



Children's Museum Learning Frameworks

Interactivity 2023

AGENDA

1. Introductions and Icebreaker
2. What are learning frameworks anyway?
3. Sharing Learning Frameworks
 - Children's Museum Houston
 - WonderTrek
 - Marbles Kids Museum
4. You Share
5. Q&A





What does
learning look like,
sound like, feel like at
your museum?



Where are you?

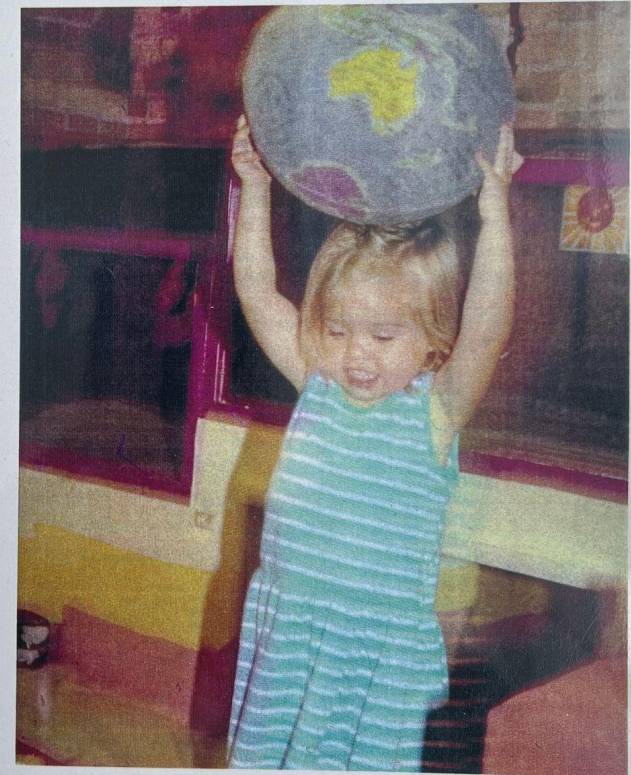
1. We have a learning framework and we use it.
2. We have a learning framework but we don't use it.
3. We are in the process of developing a learning framework.
4. What's a learning framework?

What Are Learning Frameworks Anyway?



1992:
What's A
Programmatic
Master Plan?

Programmatic
Master Plan



Minnesota Children's Museum
June 1992

Learning Frameworks Evolve

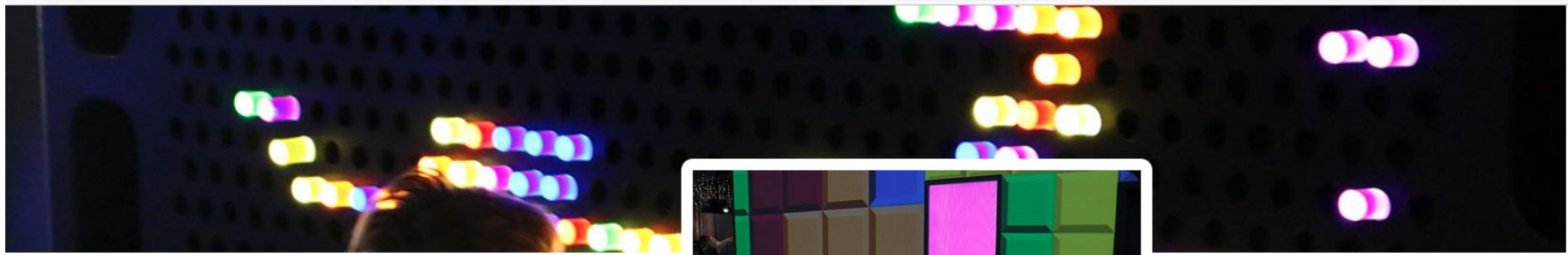
- 1992 Programmatic Master Plan
- 2000 Education Master Plan
- 2013 Visitor Experience Plan
- 2019 Learning Framework



A Learning Framework is...

- A process and a product
- Based in a vision and mission
- Consolidating a museum's most important ideas around learning and learners
- For its audience and community





LEARNING FRAMEWORK



[OUR APPROACH TO LEARNING](#) →

[PLAY IS ESSENTIAL](#) →

[STEPPING STONES CONNECTS](#) →

Mud

Mud is quintessentially interdisciplinary.

Is mud science, solids suspended in liquid? Is it art, a plastic medium with expressive qualities? Is it humanities, a universal building material providing shelter the world around?

Yes. No.

Mud is mud.



