

THE CHARLESTON MUSEUM

Programming, Grades Preschool to 2

How To Schedule A Visit

Reservations must be made in writing. We cannot book dates and times over the phone. [Register online.](#)

- Reservations are taken on a first come-first serve basis, so please try to make reservations at least two weeks in advance.
- Please indicate if your group has special needs.
- The reservation process is not complete until you receive a confirmation form.
- Please collect all money in advance, to be paid at the time of your visit. The Museum will accept cash, check, or card. Make checks payable to The Charleston Museum.
- Please arrive at least 15 minutes before the start of your program to allow time for check-in and restroom breaks.
- Written cancellation is required. Groups not canceling in writing at least 10 days prior to the visit will be charged 20% of total due.
- Please contact the Museum Education Department (843-722-2996 ext. 236 or ereagan@charlestonmuseum.org) at least 5 calendar days prior to your visit to confirm the total number in your party and the programs being conducted. Your final amount due will be based on this information. If a guaranteed count is not received, the amount shown on your confirmation will be the minimum charged.
- Late arrival can result in canceling or shortening of your program subject to Museum educator availability. However, the amount shown on confirmation form will still be due.

For questions about education programs and available dates please contact.

Elise Reagan, Chief of Education
(843) 722-2996 ext. 236
ereagan@charlestonmuseum.org

Admission Fees for registered groups' rates are based on 12 or more students. Minimum group fees apply if group brings less than 12 students.

- 1 program or tour \$5.00 per participant
- 2 programs or tours \$10.00 per participant
- 3 programs or tours \$15.00 per participant
- 4 programs or tours \$20.00 per participant
- All teachers are admitted at no charge with their classes.

Chaperones are \$7.00 for a program including a Museum, Dill Sanctuary, or Historic house visit. If chaperone is only attending a program in the Museum classroom they are admitted at no charge. Special pricing applies to our Specialty Programs and all package programs.

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Explorations

A Museum tour is not included with a class. If you would like a Museum tour please check Self-Guided Museum Tour on your reservation form. We also offer scavenger hunts and guided tours.

Students should be divided into groups determined by the number of chaperones/teachers that are available. One chaperone per every ten students is preferred.

A Museum educator will provide instructions and supplies upon the group's arrival. Each group will receive a clipboard, a pencil, and one scavenger hunt. Scavenger hunts can be emailed to the teacher in advance so that they can make their own copies. Please allow at least an hour for your group to complete the general scavenger hunt.

Museum Matchmakers, Grades Preschool to 3

Matchmakers feature images for children to find throughout the Museum.

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Classes

Classes begin at \$5 per student and are approximately 1 hour. A Museum tour is not included with a class. If you would like a Museum tour please check Self-Guided Museum Tour on your reservation form. We also offer scavenger hunts and guided tours. These will be an additional \$5 per student and \$7 per adult chaperone.

Many of our classes can be brought to your school. Fees are \$150 per hour of programming. A mileage fee will be added to the price (mileage fee is based on the current federal mileage rate) for programs farther than 5 miles from the Charleston Museum. If you would like the program brought to your school, please check the To-Go box on the reservation form or make a comment on your online reservation.

Animals A to Z, Grades Preschool to 3

Explore the animal kingdom and discover why animals are so different from one another and how they can be the same. Feathery, furry, scaly, small, tall, blubbery—animals come in all shapes and sizes. Students compare and contrast animals to understand the different classifications of vertebrates - mammals, reptiles, amphibians, birds, and fish. Standards: K-LS1.1/LS1.C; LS1.A/LS1.D/1-LS1-2/LS1.B; LS2.A/2-LS4-1/LS4.D

Bug Bonanza, Grades Preschool to 3

Learn all about the creatures that outnumber people 1.4 billion to one! Discover why bugs are important for life surviving on Earth. Examine a variety of these fascinating animals to see the characteristics that make insects so cool! Students will inspect insects through a microscope, create bug rubbings, look through bug eyes, and create art with stamps. Standards: K-LS1.1/LS1.C; LS1.A/LS1.D/1-LS1-2/LS1.B

