4.5.A.2-3

### ***ArtSmart (Grades Pre-K–2)***

#### **Related NJ Core Curriculum Content Standards:**

Social Studies 6.1.P.A.1, 6.1.P.D.3

Language Arts Literacy (Common Core) 3.3.3 A, B, C; 3.3.5 A, B; 3.3.7 A, B; 3.3.8 A,B

Visual Arts 1.1.2.D.1-2, 1.3.P.D.1-6, 1.3.2.D.1-4, 1.4.P.A.1-4, 1.4.2.B.1-3

### ***Asian Adventure (Grades Pre-K–2)***

#### **Related NJ Core Curriculum Content Standards:**

Social Studies 1.2 A., 6.1.4 A, 6.1.8A

Language Arts Literacy (Common Core) 3.3.3 A, B, C; 3.3.5 A, B; 3.3.7 A, B; 3.3.8 A,B

Visual Arts 1.1.2.D.1-2, 1.3.P.D.1-6, 1.3.2.D.1-4, 1.4.P.A.1-4, 1.4.2.B.1-3

### ***Ballantine House: Family Life in The Gilded Age (Grades 9–12)***

#### **Common Core: English Language Arts**

SL.9-10.1; SL.9-10.6; SL.11-12.1; SL.11-12.6

L.9-10.6; L.11-12.6

#### **Related NJ Core Curriculum Standards:**

Social Studies 6.1.12.A.5.a-b, 6.1.12.B.5.b, 6.1.12.C.5.c, 6.1.12.D.5.d, 6.1.12.D.6.a

Visual Arts 1.4.12.A.1-4, 1.4.8.B.3, 1.4.12.B.1

### ***Ballantine House Mystery: “Who Done It?” (Grades 3–5)***

#### **Common Core: English Language Arts**

SL.3.1-4; SL.3.6; SL.4.1-4; SL.6; SL.5.1-3; SL.5.6

L.3.1; L.3.3-4; L.3.6; L.4.1; L.4.3; L.4.4; L.4.6; L.5.1; L.5.3; L.5.6

#### **Related NJ Core Curriculum Content Standards:**

Social Studies 6.1.4. D.13-20, 6.3.4.A.1-3

Visual Arts 1.4.5.A.1-2, 1.4.5.B.1-3

### ***Building Bridges: Exploring Communities around the World (Grades 3–5)***

#### **Common Core Standards: English Language Arts:**

SL.3.1-4,6; SL.4.1-4,6; SL.5.1-3,6;

L.3.1; L.3.3; L.3.6; L.4.1; L.4.3; L.4.6; L.5.1; L.5.3; L.5.6

#### **Related NJ Core Curriculum Content Standards:**

Social Studies 6.1.4.D.1-3, 6.1.4.D.10-13, 6.1.8.A.1.a, 6.1.8.B.1.a-b, 6.1.8.C.1.a-b,

6.1.8.D.1.a-c, 6.1.8.D.3.e-f

Visual Arts 1.1.2.D.1-2, 1.1.5.D.1-2, 1.2.2.A.2, 1.2.5.A.1-2, 1.3.2.D.1-5, 1.3.5.D.2, 1.3.5.D.4, 1.4.5.A.2-3

### ***Early America (Grades 3–5)***

#### **Common Core: English Language Arts**

RI.3.7; RI.4.7;

W.3.3; W.3.10; W.4.3; W.4.10; W.5.3; W.5.10

SL.3.1-4; SL.3.6; SL.4.1-4; SL.4.6; SL.5.1-4; SL.5.6

L.3.1; L.3.3-4; L.3.6; L.4.1; L.4.3-4; L.4.6; L.5.1; L.5.3-4; L.5.6

#### **Related NJ Core Curriculum Content Standards:**

Social Studies 6.1.4.D.4-5, 6.1.4.D.8, 6.1.4.D.12-15, 6.1.4. D.17-20, 6.1.8.A.2.a-c, 6.1.8.D.2.a-b

Visual Arts 1.1.2.D.1-2, 1.1.5.D.1-2, 1.2.2.A.2, 1.2.5.A.1-2, 1.3.2.D.1-5, 1.3.5.D.2, 1.3.5.D.4, 1.4.5.A.2-3

