

# THEMUSEUM EDUCATION GUIDE

*WINTER + SPRING 2026*



THEMUSEUM

ART & TECHNOLOGY @PLAY

DOWNTOWN KITCHENER

# WELCOME TO THEMUSEUM!



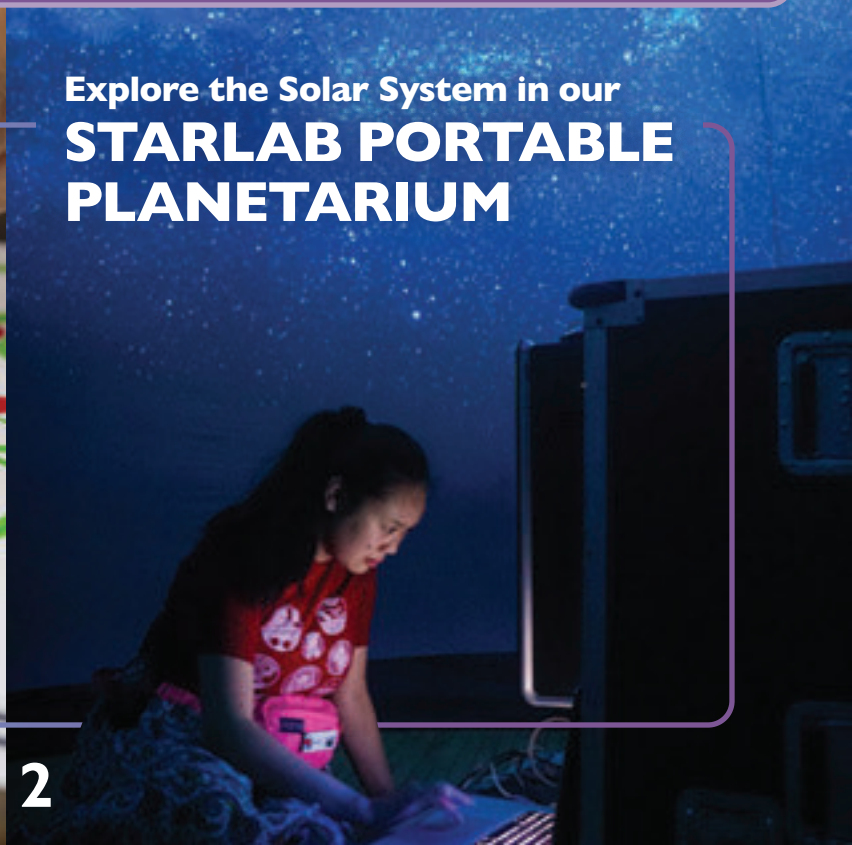
*THEMUSEUM is a premier cultural destination dedicated to presenting fresh, inspired content from around the globe in unique and immersive ways designed to showcase art & technology at play.*

## WHAT TO EXPECT ON YOUR VISIT:

- *Up to two guided interactive programs of your choice.*
- *Free exploration of THEMUSEUM's galleries & exhibitions.*
- *Reserved lunch break and coatroom storage area.*
- *Flexible day scheduling for up to 90 students per day.*



Check out our OZOBOTS with  
**HELLO, MR. ROBOT  
(JR/SR)**



Explore the Solar System in our  
**STARLAB PORTABLE  
PLANETARIUM**

## MUSEUM PROGRAM DESCRIPTIONS

### Along the Lines of Colour

Unleash your inner artist and explore the world of colour! Investigate how artists use colour, texture, shape, and line to create different feelings, ideas and messages through their art. Learn how to paint like the masters and complete a colour-filled art challenge.

### Come to Your Senses

Put your senses to the test and be amazed by your brain's extraordinary ability to decode the world around it in this highly interactive workshop exploring the five senses and the brain's connection to the human body.

### Disaster Strikes!

Explore the impact of Mother Nature on our planet as students play THEMUSEUM's original board game, Disaster Strikes! Understand how communities around the world cope with the devastation caused by natural disasters and find out if your city can survive nature unleashed!