Museum Notes: Playing with...Mud

<https://museumnotes.blogspot.com/2012/09/playing-with-mud.html>



MENU
Everybody's Favorite Cranberry Sauce
1 lemon 4 ears of corn
1 onion 3 lb. fresh cranberries
1 onion bulb salt
1 teaspoon oil 1/2 cup water

Today's Special

MENU

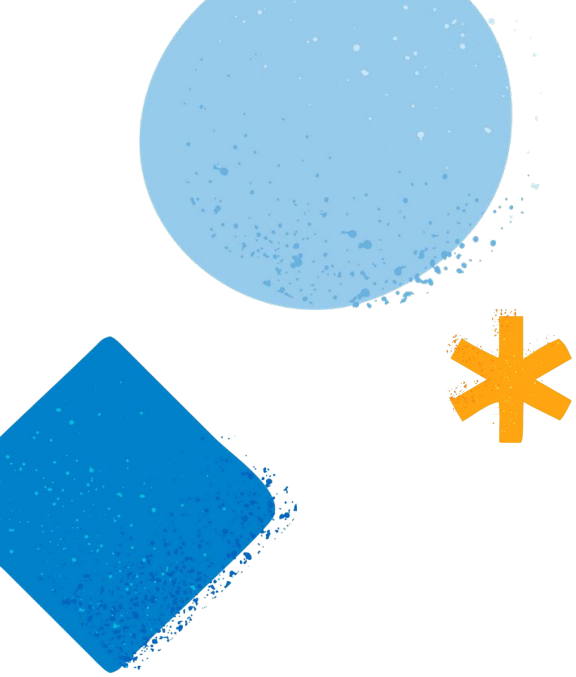
Yucky Toy B

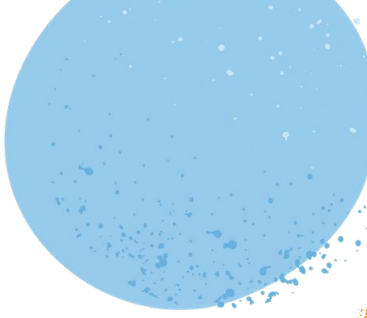
Photo Credit: Gyroscope



**Children's
Museum
Houston**

**We are transforming communities through innovative,
child-centered learning that improves the trajectories of
all children in Greater Houston.**





Can your
mind
come
out to
play?



As children participate in the Museum's programs, they...

- ...build confidence in their learning abilities;
- ...apply basic skills in math and reading;
- ...communicate their ideas;
- ...become skilled in scientific inquiry;
- ...use problem solving processes; and
- ...experience meaningful connections to the world around them.



Quintessential Questions:

- Cyberchase
 - Flow Works
 - Invention Convention
 - Tot*Spot
 - Kidtropolis
 - Matter Factory
 - How Does It Work?
 - PowerPlay
 - EcoStation
 - Cultural Gallery
 - What's New Gallery
 - Parent Resource Library
- *Can I Solve It?*
 - *What Can it Do?*
 - *What if?*
 - *How does my baby develop?*
 - *Where Does It Come From?*
 - *What Is It Made Of?*
 - *How Does It Work?*
 - *Can I Do It?*
 - *How Does It Grow?*
 - *How Are We Alike/Different?*
 - *varies*



Building Blocks

The Building Blocks for Kidtropolis are a compilation of education guidelines from the Texas Essential Knowledge and Skills and are comprised of concepts, goals, and skills that are essential in creating 21st century learners. Throughout Kidtropolis, visitors are able to engage in the following 21st century skills: Critical Thinking, Creative/Innovative Thinking, Problem Solving, and Listening.

Kidtropolis will immerse visitors in learning experiences that build their financial literacy and understandings of civic engagement. The thematic wrap for Kidtropolis is the city itself: a set of iconic buildings lining a street. The city is completed by the children; they have the opportunity to become leaders, voters, workers, consumers and entrepreneurs within the various venues in the city.



TEKS alignment

Economics Component/Source



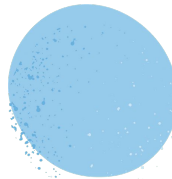
Explain the difference between needs and wants.
Bank, City Hall K.6(B)



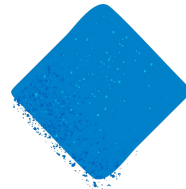
Identify jobs in the home, school, and community.
Gallery K.7(A)

Entire

Explain why people have jobs.
Entire Gallery K.7(B)



Identify ways people exchange goods and services.
Entire Gallery 1.8(B)



Knowledge and Skills	PK	K	1	2	3	4	5	6+
Apply systematic decision making by considering financial alternatives & consequences								
Explain the choices people in the U.S. Free Enterprise system make about earning, spending, and saving money								

