Where history and technology meet.

AGES 3 - 12

OUTREACH PROGRAMS

Marshall Steam Museum
at Auburn Heights

Auburnheights.org | 302.239.2385
Consider booking one of our outreach programs!
We are happy to customize any program to meet the needs of your students and to match your curriculum.

All we ask your students to bring is their imagination!

In this packet you will find:

Program Information............Pages 2 – 4
Price List..........................Page 5
Learning Standards.............Page 6
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The Marshall Steam Museum features the world’s largest collection of operating Stanley steam cars, a 1914 Ford Model T, a 1916 electric car, and two 1930s Packards, plus the 1/8-size Auburn Valley Railroad with two coal-fired steam locomotives and a diesel-style train as well as Lionel electric trains display and so much more.

Nestled in the small town of Yorklyn, Delaware, within Auburn Heights, the museum is operated by the Friends of Auburn Heights, Inc a 501(c)3 non-profit.

Email
Education@auburnheights.org

Phone Number
302-239-2385

Website
www.auburnheights.org

Mailing Address
Friends of Auburn Heights
P.O. Box 61
Yorklyn, DE 19756

Physical Street Address
Auburn Heights
3000 Creek Road
Yorklyn, DE 19756
We do more than just read a book! Our Story Time programs encourage curiosity, creativity and movement.

Most programs include an engaging story (or two), movement or activity, handling objects and an accompanying craft. Themed lessons promote engagement with history, science, technology, and more.

**Program Length:** 60 minutes

**Group size:** 1 classroom (no more than 30)

**Cost:** $100 for first program, $85 each additional program.

*For locations within 20 miles of the museum. See Price List page for information on more distant locations.

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### STORY TIME PROGRAMS

#### I've Been Working on the Railroad
*Our most popular program!* Learn all about trains and the people who make them run. Practice counting, colors and train sounds through movement and activities. Whoo whoo!

**Books:** *Steam Train, Dream Train; Stormy's Hat*

**Activities:** Sounds on the train; “Conductor Says!” game, Paper train craft

**Ages:** 2—6

#### T Is for Track
Explore types of transportation through books, pictures and objects. Learn how trains work (and sound!) and build a set of train tracks.

**Books:** *Down by the Station; The Little Engine that Could*

**Activities:** Acting out types of transportation; Building train tracks; *T Is for Track* craft

**Ages:** 3-8

#### A Cross-Country Road Trip
Did you know that Alice Ramsey was the first woman to drive cross country in a car in 1909? Help unpack her suitcase to discover what she took with her and try to map her adventure!

**Books:** *Alice Across America; Me on the Map*

**Activities:** Unpack a historic suitcase; Explore how to use maps; Themed craft

**Ages:** 5—8

#### Engineer It!
What would it be like to design a car of the future or maybe an entire city? We’ll compare cars of the past to cars of today, read some stories for inspiration and then design a car or city of your own!

**Books:** *If I Built a Car; Block City*

**Activities:** Building towers and/or bridges; Shapes as building blocks

**Ages:** 4—8
Our hands-on programs encourage critical thinking, observation skills, and creativity.

Programs include a short lesson, an engaging activity (or two), hands-on crafts, movement, play and more! Themed lessons encourage participants to engage with history, science, and technology.

**Program Length**: 60 or 90 minutes (depending on program)

**Group size**: 1 classroom (no more than 30 participants)

**Cost***: $100-125 for first program, $85 each additional program.

*For locations within 20 miles of the museum. See Price List page for information on more distant locations.

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**A Cross-Country Road Trip (60 or 90 Minutes)**
Investigate what travel was like for the first woman, Alice Ramsey, to drive an automobile across the U.S. in 1909! Learn how to be a historian as we decide what she will need for her trip and how she will make the journey.

**Activities**: “Decorate” a suitcase, handling of historical objects, identifying early types of travel

**Grades**: 3-6

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**The Amazing Automobile Race (60 Minutes)**
Did you know that in 1895 the first automobile race took place in Chicago? Children will become part of an interactive story as racers and imagine themselves in that moment!

**Activities**: Building cars using recycled materials, interactive storytelling

**Grades**: 2-5

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**Racing, Speed, and STEAM (60 or 90 Minutes)**
Vroom! Learn about early steam race cars in this fast-paced program. How did transportation become faster through racing and innovation? Use a race track to test out ways to make cars go faster and observe the problems that can come with a need for speed.

**Activities**: Building balloon cars using recycled materials, car racing analysis and play

**Grades**: 2-5

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**Early Engineers (60 or 90 Minutes)**
Examine the accomplishments of engineers who designed the first automobiles, such as Karl Benz and Henry Ford. Become an engineer by problem solving and creating new car inventions!

**Activities**: Sketching an engineer design, car assembly line, building a balloon car prototype

**Grades**: 4-6
For this year’s summer reading program, “Imagine Your Story”, explore the man, the myth, the legend: **John Henry**. Was he a real person? Was he stronger and faster than a stream-powered drill? You decide!

**Story Time Program**

Was John Henry really born with a hammer? Using our investigative skills, listen to a story about American legend John Henry. Then, play a game of musical hammers and learn about key components of building a railroad.

**Program Length**: 60-minutes for 30 participants  
**Book**: *John Henry vs. the Mighty Steam Drill* by Cari Meister  
**Activities**: Interactive story telling, musical hammers, handling of historical objects, and *T Is For Track* activity.

