



SHELBURNE
MUSEUM




Family Fun Guide

Welcome to Shelburne Museum!

There's so much to see and do. This Family Fun Guide will help you find the parts of the Museum you'll enjoy the most. It references the Visitor Guide, which includes a map of the Museum. We encourage our younger visitors to take on the challenge of using the map to lead the way across the Museum grounds.

If you have any questions, our staff is always ready to help. We hope you have fun, make great memories, and learn something new today!



Tips for Adults

There's a lot to see at Shelburne Museum! This guide can help you narrow your focus for the day.

- Please review the Visitor Guide for guidelines around food, drinks, photos, and more.
- Locations are noted like this – **Carousel** (B9) – and correspond to the map in the Visitor Guide.
- Please use **only pencils** for writing and drawing in our galleries. Borrow one from the Information Desk in the **Pizzagalli Center** (H8).
- The Visitor Guide has information about strollers, large backpacks, and other bulky items in our buildings, and Museum Manners in general.
- Museum admission tickets are good for two consecutive days!

Themes

Pick a theme for your group to explore and dive in! The questions and prompts are meant to spark conversation and encourage your group to think more deeply about what you are seeing and doing at the Museum.

Transportation—Things that Go!

All Aboard!

Explore the **Railroad Station** (A7), **Rail Car *Grand Isle*** (B8), **Locomotive 220** (B7), and the **Railroad Freight Shed** (B8).

Imagine that the Railroad Station is full of passengers getting ready to board. Who are these passengers? What might they have with them? Where might they be going?

Imagine that Locomotive 220 is fired up and ready to leave the station. What would you hear, see, and smell? What would the air around you feel like?

Did You Know? Locomotive 220 was used to transport four different U.S. Presidents!



Lighthouse Life

Find the small room on the first floor of the **Lighthouse** (E6) that has tall stools and a blue bookshelf.

Read a book about lighthouses and the people who cared for them.

Imagine you are a lighthouse keeper. Write an entry in the logbook about something you saw or did, how it feels to be alone at the lighthouse, etc.



Full Steam Ahead

Explore the ***Ticonderoga*** (C6) to learn about the people who worked on this historic steamship and the technology that made the boat go.

Find the rooms where the Captain and other crew members lived and worked during their time on the ship. What job would you like to have, and why?

Think. How did this steamship work? What made the paddlewheels spin? How did the ship steer, speed up, and slow down? **Look** closely as you explore the ship and ask a Guide to help you answer these questions!

Looking for more things that go? Check out the **Round Barn** (E9), **Horseshoe Barn** (E2), and **Horseshoe Barn Annex** (D1) to see carriages, wagons, and sleighs.

Circus and Carousel



Let's Go for a Ride!

Visit our vintage Carousel (B9) and look closely at all of the animals. Do you have a favorite animal? What would you name it, and why?

Did You Know? The Carousel was built around 1920, which makes it over 100 years old!

The Circus is in Town!

Explore the **Circus Building** (B10). What are some of the animals you see? **Write** a list or **draw** some of the animals here:



Look at the circus posters hanging on the wall. If you could see one of these circus acts in person, which one would you choose and why?

Did you Know? The “Arnold Circus Parade” includes 4,000 figures, is over 500 feet long, and took 30 years to create!

Did you like getting a close look at miniature creations? Check out the **Toy Shop** (I1) for more!

Nature Explorer

Stop and Smell the Roses (and Other Flowers)

Explore the Museum's gardens, choose a plant or flower you love, and **draw it!**



Quack Quack!

Explore the collection of duck decoys and miniature birds in **Dorset House (H4)**.

Think. Have you seen any of these birds in the wild? Which ones, and where did you see them?