Oceans in Motion, Grades Preschool to 3

Dive in to learning about life in oceans through hands-on investigations of our preserved marine life collection. Students learn all about the diverse life in the sea including gastropods, bivalves, echinoderms, sharks, and other ocean dwellers. This class also includes a marine life rubbings activity. Standards: K-LS1.1/LS1.C; LS1.A/LS1.D/1-LS1-2/LS1.B; 2-LS4-1/LS4.D

Prehistoric Animals, Grades Preschool to 4

Visit the world of the giant ground sloth, saber tooth cat, and the dinosaur. By handling fossils, replicas, and images, students gain an understanding of what life was like before, during, and after the reign of the dinosaur. By adding on a self-guided tour to this program, students can see up close our giant ground sloth skeleton, dinosaur tracks, and other prehistoric specimens. Standards: K-LS1.1/LS1.C; LS1.A/LS1.D/1-LS1-2/LS1.B; 2-ESS1-1/ESS1.C

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Tribal Life and Customs, Grades 1 to 4

Discover the lives of early South Carolina inhabitants who arrived over 12,000 years ago by learning about the daily activities of Indigenous men, women, and children. Learn their methods of survival by handling animal skins, pottery, projectile points, and tools. Standards: ESS3.A; 1.H.1/1.H.3; 2.H.1/2.H.2

Specialty Classes

A Pirate's Life, Grades 1 to 4

Join the Museum's pirate crew and learn what a pirate's life was really like! Sign a Code of Conduct, decorate a pirate hat, learn pirate fact from fiction, and hear tales of pirates that visited Charleston during the Golden Age of Piracy. Students will get to take home their pirate hats. Approximately 1 hour with craft time and class--\$10 per student.

Standards: 1.H.1; 2.H.1/2.H.2

Lowcountry Safari, Grades K to 2

Decorate a safari hat and paper binoculars. After their equipment is ready to go, students set out on a journey through the Natural History Hall. Using their binoculars to spot local fauna, prehistoric specimens, and even exotic animals, learn fascinating facts about these creatures. Each child will get to take home their own safari hat and set of paper binoculars. Approximately 1 hour with craft time and guided tour of our Natural History Hall--\$10 per student. Standards: K-LS1.1/LS1.C; LS1.A/LS1.D/1-LS1-2/LS1.B; LS2.A/2-LS4-1/LS4.D

Shake, Rattle, and Roll: Natural Disasters, Grades 2 to 5

Shake, rattle, and roll as you learn all about natural disasters in the Lowcountry. During this interactive class, students will use household materials to construct a building that can withstand an earthquake, experiment with twister bottles to see how a tornado forms, and study the Halsey map to see what types of natural disasters Charleston has survived during its history. Approximately 1 hour--\$10 per student. Standards: 2-PS1-2/PS1.A/2-ESS1-1/ESS1.C/2-ESS2-2/ESS2.B

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The Dill Sanctuary

Located on James Island, the Dill Sanctuary is a 580-acre site that has been protected for the purposes of preservation, wildlife enhancement, research, and education. The Dill Sanctuary contains three Confederate batteries and prehistoric, colonial, antebellum, and postbellum archaeological sites. Many Museum classes can be taken to the Dill Sanctuary to be combined with any of the following programs. All programs listed below are approximately 1 hour. Students should dress for mess for any Dill Program.