### Discover Space

Explore the night sky and blast off into outer space in our StarLab planetarium. Discover planets, moons, stars and satellites while uncovering humans' relation to our solar system. Work in teams to launch your very own rocket in our atrium!

### Energy in Our Lives

Investigate solar power and energy conservation through a series of hands-on activities and learn about the importance of the sun.

### A Healthy Start

Meet KiM, our Kids in Motion mascot! Learn about different parts of the body in this interactive program. Move and groove to get your heart pumping and learn about healthy foods.

### Mission Possible

THEMUSEUM needs your help! Use teamwork and inquiry skills to solve mysteries throughout THEMUSEUM to figure out 'who did it'.

### Protect That Brain!

Explore the amazing science behind the human brain and the amazing things it is capable of, and why it's so important to protect it from injury. Students will then work in teams to design and test a helmet to protect a stand-in brain from injury.

### Protecting Pollinators

What's all the buzz about? Bees, bats, birds and beetles, explore the world of pollinators and discover their vital importance to our ecosystem. Make a bee-friendly watering dish to take home to help protect pollinators!

### Simple Machines

Discover the fascinating world of simple machines and uncover the science hidden in everyday objects.

### StarLab Presentations

Take your class on a virtual trip to the stars. Understand planets, moons, stars and satellites while you travel through space and uncover mysteries of our solar system!

**NEW!**

## MUSEUM PROGRAMS BY DATE

Along the Lines of Colour	K	1	2	3	4	5	6	7	8	9	10	11	12	60mins	The Arts: Visual Arts
Come to Your Senses	K	1	2	3	4	5	6	7	8	9	10	11	12	60mins	Science & Technology: Understanding Life Systems
Disaster Strikes!	K	1	2	3	4	5	6	7	8	9	10	11	12	60mins	History & Geography: Global Settlement
Discover Space	K	1	2	3	4	5	6	7	8	9	10	11	12	90mins	Science & Technology: Understanding Earth & Space Systems
Energy in Our Lives	K	1	2	3	4	5	6	7	8	9	10	11	12	60mins	Science & Technology: Understanding Matter & Energy
<b>NEW!</b> Simple Machines	K	1	2	3	4	5	6	7	8	9	10	11	12	60mins	Structures & Mechanisms
A Healthy Start	K	1	2	3	4	5	6	7	8	9	10	11	12	60mins	Science & Technology: Understanding Life Systems Health & Physical Education: Healthy Living
Mission Possible	K	1	2	3	4	5	6	7	8	9	10	11	12	60mins	The Kindergarten Program
Protect That Brain	K	1	2	3	4	5	6	7	8	9	10	11	12	60mins	Science & Technology: Understanding Life Systems Science & Technology: Structures & Mechanisms
Protecting Pollinators	K	1	2	3	4	5	6	7	8	9	10	11	12	60mins	Science & Technology: Life Systems
StarLab Presentations	K	1	2	3	4	5	6	7	8	9	10	11	12	30mins	Science & Technology: Understanding Earth & Space Systems

## THEMUSEUM'S FREE SCHOOL BUS PROGRAM

Participate in an Education Program this year and your class may be eligible for a **FREE bus to THEMUSEUM!**\*

For details, contact [Education@THEMUSEUM.ca](mailto:Education@THEMUSEUM.ca)

\*Limited buses; some restrictions may apply





# THEMED PROGRAMS



## THEMED PROGRAM DESCRIPTIONS

**OUR THEMED PROGRAMS SELL OUT VERY FAST.**  
*Book early to ensure a spot!*

**Indigenous Intersections** **SOLD OUT!**  
**Mar 30 - Apr 3, 2026**  
 Students will learn about the traditions and culture of Indigenous communities through a variety of interactive and engaging workshops.

**Medieval Week** **50% SOLD OUT**  
**Apr 20 - Apr 23 + Apr 27 - May 1, 2026**  
 Hear Ye! Hear Ye! Students will travel back in time and experience the challenges, intrigue and excitement of living during medieval times.