Alignment with School Standards

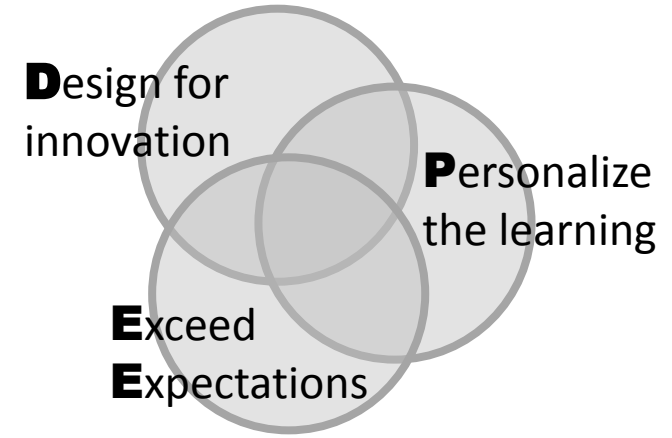
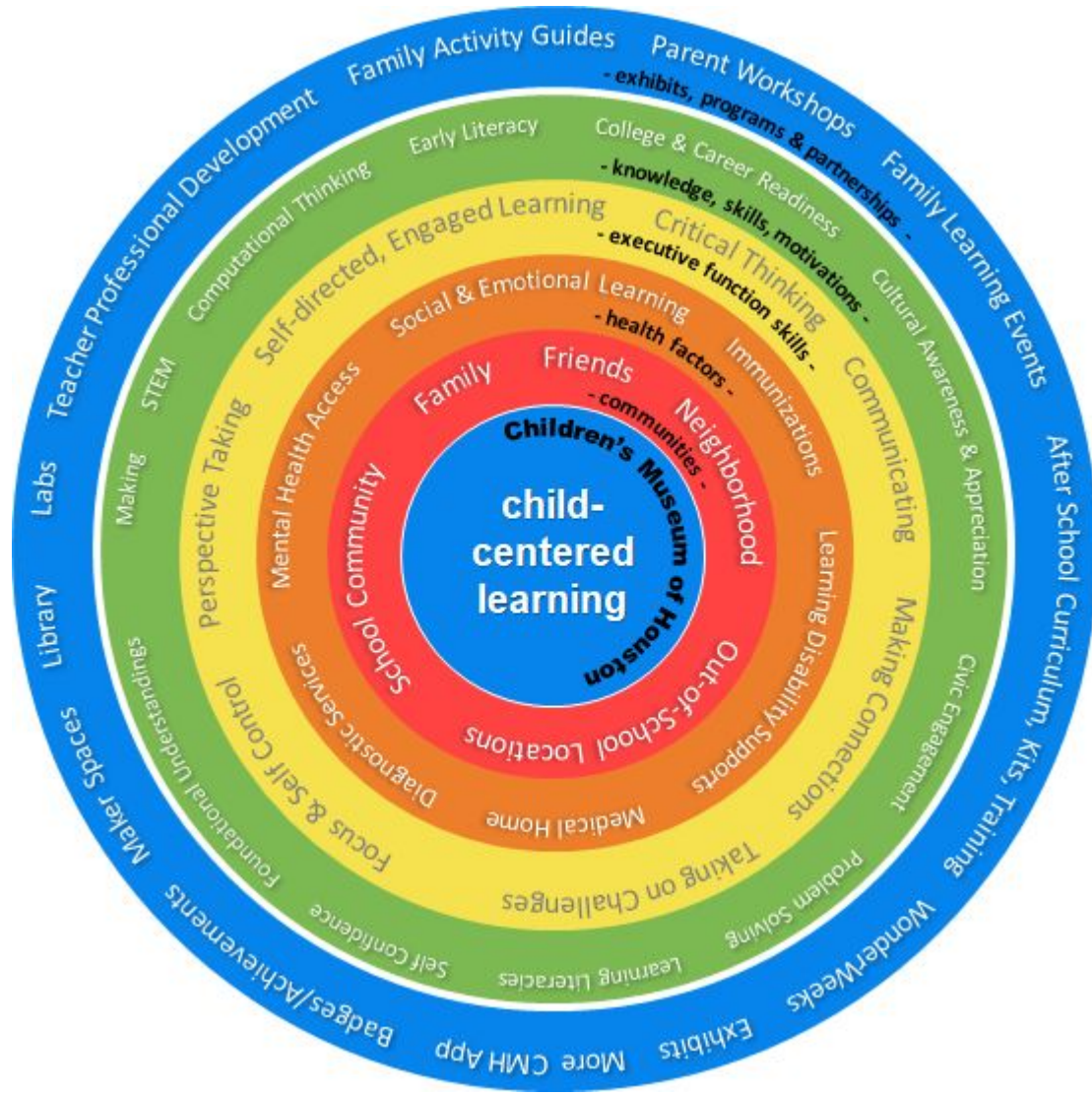
13 exhibits as learning platforms

...engineered to meet the learning needs of children birth through 12

...based on 13 sets of Building Blocks for Learning aligned with school standards

Knowledge and Skills	PK	K	1	2	3	4	5	6+
Apply systematic decision making by considering financial alternatives & consequences								
Explain the choices people in the U.S. Free Enterprise system make about earning, spending, and saving money								
<u>Saving and Investing</u>								
Describe how and why people save.								
Identify the opportunity cost of saving.								