Bug Bonanza, Grades Preschool to 2

Experience our popular bug class at the Dill Sanctuary. Enjoy a chance to catch bugs and observe them up close. The Museum will provide bug collectors and bug grabbers for the program, but all containers and bugs must remain at the Dill Sanctuary. Standards: K-LS1.1/LS1.C; LS1.A/LS1.D/1-LS1-2/LS1.B

Marsh Walk, Grades 1 to 12

Enjoy the great outdoors with a walk into the maritime forest and saltmarsh of the Dill Sanctuary. Students will learn about the many plants and animals that flourish in the saltmarsh, such as fiddler crabs, periwinkle snails, spartina grass, and osprey. Students will get a chance to observe fiddler crabs up close through use of the Museum's bug boxes. Standards: K-LS1.1/LS1.C/K-ESS2-2/ESS2.E/ESS3.C/K-ESS3-1/ESS3.A/K-ESS3-3/ESS3.C; LS1.A/LS1.D/1-LS1-2/LS1.B; LS2.A/2-LS4-1/LS4.D/ESS3.C

Nature Art, All ages

Extend your time at the Dill Sanctuary by adding an art component to match your curriculum. Students can paint with Pluff mud, create art installations, or learn about Japanese fish printing. Additional \$5 per student.

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Bragg Boxes

The Charleston Museum is proud to introduce our Bragg Box program, an opportunity to bring the Museum's exciting educational experiences to your school! The Bragg Boxes feature artifacts, replicas, images, documents, lesson plans, and activities to provide valuable arts-infused social studies curricula to students.

These innovative teaching tools have deep roots in the Museum's history through former director Laura Bragg, who revolutionized museum children's education programming in the early 1900s. Ms. Bragg believed that one's inability to visit the Museum should not prevent children from realizing its benefits. She developed the concept of "Bragg Boxes" which were specially-crafted boxes containing Museum materials that were sent out to rural schools throughout the Charleston area. The Charleston Museum is excited to once again offer local schools the excellent experience of Bragg Boxes.

The new and improved Bragg Boxes include real artifacts, replicas, reproduction documents, images, and activities that relate to text books, social studies standards, and Visual and Performing Arts Standards. All items in the trunks can be used by following the included lesson plans or by the teacher in a way that supplements their existing lesson and best fits their teaching style. The lesson plans include objectives, vocabulary, background information, procedures, and activities. Recommended grade levels are listed below with available box themes, but the box can be adapted to other grade levels as well.

The Bragg Boxes program was made possible by an Arts in Education matching grant from the South Carolina Arts Commission.

Pricing

One box for one week \$45. To add one additional week the fee is \$30.

Late charges are \$10 per weekday.

Shipping fees apply if boxes need to be mailed.

There is a mileage fee for trunks that need to be delivered to schools by Museum staff.

Funding for Title One School may be available. Please contact the Museum Education Department for details.

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Bragg Box Reservations

To reserve your Bragg Box fill out our reservation form. Our Education Department will contact you about delivery and payment.

Indigenous American Knowledge, Grades K to 2

Indigenous Americans were the first people to settle in the United States. They lived a vastly different lifestyle than we do today. Explore how natural resources shaped daily life with lessons on jewelry, clothing, music, foodways and gaming. This Bragg Box includes a headdress, animal skins, arrows, a breastplate, a turtle-shell rattle, and other replicas. Standards: ESS3.A; 1.H.1/1.H.3; 2.H.1/2.H.2

Colonial Charleston, Grades 2 to 8

Learn what daily life was like in one of America's most important and prosperous colonial cities, Charleston, in the 1770s. Students will compare the lives of children today to children of that time period as well as compare daily lives of the different social classes. Activities include playing colonial games, trying on clothing, and learning the skills of a potter. Standards: 2.H.1/2.H.2

Coming to Carolina, Grades 2 to 8

Investigate why real families left their home countries to settle in the Carolina colony. Through letters, maps, and artifacts discover the many issues they faced in coming to this new world. Students will get hands-on with artifacts to see what items were used by everyday colonial Charlestonians. Activities include mapping skills, analyzing letters, and creating tableau scenes. Standards: 2.H.1/2.H.2

The British are Coming, Grades 2 to 8

The British ruled over the colonies from afar, but by the 1760s things began to change. Taxes were one of the many issues between the colonists and the British crown that eventually led to the American Revolution. This Bragg Box deals with taxes, protests, battles, and the signing of the Declaration of Independence. Students will tax their classmates, air their grievances to their teacher, and participate in an activity centered on the song Yankee Doodle. Standards: 2.H.1/2.H.2