## THEMED PROGRAMS BY GRADE

<b>SOLD OUT!</b>	<b>Indigenous Intersections</b>	K	1	2	3	4	5	6	7	8	9	10	11	12	Full Day	Social Studies: Past & Present Societies
<b>50% SOLD OUT</b>	<b>Medieval Week</b>	K	1	2	3	4	5	6	7	8	9	10	11	12	Full Day	Social Studies: Past & Present Societies



# ABOUT THE UNDERGROUND STUDIO MAKERSPACE

*The Underground Studio MakerSpace is a hands-on learning environment for children and youth to explore the fields of S.T.E.A.M. We provide access to the tools and techniques required to shape the creators, inventors and thinkers of tomorrow!*



## MAKERSPACE PROGRAM DESCRIPTIONS

### Against the Grain: Woodbots

#### Woodworking

Using pre-cut blocks and scrap wood, hot glue, drills, and saws, students will make their own wooden robot! Each one will be unique!

### Conduction Junction

#### Circuitry

Using conductive tape, students will learn how a circuit works to create their very own light up card!

### Destination Disassembly

#### Deconstruction

Using pliers, hot glue, saws and screwdrivers, students will learn how toys work by deconstructing them, combining parts from other toys to create their own unique creation!

### Hello, Mr. Robot (Jr.)

#### Computer Programming

Not all coding requires a computer! Using our Ozobots and markers, students will be challenged to code their Ozobot to complete a track!

### Hello, Mr. Robot (Sr.)

#### Computer Programming

Students will learn about computer programming and coding using our Ozobots. They will work in pairs to get their Ozobot to make its way through a track by measuring the distance and converting mm to cm! Tracks vary by skill and grade level.

### Polymer Playtime

#### Deconstruction

Students will explore the science of solids, liquids, non-Newtonian fluids and polymers while making their own bouncy ball.

### Screen Time

#### Screen Printing

Using screens and ink, students will learn the history of Screen Printing and create a stencil to print their initials on a tote bag!

NEW!

## MAKERSPACE PROGRAMS BY GRADE

Against the Grain: Woodbots	K	1	2	3	4	5	6	7	8	9	10	11	12	75mins	Mathematics; The Arts; Science & Technology
Conduction Junction	K	1	2	3	4	5	6	7	8	9	10	11	12	75mins	Science & Technology
Destination Disassembly	K	1	2	3	4	5	6	7	8	9	10	11	12	75mins	The Arts; Science & Technology
Hello, Mr. Robot (Jr.)	K	1	2	3	4	5	6	7	8	9	10	11	12	75mins	Science & Technology; Mathematics
Hello, Mr. Robot (Sr.)	K	1	2	3	4	5	6	7	8	9	10	11	12	75mins	Science & Technology; Mathematics
NEW! Polymer Playtime	K	1	2	3	4	5	6	7	8	9	10	11	12	60mins	Matter & Energy; Chemistry
Screen Time	K	1	2	3	4	5	6	7	8	9	10	11	12	75mins	The Arts; Spatial Sense



# EXHIBITION PROGRAMS

Explore *THEMUSEUM's* feature exhibition with our new slate of Exhibition Programs! Immerse your students in a world of colour, light and endless possibilities!