**Education Program**

Can you determine fact from fiction? Examine American tall tales using critical thinking, movement, and hands-on activities. Through John Henry’s story, we’ll focus on key components of building a railroad. Race against the clock to see if you can set a track laying record better than John Henry!

**Program Length**: 90-minutes for 30 participants  
**Activities**: Tall tale mad-libs, handling of historical objects, and train track laying activity
Our price list will give you an idea of the costs of programs by the Marshall Steam Museum. They are subject to change depending on the needs, location, and size of your group.

We ask that you book your program at least 2 weeks in advance or earlier to guarantee a choice of dates. Programs are not officially booked until a signed confirmation form and deposit are received.

Please contact us to book your program or for more information:

**Office:** 302-239-2385  
**Email** education@auburnheights.org  
**Online Form:** www.auburnheights.org/learn/outreach-programs/  
**Website:** www.auburnheights.org/

<table>
<thead>
<tr>
<th>Program</th>
<th>Capacity</th>
<th>Up to 20 Miles</th>
<th>21—50 Miles</th>
</tr>
</thead>
<tbody>
<tr>
<td>60-Minute Programs (Story Time, Education, Summer Reading)</td>
<td>Per 30 participants</td>
<td>$100</td>
<td>$150</td>
</tr>
<tr>
<td>90-Minute Programs (Education, Summer Reading)</td>
<td>Per 30 participants</td>
<td>$125</td>
<td>$175</td>
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<tr>
<td>Additional program</td>
<td>Per 30 participants</td>
<td></td>
<td>$85/each</td>
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The Marshall Steam Museum is located at 3000 Creek Road, Yorklyn, Delaware 19736.

We will travel up to 50 miles from our location.

For locations outside of the museum's travel radius (51 or more miles) please inquire to see if special pricing and arrangements are possible.

At this time, we do not have scholarships available. However, we are happy to partner with schools to write grants to help off-set the cost.


Common Core ELA: RI1.1-3, RI1.4-5a, RI1.6-7, RI2.1-3, RI2.7, RI3.1-3, RI3.7, WK.1-3, SLK.1-6, SL1.1-5, SL2.1-4, SL3.1-4

Racing, Speed, and STEAM: DE Standards: H1.4-5a, H1.4-5a, H2.K-3a, H2.4-5b, H3.K-3a, H4.4-5b

Common Core ELA: RI2.1, RI2.3-4, RI3.3-4, RI3.7, RI4.3-4, RI5.3-4, RI6.7, SL2.1-3, SL3.1, SL3.3, SL4.1, SL5.1

NGSS: Engineering Design: K-2-ETS1-1-3, 2-5-EST1-1-3, MS-ETS1-3. Energy: 4-PS3-1


Common Core ELA: RI2.1, RI2.3-4, RI2.7, RI3.3, RI3.7, RI4.3, RI4.7, SL2.1-4, SL2.6, SL3.1-4, SL3.6, SL4.4

Early Engineers: DE Standards: H1.4-5a, H2.4-5b, H4.4-5a, E1.4-5a

Common Core ELA: RI4&5.1, RI4&5.3, RI4&5.9, SL4&5.1, SL4&5.2, SL4&5.4, L4&5.1

NGSS: Engineering Design: 3-5-ETS1-1, 3-5-ETS1-2, 3-5-ETS1-3
Consider having your students create a vocabulary book that illustrates the different words before our visit!

<table>
<thead>
<tr>
<th>Word</th>
<th>Definition</th>
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</thead>
<tbody>
<tr>
<td>antique</td>
<td>an item from an earlier time, usually at least 100 years ago</td>
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<tr>
<td>artifact</td>
<td>an object made by a human being, typically of cultural or historical interest</td>
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<tr>
<td>automobile</td>
<td>usually a four-wheel vehicle with its own power system, often used to move people or things from one place to another</td>
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<tr>
<td>coal</td>
<td>the main type of fuel used in a steam locomotive; it is a black rock, that under high heat will actually burn</td>
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<tr>
<td>collection</td>
<td>to gather objects for study or display, usually related or similar to each other in some way</td>
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<tr>
<td>conductor</td>
<td>the person on a train in charge of the train crew and safety on the train. On a train carrying passengers, he also punches tickets and collects money</td>
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<tr>
<td>engineer</td>
<td>the person in charge of driving the train who sits in the cab, making sure that the locomotive is operating correctly</td>
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<td>exhibit</td>
<td>an object or collection of objects on public display</td>
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<td>fireman</td>
<td>the person on a train in charge of shoveling the coal and maintaining the fire in a steam locomotive</td>
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<tr>
<td>historic</td>
<td>something that is consider special because of its role in history</td>
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<td>horseless carriage</td>
<td>what the first automobiles were called because they looked like the carriages already in use but did not require a horse; they operated under their own power (steam, gasoline internal combustion, or electric)</td>
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<tr>
<td>invention</td>
<td>to create or produce something for the first time; For example, the creation of the light bulb</td>
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<tr>
<td>inventor</td>
<td>a person who creates something for the first time</td>
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<td>locomotive</td>
<td>the most important part of a train; includes an engine that moves under its own power, often pulling train cars on the railroad</td>
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<tr>
<td>museum</td>
<td>a place where objects of interest or value are displayed, like works of art, artifacts, automobiles, or even dinosaur bones</td>
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<td>steam</td>
<td>the invisible vapor into which water is changed when heated to the boiling point</td>
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<tr>
<td>transportation</td>
<td>the different ways to move something or someone from one place to another</td>
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</tbody>
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