### ***Express Yourself: Exploring the World through Art (Grades 3–12)***

#### **Common Core Standards: English Language Arts:**

W.3.1-4;10; W.4.1-4;10; W.5.2-4;10; W.6.3-4;10; W.7.2-3;10; W.8.2-3;10

SL.3.1-4; SL.4.1-4; SL.5.1-4; SL.6.1-4; SL.7.1-4; SL.8.1-4; SL.9-10.1-4; SL.11-12.1-4

L.3.1-3,5-6; L.4.1-3,5-6; L.5.1-3,5-6; L.6.1-3,5-6; L.7.1-6; L.8.1-6

WHST.6-8.4; WHST.6-8.2; WHST.9-10.2; WHST.9-10.4; WHST.11-12.2; WHST.11-12.4

#### **Related NJ Core Curriculum Content Standards:**

Social Studies 6.1.4.D.1-20, 6.1.8.A.2.a-c, 6.1.8.C.2.a, 6.1.12.B.2.a, 6.1.12.D.2.e, 6.1.12.D.3.e, 6.1.12.C.8.b, 6.2.8.B.4.a-f, 6.2.12.D.5.a-e

Visual Arts 1.4.5.A.1-3, 1.4.8.A.4, 1.4.5.B.4-5, 1.4.8.B.1, 1.4.12.B.1-3

### ***Forensics and Forgeries (Grades 3-12)***

Common Core Standards: English Language Arts:

SL.3.1-4; SL.3.6; SL.4.1-4; SL.6; SL.5.1-3; SL.5.6L.3.1;

L.3.3-4; L.3.6; L.4.1; L.4.3; L.4.4; L.4.6; L.5.1; L.5.3; L.5.6

#### **Related NJ Core Curriculum Content Standards:**

Social Studies 6.1.4. D.13-20, 6.3.4.A.1-3

Visual Arts 1.4.5.A.1-2, 1.4.5.B.1-3

### ***MakerSPACE 3-D Modeling & Printing***

Engineering Design: MS-STS1-1, MS-ETS1-2,

ISTE: 1.b, 4.b 1.4.5.A.1, 1.4.2.A.2, 1.4.2.A.3, 1.4.2.A.4, 1.4.8.A.1, 1.4.8.A.2, 1.4.8.A.5, 1.2.5.A.1,

### ***MakerSPACE Stop-Motion Animation***

1.1.5.C.3, 1.4.8.A.2, 1.4.8.A.4, 1.4.8.A.7, 1.4.2.A.2, 1.4.2.A.3, 1.4.2.A.4, 1.4.8.A.2, 1.4.8.A.5, 1.2.5.A.1

### ***MakerSPACE Programming & Algorithms in Art***

NJSLS (Science): Engineering Design: MS-ETS1-1, MS-ETS1-4

ISTE.1.b, 4.b, 4.d 1.4.2.A.2, 1.4.2.A.3, 1.4.2.A.4, 1.4.5.A.1, 1.4.8.A.1, 1.4.8.A.2, 1.4.8.A.5, 1.2.5.A.1

***My Community: Discovering What Makes a Community (Grades Pre-K–2)***

**Related NJ Early Learning Standards:**

Social Studies 6.1.P.A.1-3

Visual Arts 1.2.2.A.1, 1.3.P.D.1-6, 1.3.2.D.1, 1.4.P.A.1-7, 1.4.2.A.2-4, 1.4.2.B.2

Science 5.1.P.A.1, 5.1.P.B.1-3, 5.1.P.C.1, 5.1.P.D.1, 5.3.P.A.1-2, 5.3.2.A.1, 5.3.P.B.1, 5.3.2.B.1-2, 5.3.P.C.1-3

***Native American Adventure (Grades Pre-K–2)***

**Related NJ Core Curriculum Content Standards:**

Social Studies 6.1.P.D.1-3, 6.1.4.D.1-20

Language Arts Literacy (Common Core) 3.3.3 A, B, C; 3.3.5 A, B; 3.3.7 A, B; 3.3.8 A,B