## EXHIBITION PROGRAM DESCRIPTIONS

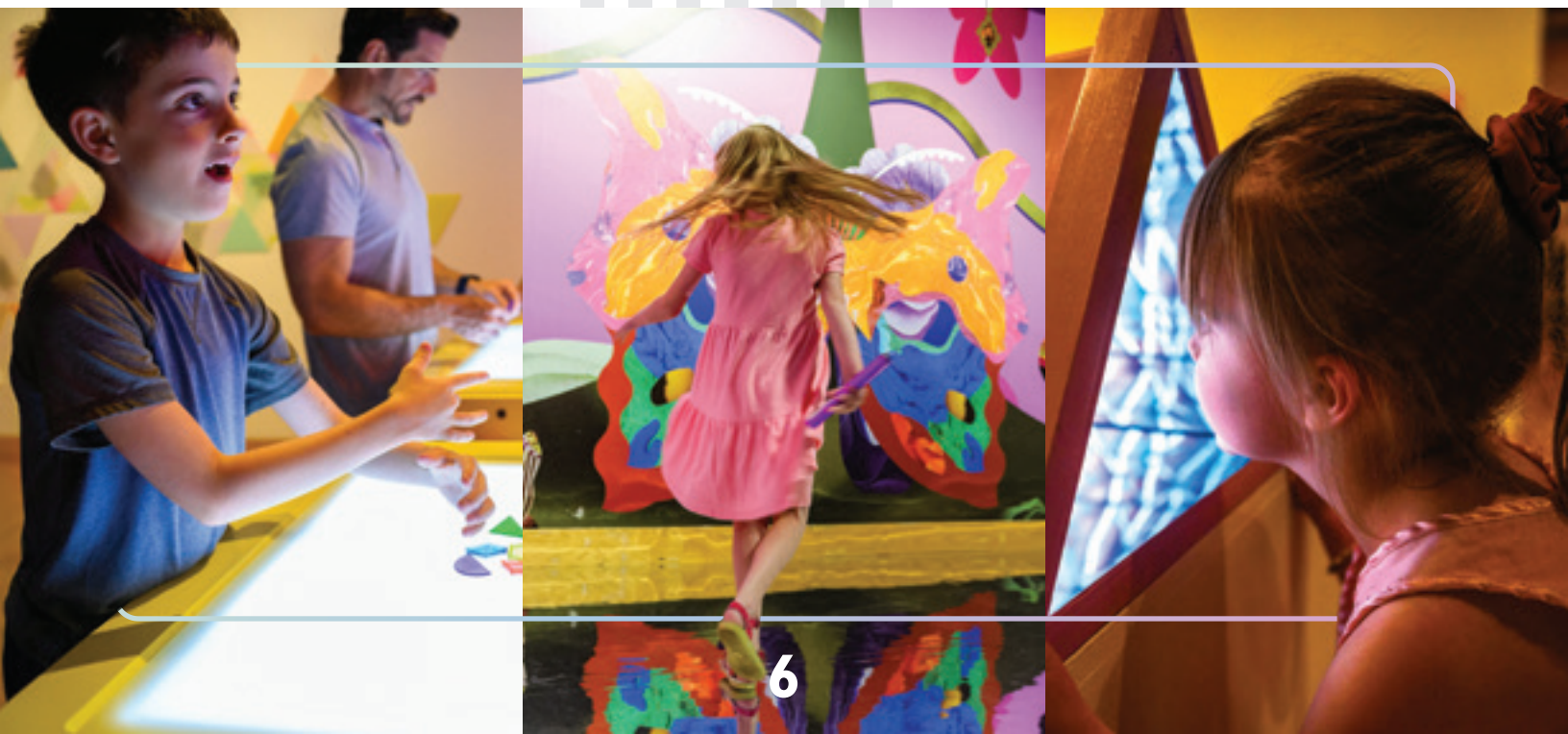
**Create-a-Scope**  
*The Underground Studio MakerSpace Program Construction*  
Students will learn about kaleidoscopes and use Pre-cut pieces and their own creativity to create their own rotating Kaleidoscope.

**The Power of Light**  
*Guided Education Program*  
Enter the world of light and energy in this superhero-themed adventure! Students will build an array of superhero gadgets to overcome villainous obstacles and save the world with the power of light!

**Self-Guided Exploration**  
*THEMUSEUM Exploration*  
Explore THEMUSEUM's latest feature exhibition with our new exhibition programs! Bring your students on an unforgettable field trip that blends art, science, and hands-on exploration!

