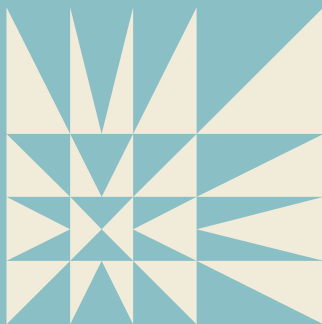


PASSPORT

TO LEARNING

2026



SHELBURNE
MUSEUM

Name:

Museum Map



Guided Workshops

- 1 Pizzagalli Center: Printmaking
- 2 Beach Lodge: Built for Survival
- 3 Railroad Station: Train Tracking
- 4 *Ticonderoga*: Simple Machines on the *Ticonderoga*
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Self-Guided Workshops

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Pizzagalli Center

Printmaking (Guided)

If full, visit the Round Barn or the gallery on this floor.

Sketch your idea or print a design here.

Sketch your idea or print a design here.



Round Barn

Train Tracking (Self-Guided)

Explore the **top level** of the Round Barn to **find the “minivan” from 1900!** You can use the labels to help. Hint: It is called a Three-Seat Surrey.

In the space below, create a quick sketch of the Three-Seat Surrey from observation (draw what you see!).



Talk/think about it: How is the Three-Seat Surrey different from a minivan today? How is it the same? Why would it be different? Did anything surprise you?

Bonus Challenge!

Keep exploring the Round Barn to find the historical versions of these vehicles:

- Limousine
- Sport Utility Vehicle (SUV)
- Food Truck
- Taxi Cab

Talk/think about it: How are these vehicles different from what we have today? How are they the same? If you could ride in or drive any of these vehicles, what would you choose, and why?



Circus Building

(Self-Guided)

Explore the Circus Building. What are some of the animals you see in both carvings and posters? Write a list or draw the animals here:

After exploring the Circus Building, imagine you were at a circus 100 years ago. What would it sound like? Look like? Smell like? What would the mood feel like? Write or talk about it.

Have you ever been to a circus before? If so, how do you think a modern circus would be different from circuses 100 years ago? How would it be the same? Write or talk about it.



Railroad Station

Train Tracking (Guided)

If full, visit Circus Building, or Round Barn.

Telegraph

The telegraph is a system that uses electrical pulses to send coded messages through a wire to a receiver. The message is then decoded on the receiving end. It cannot carry voices or any other communication.

Morse Code

Morse code is a system of electronic communication. It uses dots, dashes, and spaces to represent letters, punctuation, and numbers. The symbols are arranged to spell out a message.



Beach Lodge

Built for Survival (Guided)

If full, visit Circus Building, or Round Barn.

Vocabulary:

- **Habitat:** The place where a plant or animal lives and finds everything it needs - like food, water, and shelter
- **Adaptation:** A special feature or skill that helps a plant or animal survive in its home
- **Herbivore:** An animal that eats only plants, like grass, leaves, or fruit.
- **Omnivore:** An animal that eats both plants and other animals.
- **Carnivore:** An animal that eats other animals

The challenge: Combine different adaptations to create a bear that would survive in a habitat that a bear does not normally live in. Keep in mind that it must have features that will allow it to eat, protect itself, and have shelter.

Your bear's habitat is:



Blacksmith Shop

(Self-Guided)

Explore the Blacksmith Shop to find:

- Anvils
- Fireplace poker
- Tongs
- Hooks shaped like the letter "J" and the letter "S"
- Horseshoes for snow and ice
- Coal

What questions do you have about the Blacksmith Shop?

Find some answers to your questions by asking the Blacksmith. Write what you learned below!

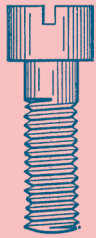


Ticonderoga

Simple Machines on the *Ti* (Guided)

If full, see a *Ticonderoga* guide for the “Life on the *Ti*” scavenger hunt

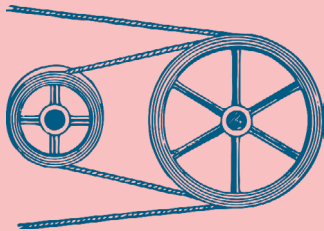
Search for different kinds of Simple Machines as you explore the *Ticonderoga*! Use the examples here to help, but keep in mind that what you find may not look exactly like what you see in the example.