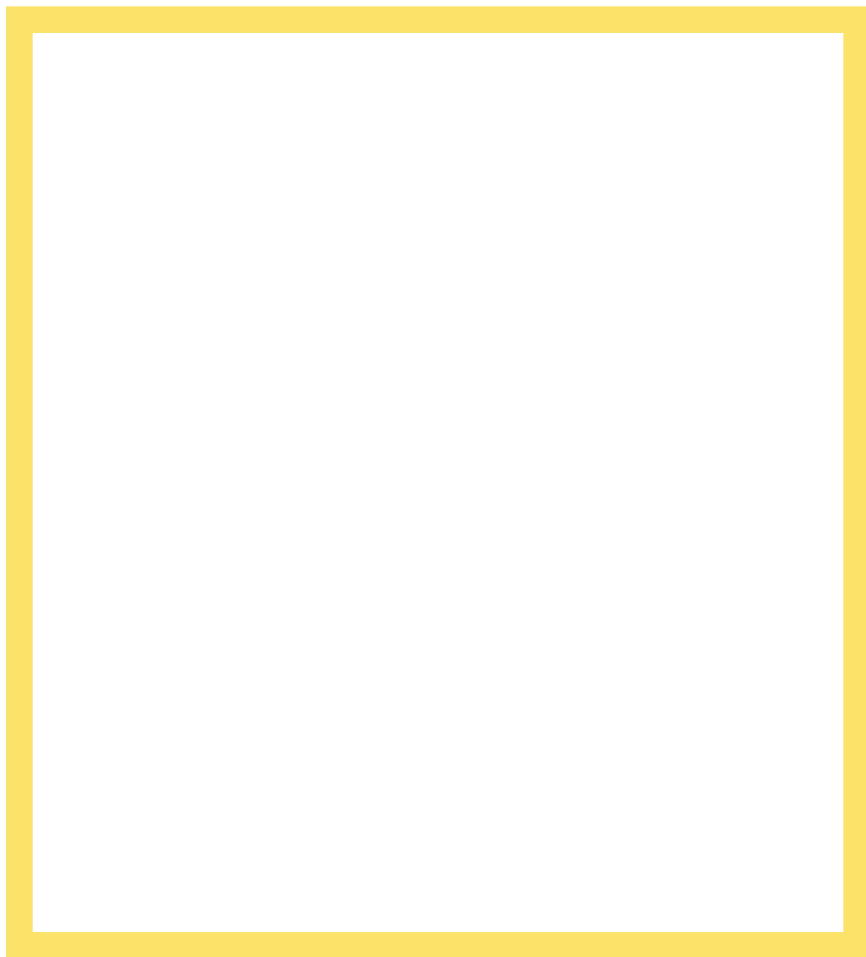
Pick a decoy or miniature you find interesting and **draw it!**



Adirondack Inspired

Look up, down, and around in ***Beach Lodge** (C8).* What do you notice? What do you wonder?

Choose an animal you find interesting and **draw it!**



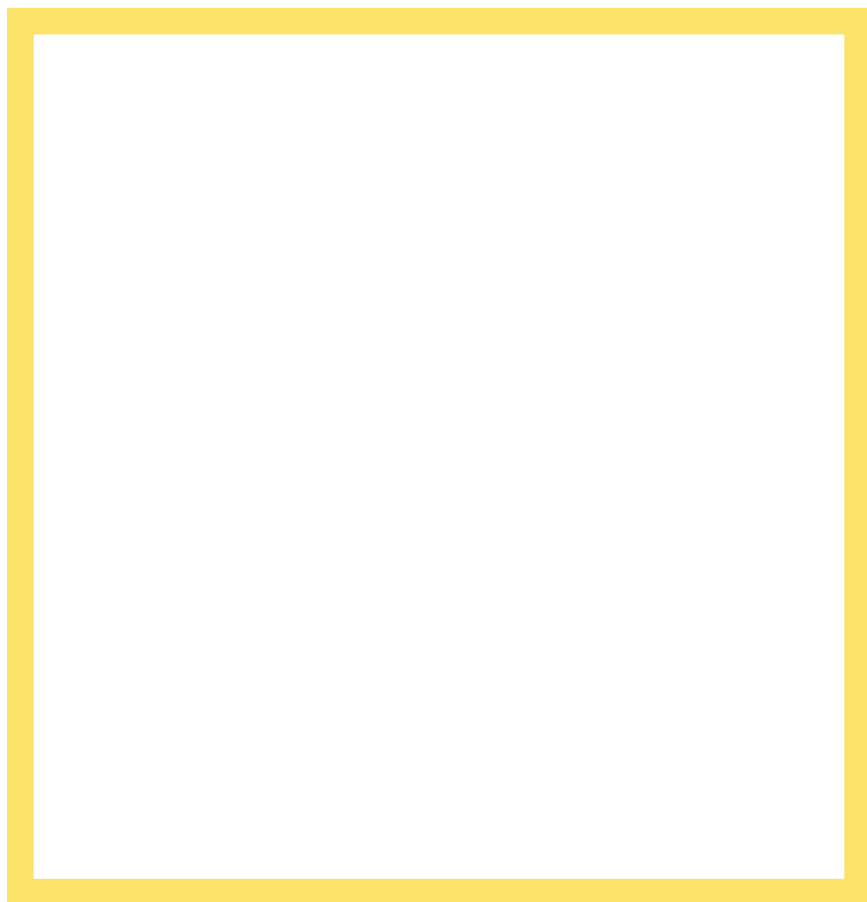
** Beach Lodge features taxidermy animals and hunting trophies; please consider if the exhibit suits your group before entering.*

Want more nature? Visit the ponds near the **Meeting House** (D2/3) and **Covered Bridge** (I3)—you might spot birds, frogs, or turtles!