4 of 122
Kidtropolis
building blocks



DEEP Model

- . developed 2005
- . updated last in 2018

Exhibits

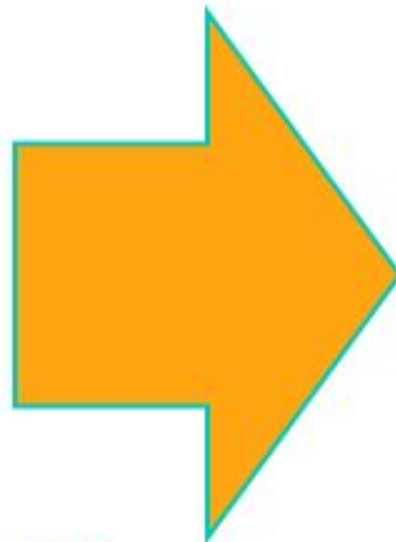
Outreach Programs



Early Childhood



Culture



Out-of-School Time



Family Engagement



Learn-at-Home Kits



Literacy



Science/STEM



Financial Literacy



OPEN DOORS

est. 1992



CMH partners with community-based organizations to make sure that all children in the Greater Houston area have opportunities to engage in our programs regardless of barriers like inability to pay admission or lack of knowledge about the Museum and our offerings.

Programs include:

- Open Doors Free Family Passes & group visits
- Lone Star Card holders and WIC recipients
- Free Family Nights (every Thurs 5-8)
- Family Math Adventures
- Overnight Adventures





WonderTrek
CHILDREN'S MUSEUM

EXPLORE PLAY LEARN





WonderTrek
CHILDREN'S MUSEUM

FOLLOW YOUR WONDER



Strategic Master Plan

ENVISIONING A MORE CONNECTED REGION

WonderTrek's vision is a compelling image of the positive changes we believe are possible for children and families in the region over the next generation:

*WonderTrek Children's Museum and its partners envision a more vibrant and **connected region** because all children enjoy the supportive relationships, expanding opportunities, and wellbeing they need to thrive*

SMP Sections

- Executive Summary & Planning Overview
- Strategic Framework, Audience & Goals
- **Learning Experience Framework**
- Experience, Environments, & Exhibits
- Moving Forward



WonderTrek
CHILDREN'S MUSEUM

Learning Framework

WONDERTREK'S VIEW OF LEARNING

KEY WORDS:

Active; lifelong process; learner directed; motivated; curiosity; interests; senses; emotions; mind; over time; interactions; experience; new meaning

LEARNING AT WONDERTREK IS:

An active, lifelong process directed by the learner. Motivated by curiosity and interests, learning engages the senses, emotions, and mind. Learning takes place over time through interactions with others and the physical environment, builds on experience, and creates new meaning

Process Goals

- Learning Value
- Consolidate Thinking
- Engage Community
- Champion Play
- Serve Students, Teachers, & Schools
- Advance Start-up



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CHILDREN'S MUSEUM



Experience Approach #3, Making Meaningful Connections: Link actions and effects; explore connections among objects, part-and-whole relationships; build ideas and understandings; make connections with people and ideas, across systems, the region and the world.

A MUSEUM THAT ASKS QUESTIONS



Organizational Goal #5: A disciplined organization engaged in learning for itself, children and families, and the region

COMMUNICATING VALUE







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CHILDREN'S MUSEUM



MaRBLES

RIGHT FIT PLAY FRAMEWORK

FUN	FLEXIBLE	EXPERIENTIAL	SIMPLE
<ul style="list-style-type: none">• Wow• Wonder• Novel materials• Novel ways to use materials 	<ul style="list-style-type: none">• Multiple ages• Multiple interests• Multiple abilities• Multiple learning styles• Multiple entry points• Can be a quick or longer experience• Lends itself to playing together• Lends itself to caregiver engagement 	<ul style="list-style-type: none">• Child-led• Open-ended• Multiple outcomes• Exploratory• Process, not product-oriented• Provides for choice• Doing not watching• Low tech 	<ul style="list-style-type: none">• Classic favorites• Low consumables• Low tech• Low cost/high impact• Mindful of safety, mess, set-up, and facilitation requirements 





I Can/I Will

