

SMITHSONIAN EARLY ENRICHMENT CENTER

LEARNING THROUGH OBJECTS

OUTLINE

Day 1 - Morning

- Welcome
- Background
 - How children develop
 - Learning theory
- Museum/community as learning environment
 - Connections between child development and museum/community settings
 - Role of diversity
 - Global citizenship
 - Connecting a child's world to the larger world
- Object intentionality
 - Museum educators – start with the object and think of the developmental domains they could support using the object
 - Classroom educators – start with the objective, and think of objects that could meet the objective

Day 2 - Afternoon

- Cultivating wonder in gallery
 - Observation/narration/label/careful looking – discussions and inquiry around an object
- Supporting sense of wonder through entry points – in the galleries.
 - Familiar and Unfamiliar
 - Models/objects
 - Sensory
 - Tech
 - Songs videos
 - Images
 - Books & narrative

Day 2 – Morning

- Supporting sense of wonder through entry points continued – in galleries
 - Making
 - Doing
 - Play
 - Types of play
 - Kinesthetic
 - Experiments
 - Storytelling

Day 2 – Afternoon

- Lesson/Program Planning
 - Scaffolding
 - Order of lesson
 - Complex ideas
 - Multiple touchpoints
- Logistics
 - Gallery considerations
 - Relationships with the children
- Extending learning outside of lesson
 - Pre/post activities
 - Environment
 - Documentation – making thinking visible
- Conclusion/Wrap Up