Visual Arts 1.1.2.D.1-2, 1.3.P.D.1-6, 1.3.2.D.1-4, 1.4.P.A.1-4, 1.4.2.B.1-3

***Native Artists of North America (Grades 3–5)***

**Common Core: English Language Arts**

SL.3.1-4,6; SL.4.1-4,6; SL.5.1-3,6;

L.3.1; L.3.3; L.3.6; L.4.1; L.4.3; L.4.6; L.5.1; L.5.3; L.5.6

**Related NJ Core Curriculum Content Standards:**

Social Studies 6.1.4.D.1-3, 6.1.4.D.10-13, 6.1.8.A.1.a, 6.1.8.B.1.a-b, 6.1.8.C.1.a-b, 6.1.8.D.1.a-c, 6.1.8.D.3.e-f

Visual Arts 1.1.2.D.1-2, 1.1.5.D.1-2, 1.2.2.A.2, 1.2.5.A.1-2, 1.3.2.D.1-5, 1.3.5.D.2, 1.3.5.D.4,1.4.5.A.2-3

***Safari Trip (Grades Pre-K–2)***

**Related NJ Core Curriculum Content Standards:**

Social Studies 6.1.P.A.1-3

Language Arts Literacy (Common Core) 3.3.3 A, B, C; 3.3.5 A, B; 3.3.7 A, B; 3.3.8 A,B

Visual Arts 1.2.2.A.1, 1.3.P.D.1-6, 1.3.2.D.1, 1.4.P.A.1-7, 1.4.2.A.2-4, 1.4.2.B.2

Science 5.1.P.A.1, 5.1.P.B.1-3, 5.1.P.C.1, 5.1.P.D.1, 5.3.P.A.1-2, 5.3.2.A.1, 5.3.P.B.1, 5.3.2.B.1-2, 5.3.P.C.1-3

***Water, Water Everywhere (Grades 3–8)***

**Common Core Standards: English Language Arts:**

SL.3.1-3; SL.3.6; SL.4.1-3; SL.4.6; SL.5.1-3; SL.5.6; SL.6.6; SL.7.6; SL.8.6

L.3.3; L.3.6; L.4.3; L.4.6; L.5.6; L.6.6; L.7.6; L.8.6

**Related NJ Core Curriculum Content Standards:**

Social Studies 6.1.4.B.4-9, 6.1.8.A.4.b

Language Arts Literacy (Common Core) 3.3.3 A, B, C; 3.3.5 A, B; 3.3.7 A, B; 3.3.8 A,B

Visual Arts 1.1.2.D.1-2, 1.1.5.D.1-2, 1.2.2.A.2, 1.2.5.A.1-2, 1.3.2.D.1-5, 1.3.5.D.2, 1.3.5.D.4,1.4.5.A.2-3, 1.3.8.D.3, 1.3.8.D.5

Science 5.1.4.A.1-3, 5.1.4.B.1-4, 5.1.8.A.1-3, 5.1.8.B.4, 5.1.4.C.1-3, 5.1.8.C.1-3, 5.1.4.D.1-3, 5.1.8.D.1-3, 5.2.4.A.2, 5.4.8.C.3, 5.4.4.G.3, 5.4.8.G.1, 5.2.6.A.1

