The Works Museum

Your experienced partner in elementary engineering education.

the Works® museum
Engineering Fun

WHY THE WORKS MUSEUM?

- We bring 25 years of elementary engineering experience to your students.
- Our workshops support the Minnesota K-6 Academic Standards in Science.
- Kids experience real tools and materials and many programs include a take-home project.
- Educators love our easy-to-supervise museum layout.
- No bus? No problem! Bring our expert educators to your location.

"Our students enjoyed each session so very much! Your instructors are just simply the best. They knew science AND kids!"

- Gifted and Talented Resource Assistant

Learn more at theworks.org | 952.888.4262, ext. 215

FIELD TRIPS AT THE WORKS MUSEUM

Plan a visit to The Works Museum, where kids are the engineers. Educators say we check all the boxes: our field trips are fun, but we also deliver experiences that align with the Minnesota K-6 Academic Standards in Science. Create an engaging field trip for your group featuring a workshop that fulfills your curriculum needs and exploration time in our interactive gallery.

WHAT TO EXPECT

- Select a workshop that meets your curriculum needs. In our workshops, kids use real tools and materials to engineer, and most workshops include a take-home project students make themselves. Choose from 30, 60, 90, or 120-minute workshops with topics including sound, chemical reactions, light, buoyancy, electricity, physics, and more.
- Explore our interactive gallery. Where kids experience engineering their way. Students dig into open-ended activities that feature building, simple machines, optics, sensors, coding, material properties, and more.

Pricing: $6.00 - $16.50 per student, depending on your workshop selection. Subsidies available for qualifying schools.

Length of Field Trip: Choose from 30, 60, 90, or 120-minute workshops plus your gallery time.

"Kids were highly engaged in both the engineering design process and exhibits on the museum floor. We felt well taken care of and the facilitators were energetic, very helpful, and kept me/us in the loop about all the logistics."

- 4th Grade Teacher

Learn more at theworks.org | 952.888.4262, ext. 215

SKIP THE BUS AND BRING OUR PROGRAMS TO YOU

WORKSHOPS

Enjoy the same great workshops brought to your location! Customize an experience for your students. Our STEM educators provide an introduction to the engineering design process and facilitate the workshop. Workshops include hands-on activities and all project materials. Many workshops include a take-home project for your students to share with their families.

Pricing: $10.00 - $12.00 per student plus travel fee, depending on your workshop selection. Subsidies available for qualifying schools.

Length of Workshop: Choose from 60 or 90-minute workshops.

FAMILY ENGINEERING NIGHTS

Engage your school or community in engineering exploration. Great as stand-alone events or as part of your open house or science fair, Family Engineering Nights encourage kids and their families to collaborate on engineering activities. The Works Museum provides the activities, supplies, and volunteer orientation. You provide the space and volunteers to help facilitate the activities.

Select a package that aligns with your event goals and group size. All packages include a team engineering challenge to engage families in a creative collaboration, fun individual challenges, and at least one take-home project.

Pricing: $300 - $2,000, based on the number of attendees; a minimum of 75 and a maximum of 600 (adults and children).

Event Length: All events are 2 hours, plus time for set-up, clean-up, and volunteer orientation with our STEM educators.

SHARE OUR EXPERTISE WITH YOUR STAFF

The Works Museum provides professional development for elementary teachers in STEM education. We've been partnering with educators since 1995 – we make engineering education easy!

OUR PROFESSIONAL DEVELOPMENT PROGRAMS

Introduce teachers to the engineering requirements in Minnesota's science standards.

Provide engaging ways to build critical thinking skills, collaboration, creative problem solving, spatial thinking, and other engineering habits of mind.

Give teachers experience with hands-on engineering design challenges to use in their classrooms.

For more information or to create your training, contact Kit at kit@theworks.org.

Grade	Workshop Options
Pre K	***Start Your Engineers - Wind OR Bridges*** | 60 min. | Read a story, explore with materials and tools, and create a project. Wind: Float objects in wind tubes and construct a sail car. Bridges: Engineer a bridge and create a building kit to take home.
K-2	***Circuit Explore**** | 60 min. | Learn how electricity flows and hook up circuits to create a light to take home. *Great fit with 1st grade standards.*
K-2	***Chemical Changes**** | 60 min. | Experiment with chemical reactions. Make a tub of slimy glow-in-the-dark polymer to take home. *Great fit with 1st grade standards.*
K-2	***Engineer with K'NEX**** | 60 min. | Explore with K'NEX building toys. Practice sorting and putting them together, then complete a building challenge. *Great fit with 2nd grade standards.*
K-2	***Test Engineers*** | 60 min. | Test connecting and cutting tools, familiar and unfamiliar, with a variety of materials. Find out why engineers design tools for different purposes. *Great fit with 1st and 2nd grade standards.*
K-2	***What Floats Your Boat*** | 60 min. | Explore buoyancy with different materials, then build your own boat. Evaluate and improve your design, just like a real engineer! *Great fit with 2nd grade standards.*
K-2, 3-6	***Mini-Catapults**** | 60 min. | Practice the engineering design process and use a glue gun to construct and test a mini-catapult. *Great fit with 2nd grade standards.*
K-2, 3-6	***Light and Kaleidoscopes**** | 60 min. | Investigate different properties of light. Build and engineer a colorful kaleidoscope to take home.
K-2, 3-6	***Kaleidoscopes*** | 30 min. | Investigate light reflection with mirrors. Build a kaleidoscope to take home.
K-2, 3-6	***Glow-in-the-Dark Slime*** | 30 min. | Explore chemical reactions while mixing a batch of gooey polymer slime to bring home.
3-6	***Feel the Noise*** | 60 min. | Explore vibrations, the science of sound, and how instruments change pitch. With a hammer and nails, construct an ear harp to take home. *Great fit with 3rd grade standards.*
3-6	***Motor Power**** | 60 min. | What's inside a motor and how does it work? Use magnets and electricity to build and experiment with The World's Simplest Motor. Make a wigglebot to take home. *Great fit with 4th grade standards.*
3-6	***Super Circuits**** | 60 min. | Experiment with the components of simple circuits: power, loads, and switches. Construct and wire a motor-powered fan to take home. *Great fit with 4th grade standards.*
3-6	***Pasta Bridges**** | 90 min. | Work in teams using pasta, hot glue, and the engineering design process to build and test the strongest bridge you can make. *Great fit with 4th and 6th grade standards.*
3-6	***Maze Engineering**** | 90 min. | Use the engineering design process to design and construct your own maze, pinball, or Panchinko game. Experiment with speed, direction, gravity, and friction. *Great fit with 5th and 6th grade standards.*
3-6	***Catapults*** | 120 min. | Learn about levers and fulcrums. Use hammers, drills, and saws to build your own catapult. Test how far you can fling an object. *Great fit with 5th and 6th grade standards.*

* Workshop can be brought to your location. See pricing at theworks.org