



Herschell Carrousel Factory Museum

Education Guide 2021-2022



Introduction

The Herschell Carrousel Factory Museum educational programs offer unique experiences, including our perforator machine that creates band organ rolls (one of the first forms of coding!) and viewing simple machines at work. In 2016, the Carrousel Museum received the Excellence in Collaboration Award from the Erie County Association of School Boards for our “T-NT (Tonawanda – North Tonawanda) STEAM is Dynamite!” program. Join us for fun, interactive tours, and brand new workshops in our Education Center. Students will have the opportunity to participate in hands on learning and see practical applications of their curriculum. Our exhibits offer the opportunity to ride a 1916 Herschell Carrousel, and tour the factory where it was originally constructed! Additionally, our programs can come to you in person or virtually.

Workshops & Offerings

Please note that all of our workshop components can be done on or off-site. However it is important to keep in mind that off-site workshops typically need to be adapted for travel and supplemented with other visuals when not accompanied with a tour. Additionally, virtual versions of programs are available where noted. Prices for virtual programs vary.

Conductive Construction

Recommended for grades 1st - 5th

Students will learn about electricity and how it relates to the carrousel. They will participate in a workshop using squishy circuits to learn about closed and open circuits. Students will use conductive play dough to experiment with circuits in groups.

Newton's Carrousel

Recommended for grades 5th - 8th

Students will learn about Newton's Laws by taking a ride on our Carrousel. They will conduct experiments on the carrousel to introduce circular motion, centrifugal force, and other concepts.

Simple Machines (2.0!)

Recommended for grades 3rd - 6th

Students will tour the museum and discover our uses of simple machines. They will be given a ride on our complex machine, the 1916 Carrousel! Students will have the opportunity to build their own complex machine; a moving carrousel horse out of household materials. *(virtual available)*

Erie Canal

Recommended for grades 1st - 6th

Students will learn about how the Erie Canal and other forms of transportation were important to the growth of Western New York. They will read a story about traveling on the Erie Canal and develop their own story about the historic waterway. *(virtual available)*

Mini-Maker Space

Recommended for grades 1st -5th

This unique workshop is curated for your grade level. Students are prompted with a museum themed challenge and presented with a caddy of various supplies. Together they must come up with a solution. Prompts range from our younger learners building a habitat for a 'hop toad' to our older learners designing and constructing a cardboard chariot for historic 1916 carousel. *(virtual available)*

Kiddieland & Digital Amusements

Design a Game

Recommended for grades 1st -5th

Based on Allan Herschell's desire to entertain children with relevant themes of the time, students use ipads and BLOXELS to design their own mini video games.

Design a Ride

Recommended for grades 5th -9th

Students will learn about the different design and engineering aspects of amusement rides. Students then design their own amusement ride. *(virtual available)*



Code

Code Vol. 1

Recommended for grades 1st -5th

Our historic band organ runs on a unique system of perforated paper rolls, one of the earliest forms of coding. Students participating in 'Code Vol. 1' learn about the various types of computers, and Binary Code by creating bracelets with their initials, and decoding binary images. *(virtual available)*

Code Vol. 2

Recommended for grades 1st -5th

For our more advanced learners, students begin sequencing in Scratch, coding with Osmos', or designing musical systems with Makey Makey's.

Code Vol. 3

Recommended for grades 3rd-6th

For those already introduced to sequencing. Students will be using sequencing to create practical solutions to mazes with Spheros.

Code Vol. 4

Recommended for grades 5th -8th

For students with an understanding of binary. They will use binary code to develop their own music roll using Kikkerland Music Boxes. This systems mimics the process used for creating band organ rolls.

Planning & Fees

Pre-Visit Requirements

The Herschell Carrousel Factory Museum requires that 1 Adult Chaperone* accompany every 10 students.

**Additional Chaperones are the same rate as student admission*

Field-Trips are **firmly** capped at 35 students per tour/workshop. Class size **cannot** exceed 70 students per visit.

Before Booking, please have ready:

- The complete name and mailing address of your school.
- A contact phone number and email address.
- The grade level of your students, total number of students, teachers, and chaperones.
- The tour or workshop you would like to book.
- The time and date you are interested in booking.
- Please indicate if you would like to visit the gift shop and/or eat lunch at the museum.

Admission

Workshop (includes admission and tour)
\$8/student*

90 minutes (45 minute tour and 45 minute activity)

**Additional Chaperones are the same rate as student admission*

Virtual Programs vary in pricing, please contact the museum

Outreach/Off-Site Programs

Daytime (8am-4pm)

Limit of 35 students, 45-60 minutes per program

Evenings (5pm-9pm) & Weekends

Limit of 35 students, 45-60 minutes per program

For More Information & Booking

E-mail education@carrouselmuseum.org
or call our office at 716-693-1886
Monday-Friday 9:00am-4:00pm

**Helping Create
Future Makers.**