## **Planetarium Shows**

### ***One World, One Sky***

#### **New Jersey Core Curriculum Standards:**

Science:5.1.P.A, 5.1.P.B, 5.1.P.C, 5.4.2.A, 5.4.4.A

### ***Magic Sky***

Science:5.1.P.A, 5.1.P.B, 5.1.P.C, 5.4.2.A, 5.4.4.A

### ***The Little Star That Could***

Science:5.1.4.A, 5.1.4.B, 5.1.8.C, 5.4.4.A, 5.4.6.A, 5.4.12.A

### ***Secret of the Cardboard Rocket***

Science:5.1.4.A, 5.4.4.A, 5.4.4.B, 5.4.6.A, 5.4.8.A

### ***The Zula Patrol—Under the Weather***

Science:5.1.4.A, 5.1.4.B, 5.4.4.A, 5.4.4.E, 5.4.4.F, 5.4.4.G, 5.4.6.A,

### ***The Zula Patrol 2—Down to Earth***

Science:5.1.4.A, 5.4.4.B, 5.4.6.B, 5.4.8.B

### ***SkyQuest***

Science:5.1.4.A, 5.1.4.B, 5.2.4.A, 5.4.4.A, 5.4.6.A

### ***Earth, Moon, and Sun***

Science:5.1.4.A, 5.2.2.C, 5.2.4.C, 5.2.4.E, 5.4.2.A, 5.4.4.A

### ***Legends of the Night Sky—Orion***

Science:5.4.2.A, 5.4.4.A; Social Studies: 6.2.8.C, 6.2.8.D

### ***Constellations Tonight***

Science:5.1.8.C, 5.4.2.A, 5.4.4.A, 5.4.6.A, 5.4.8.A, 5.4.12.A

### ***Force 5***

Science:5.4.4.F, 5.4.4.G, 5.4.6.E, 5.4.6.F, 5.4.8.F, 5.4.8.G, 5.4.12.F

### ***Oceans in Space***

Science:5.1.8.A, 5.1.12.A, 5.3.6.B, 5.3.8.B, 5.4.6.A, 5.4.8.A

### ***Tales of the Maya Skies***

Science: 5.4.6.A, 5.4.8.A, 5.4.12.A; Social Studies: 6.2.8.B; Visual Arts: 1.2.8.A

### ***Origins of Life***

Science:5.1.8.A, 5.1.12.A, 5.3.6.B, 5.3.8.B, 5.4.6.A

### ***Extreme Planets***

Science:5.1.8.A, 5.1.12.A, 5.3.6.B, 5.3.8.B, 5.4.6.A, 5.4.8.A

### ***Black Holes***

Science:5.2.12.D, 5.4.12.A

### ***Seven Wonders***

Science:5.4.12.A; Social Studies: 6.2.8.C, 6.2.8.D; Visual Arts: 1.2.8.A

### ***Stars of the Pharaohs***

Science: 5.4.4.A, 5.4.6.A, 5.4.8.A, 5.4.12.A; Social Studies: 6.2.8.C, 6.2.8.D; Visual Arts: 1.2.8.A

### ***Skywatchers of Africa***

Science: 5.4.4.A, 5.4.6.A, 5.4.8.A, 5.4.12.A; Social Studies 6.2.8.B, 6.2.8.C ; Visual Arts 1.2.2.A, 1.2.5.A, 1.2.8.A

### ***Heart of the Sun***

Science: 5.1.4.B, 5.1.8.B, 5.1.12.C, 5.2.8.C, 5.2.8.D; Social Studies: 6.2.8.B, 6.2.8.D; Visual Arts: 1.2.8.A

## **Directions to the Newark Museum**

### **By car or bus:**

A system of road signs leads directly to the Newark Museum. From the NJ Turnpike, take Exit 15W to 280 West. From the Garden State Parkway and Routes 24, 78 and 280, take the Newark exit marked **Downtown/Arts**. Once in the Downtown/Arts district, follow the purple signs directly to the Museum.

### **Parking:**

Buses may drop off school groups in the driveway in front of the Museum's South Wing entrance before parking. Limited FREE bus parking is available on Washington Street. Vans and cars can proceed to the Edison Park Fast lot adjacent to the Museum. Only buses have limited parking in front of the Museum. Van/car parking is on a "first come first serve" basis. (Vans \$20, cars \$9). Fees must be paid in cash to the parking lot attendant. ***Please do not include parking fees in check payments for groups.*** The parking lot is operated independently of the Museum. Fees are subject to change.

### **By public transportation:**

NJ Transit trains and buses, as well as PATH trains, stop at Newark's Penn Station. Trains also stop at Broad Street Station. Newark LightRail stops at Washington Park across from the Museum.

Directions and a map are also available at [NewarkMuseum.org/directions](http://NewarkMuseum.org/directions) and at 49 Washington Street in Newark's Downtown/Arts District.

973.596.6690 Education office  
973.596.6550 General info  
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