## EXHIBITION PROGRAMS BY GRADE

Create-a-Scope	K	1	2	3	4	5	6	7	8	9	10	11	12	75mins	Science & Technology: Understanding Matter & Energy
The Power of Light	K	1	2	3	4	5	6	7	8	9	10	11	12	60mins	Science & Technology: Understanding Matter & Energy
Self-Guided Exploration	K	1	2	3	4	5	6	7	8	9	10	11	12	N/A	Science & Technology



# OUTREACH PROGRAMS

*Bring THEMUSEUM to you with our new Outreach Programs! We've adapted our most popular programs to travel to you and bring the fun and excitement directly to your students.*

## OUTREACH PROGRAM DESCRIPTIONS

### Conduction Junction

What is a circuit? How does it work? In this workshop, students will learn the answers to those questions by using conductive tape, LEDs and a battery, to create their very own light up card. Circuit-types vary by grade and skill level.

### Hello, Mr. Robot

In this colourful workshop, students will learn about programming and coding using our Ozobots! Ozobots are small robots that follow colour coded patterns! Using markers, students will get their 'bot to follow a specific track and entering the correct codes to get from point A to point B. Tracks vary by grade and skill level.

### 3, 2, 1, Blast Off!

3, 2, 1, blast-off into space as students explore the principles of rocket aerodynamics by working in teams to design, build and test launch their very own rockets. Launches may take place indoors as high as four-storeys, or outside where the sky is the limit!

### StarLab Presentations

Explore the night sky and blast off into outer space in our portable StarLab planetarium. Discover planets, moons, stars and satellites while uncovering the mysteries of our solar system!

### BOOKING DETAILS AND HOW-TO:

Request an Outreach visit online and a THEMUSEUM representative will follow up with you to plan our day with your school.

### OUTREACH PROGRAM AVAILABILITY:

Outreach Programs only available to locations within 40km of THEMUSEUM.

**THEMUSEUM**  
**10 KING ST. WEST**  
**KITCHENER, ON, N2G 1A3**

## OUTREACH PROGRAMS BY GRADE

Conduction Junction	K	1	2	3	4	5	6	7	8	9	10	11	12	75mins	Science & Technology
Hello, Mr. Robot	K	1	2	3	4	5	6	7	8	9	10	11	12	75mins	Science & Technology; Mathematics
3, 2, 1, Blast Off!	K	1	2	3	4	5	6	7	8	9	10	11	12	60mins	Science & Technology: Understanding Earth & Space Systems
StarLab Presentations	K	1	2	3	4	5	6	7	8	9	10	11	12	45mins	Science & Technology: Understanding Earth & Space Systems

During free exploration, visit

**EYEPOOL**  
**OUR DIGITAL IMMERSIVE GALLERY**



# SCHOOL GROUP RATES

Self-Guided Exploration	\$7.00 / Student
Single Guided Education Program	\$10.00 / Student
Double Guided Education Programs <i>(same day visit)</i>	\$14.00 / Student
The Underground Studio MakerSpace Program	\$15.00 / Student
Makerspace Program + Education Program Combo	\$20.00 / Student
Themed Education Program	\$17.00 / Student
Education Outreach Program	\$250.00 / Class + Mileage @ \$0.68/km
Virtual French Program	\$50.00 / Class
Teachers	FREE <i>(with education programming and valid OCT card)</i>
Adult Supervisors within assigned student ratio	FREE
Additional Supervisors	\$8.85 <sup>+HST</sup>

\*JK - Grade 12 visiting as a school/class only. Rates may not include special exhibitions and/or program offerings. Programs and prices may be subject to change. Teachers can submit a school booking request at any time, but must be confirmed at least 14 days prior to the program.

## FREE ADMISSION FOR TEACHERS\*



Teachers & Early Childhood Educators can sign up for a **FREE Teacher Membership** & receive free admission to **THEMUSEUM!**

*\*In order to register for a teacher membership at THEMUSEUM, your OCT membership must be in good standing*

THEMUSEUM.ca

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Kitchener, ON, N2G 1A3

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✉ Education@THEMUSEUM.ca

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