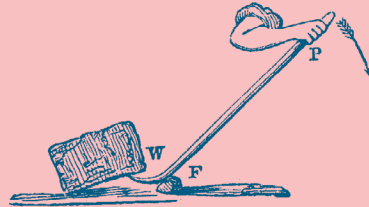
Screw



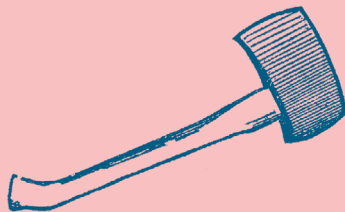
Inclined Plane



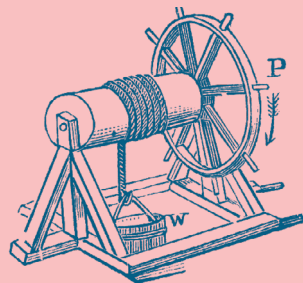
Pulley



Lever



Wedge



Wheel & Axle

After you have found some simple machines, talk, write, or draw a picture of what you discovered! Some ideas of things to write, talk, or draw about are: the kind of machines you found (screw, inclined plane, etc.), what it looked like, where you found it, what you think it does, etc.





General Store

Shop 'til You Drop (Guided)

If full, visit the Blacksmith Shop or Webb Gallery.

I am shopping for:

Item name

What item is on your card?

Item #1

Item #2

Item #3

Item #4

Item #5

Think about it: What do you think you will find in the General Store?

Look for items that are still needed and used today. What did you find?

Talk about it: How are these items similar or different from today's items?

Look for items that are no longer needed or used today. What did you find?

Talk about it: Why are these items no longer needed or used today? What have they been replaced by?



1840s Schoolhouse

(Guided)

If full, visit the Print Shop or Sawmill.

Welcome to the Schoolhouse! Let's travel back in time to the 1840s, where the teacher will be teaching you some lessons today. You will get a stamp from the teacher when you complete your assignments.



Sawmill

Natural Resources at the Museum (Self-Guided)

A natural resource is something that is found in nature and can be used by people. Some of Earth's natural resources are: light, air, water, plants/trees, animals, soil, stone, minerals, metals, and fossil fuels.

Directions: Spend a few minutes exploring the Sawmill, and then fill in the blanks:

The natural resource processed at the Sawmill was

_____.

The Sawmill was powered by _____,

which is another natural resource.

The sawblade is made of _____,

which is also a natural resource.

Talk about it: Answer the questions below by talking with a partner or in your group.

Why was wood an important natural resource in Vermont in the 1700s and 1800s?

How are wood and trees used in Vermont today?



Webb Gallery

(Self-Guided)

Directions: Explore the gallery. Match each word to a work of art. There are no wrong answers. Write down the name of the painting and artist next to the word you matched it with. Describe why you chose that artwork.

Find paintings that look:

Painting name & artist

Beautiful

Noisy

Confusing

Lonely

Scary

Calm

What do you see in each artwork that makes you think of the word you matched it with? Write about it in the spaces provided, or talk about it.



Print Shop

Printmaking (Self-Guided)

Explore the Print Shop to find:

- The smallest printing press
- A large brayer (roller)
- The biggest printing press
- Wood type (letters)
- Metal type (letters)

What questions do you have about the Print Shop?

Find some answers to your questions by asking a printer. Write what you learned below!

Activity Page

Word Search

A H A B J C S Q N C W X V K H
 S T E A M S H I P H U W O X F
 C B X X T Q T E L E G R A P H
 L S L E C I S U S W B Z P M P
 I A C A L A C Z G A N Y F T U
 G K P H C E R O G W W R T L L
 H G L O O K C O N J R M A Z L
 T A C K T O S T U D T K I T E
 H R D I X H L M R S E H K L Y
 O D E X R A E H I A E R T C L
 U E C M P C E C O T A L O D V
 S N O M F B U B A U H Y O G G
 E C Y J I L R S Z R S O R J A
 K U D M O O F Y W W Y E N Z A
 H P S O Z L O C O M O T I V E

Ticonderoga
 Steamship
 Blacksmith
 Circus
 Carousel
 Sawmill
 Apothecary
 Schoolhouse