History Explorer

Shopping Time!

Visit and **explore** the **General Store (E4)**. **Imagine** you can pick out **three** items to buy. What would you pick and why? **Write** a list or **draw** your items below.

A large, empty yellow rectangular frame with a thick border, intended for a student to draw or write their shopping list and reasoning.

Think. How is shopping in the General Store **different** from today? How is it the **same**?

What do you **wonder** about? Are there any items that are a mystery to you? **Ask** the Guide in the General Store to help!

Metal Magic

Visit the **Blacksmith Shop** (C3) to see a historic trade in action!

Explore to find: anvils, a fireplace poker, horseshoes, hooks that look like the letter “J” and the letter “S,” and coal.

Ask the blacksmith about any **wonderings** you have.

Roll, Press, and Print!

Visit the **Print Shop** (E1) to see posters, cards, or other art-works created right before your eyes!

Explore to find: the smallest printing press, the biggest printing press, a large brayer (roller), wood type (letters), and metal type (letters).

Ask the printers about any **wonderings** you have.

Think about how graphic design and printing have changed over time. What is **similar** and what is **different** today from the past?



Would you like to see more about how people lived a long time ago? Take a walk through **Dutton House** (G3), visit the **Stone Cottage** (I2), and peek into the **Settlers' House and Barn** (I4).

You Are an Artist!

Get Inspired

Visit the **Electra Havemeyer Webb Memorial Building (G6)** to see paintings created by famous French Impressionists.



Also visit and explore **Webb Gallery (H5)** to see paintings created by American artists.

In each of these galleries:

Imagine that you could hang any of these paintings in your home. Which one would you choose? Why?

Find a painting with **one** person in it (a portrait). **Study** the person's facial expression, pose, clothing, and surroundings – what do they tell you about the person? What else do you **notice** in the painting?

Your Turn to Create!

Visit **Owl Cottage (D5)** and **create** your own artwork! Use the “Idea Board” or things you have seen around the Museum for inspiration. Hang it up to share with others or bring it home to enjoy.

Explore a cozy creative space in **Pleissner Gallery (C5)**, showcasing a recreation of artist Ogden Pleissner's historic studio.

Kid Life

Time for School!

Visit the **Schoolhouse** (J2). Take a seat at a desk or a bench. **Think** about how this school is **different** from the school you go to. How is this school the **same**?

Did You Know? There are only 26 stars on the American flag hanging on the wall. That is because there were only 26 states in 1840!



Choo Choo!

Visit the **Toy Shop** (I1). Press the buttons to operate the model train. **Explore** both rooms.

Imagine you could take one of these toys home. Which one would it be, and why?

Compare. How are these toys **different** from toys you play with today? How are they the **same**?

Curious to see what dolls were like a long time ago? Visit our vintage doll collection located upstairs in **Variety Unit** (J1).

Reflect

Talk about your day at Shelburne Museum with your group. What was each person's favorite thing to see or do? What surprised you the most? What would you visit first the next time you come to the Museum? If you had your own museum, what would you put in it?

Keep Creating!

We hope that you are feeling inspired by your visit to Shelburne Museum! Here are some ideas for artworks you can create at home:

- Draw your own circus poster! Feature yourself, a friend, or a favorite animal in an action pose showing their talent. Add a circus name in bold, colorful letters!
- Create a landscape drawing or painting. Inspiration can come from the view from your home, memories of visiting beautiful outdoor places, or photographs.
- Create a self-portrait by drawing, painting, or making a sculpture. Use a mirror or selfie for reference and add a background or items that represent you!
- Make your own General Store! This can be a drawing of a General Store or a display of items you've found or made. Be creative!
- Now that you have had some practice using the Museum map, try making your own map of your room, home, yard, or neighborhood!

Notes and Sketches



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