Electra
 Telegraph
 Lighthouse
 Locomotive
 Garden
 Pulley
 Decoy

Activity Page

Crossword

ACROSS

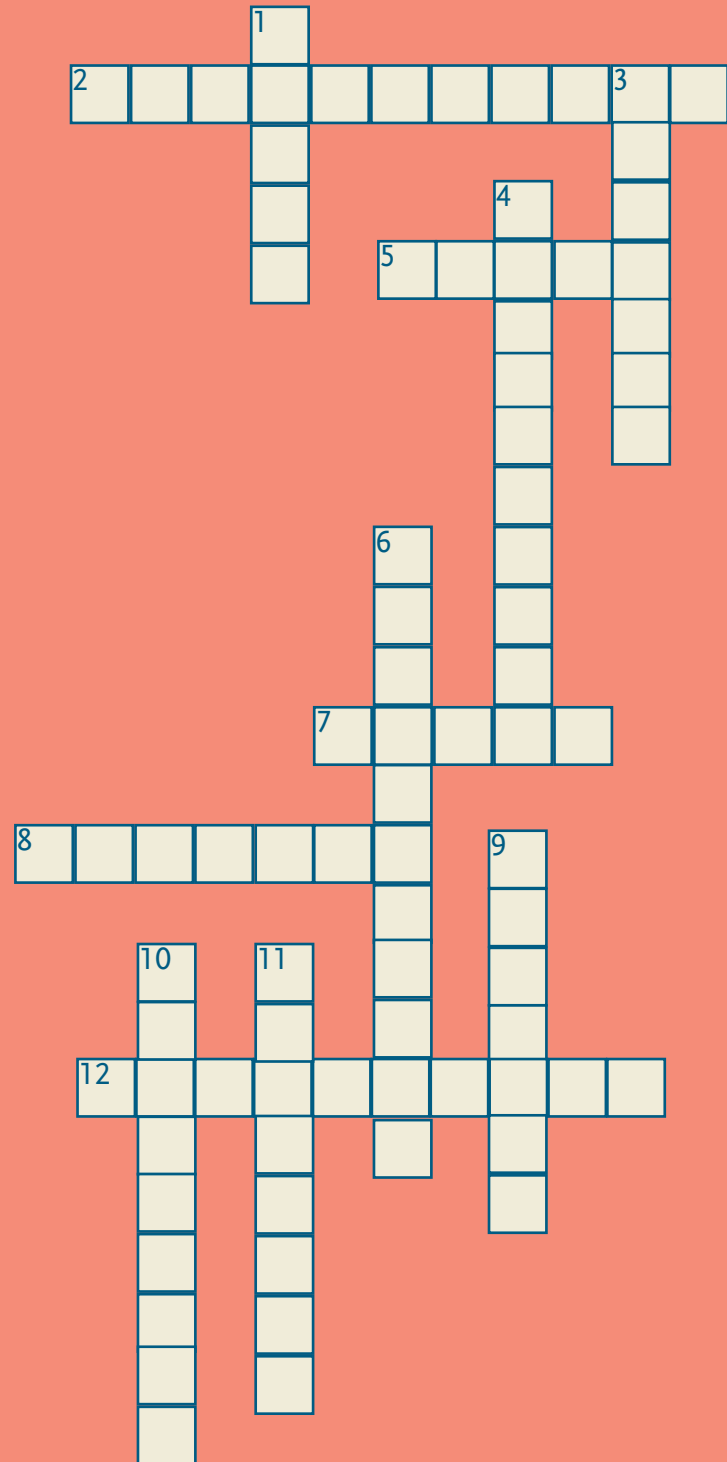
2. The name of the steamboat at Shelburne Museum
5. An axe is this kind of simple machine
7. The big red barn near the entrance is the _____ Barn
8. Wood is a _____ resource
12. The _____ Shop is where you will find someone creating with metal

DOWN

1. This type of code is a system of electronic communication
3. The _____ Store is where someone would go to buy everyday items
4. A special feature or skill that helps a plant or animal survive in its home
6. Where children go to learn
9. A machine that turns logs into boards for building
10. A system that uses electrical pulses to send messages through a wire
11. A ramp is an example of a simple machine called an _____ plane

WORD BANK

Ticonderoga telegraph natural Schoolhouse
 wedge Round Sawmill adaptation
 General Blacksmith Morse Inclined



End-of-Day/ Post-Trip Reflection

What was a favorite moment from your visit to Shelburne Museum? Was it an interesting artwork or object? A certain building? Something funny that happened?

If you could come back to the Museum, what would you like to spend more time exploring, and why?

What new questions/wonderings do you have after your visit?

Write or draw about something new that you learned at the Museum.

