



EDUCATIONAL EXHIBIT

EDUCATION CONTENTS:

1) VISITOR EXPERIENCE

- a. Activities
- b. Special Event Ideas
- c. Supplemental Gallery Programs

2) EDUCATOR/TEACHER EXPERIENCE

- a. Educator Workshop
- b. Coordinated Lesson Plans (for teachers use in the classroom)



EDUCATIONAL EXHIBIT

ACTIVITIES

The following activities are based on the characters of the movie and the major themes of the exhibit: Art, Music, Science, Personal Strengths and Physical Challenge. The following activities are designed as drop-in activities. Each activity comes with a short introduction. This introduction gives a brief synopsis and set of directions. Staff can also use this sheet as a quick reference to the activities when facilitating them on the floor. On this sheet you will find tips that we have found helpful while doing these activities at our Museum. Below is a quick introduction to each of the activities.

Activities:

Dress the Characters

Exhibit Connection: MunchkinLand, Crossroads, Witch's Castle, & Emerald City

Theme: Art

Ages: 4 and up

Be A Munchkin

Exhibit Connection: MunchkinLand

Theme: Art

Ages: 5 and up

We're Off To See the Wizard

Exhibit Connection: Crossroads

Themes: Personal Strengths, Music

Ages: 4 and up

Dorothy's Ruby Slippers

Exhibit Connection: MunchkinLand

Theme: Art

Ages: 5 and up

Tin Man Freeze Dance

Exhibit Connection: Crossroads

Theme: Physical Challenge, Music

Ages: 4 and up

"King of the Forest": Cowardly Lion Obstacle Course

Exhibit Connection: Crossroads

Theme: Physical Challenge

Ages: 4 and up

Glinda's Bubble Wand

Exhibit Connection: MunchkinLand, Emerald City

Theme: Science

Ages: 3 and up

Wizard Science

Exhibit Connection: Emerald City

Theme: Science

Ages: 5 and up



EDUCATIONAL EXHIBIT

Special Event Ideas

Character Breakfasts

1. Have local breakfast shops donate food to breakfasts. For example, Dunkin' Donuts can donate its "munchkins".
2. Incorporate a performance piece and/or a themed activity into the breakfast, like We're Off to See the Wizard or Dress the Characters.
3. Have pictures of the characters to sign for the guests.

Character Meet & Greet

1. Have staff dressed as a specific character come out on the floor for a meet & greet with the guests.
2. Have a different character each day. For example, Mondays is Dorothy, Tuesday is Scarecrow, etc.
3. You could create a day for each character where all the activities are based around the character coming out for the meet & greet

Halloween

1. Have Wizard of Oz characters host Halloween events
2. If you want to be "scary", you could have staff dress up as the Wicked Witch and the Flying Monkeys.
3. This can be adapted to other holidays or a Night at the Museum

Sing A Long with Dorothy

1. Have a performance where a staff member dresses up as Dorothy and sing the songs from the movie.
2. Have the other character from the movie there as well.
3. Invite the guests to join in the sing a long.
4. Option: Make it a "ticketed" event like a performance where children get special Wizard of Oz tickets



EDUCATIONAL EXHIBIT

Supplemental Gallery Programming

These gallery programs complement the exhibit components as well as the exhibit activities while focusing on the main themes of the exhibit. These gallery programs can be facilitated by museum staff or given to families as a way to enhance their experience in the Wizard of Oz exhibit.

1. Gale Farm

Themes: Personal Strength & Interests

A. Work on a Farm

Most families shop for food at grocery stores and many children have never been to a farm. Using the exhibit components in the Gale Farm, children can role play working on a farm. They will be able to harvest the vegetables, milk the cow and gather the eggs.

2. MunchkinLand

Themes: Literacy , Physical Challenge

A. Sound like a Munchkin

Guests can role play by speaking into a flower -encased microphone that electronically changes the speaker's voice to sound like a Munchkin. Try the phrases: "Follow the Yellow Brick Road" or "We're off to see the Wizard". Try the other phrases or words to see how you sound.

B. Build a Rainbow

Dorothy dreamed of flying over the rainbow. Work together as a team to build the rainbow in Munchkinland. Time each other to see who can work together and build the rainbow the fastest.

3. Crossroads

Theme: Personal Strengths and Values

A. Crossroads Challenge

Scarecrow, Tin Man and Cowardly Lion each had a personal challenge to overcome and their own reasons for travelling with Dorothy to see the Wizard. Guests can compete in their own crossroads challenge. Time guests as they complete the following exhibit components: Tin Man's Heart, Build a Scarecrow and the Courage Crawl. See who can complete the challenge the fastest.

4. Emerald City

Theme: Light, Wonder & Science

A. Wizard of Oz

The Wizard of Oz was just an ordinary man but pretended to be very powerful. Using the Wizard of Oz console, guests can role play and pretend to be the powerful Wizard of Oz. The voice synthesizer announces that you are the "the Great and Powerful Oz" and reminds others to "pay no attention to the man behind the curtain."

B. Horse of a Different Color

Use the red, green & blue knobs to create different colored horses. Ask the questions, "What color does blue & red create or what color does green & blue create?" See how many different color combinations you can create.

5. Witch's Castle

Theme: Physical Challenge

A. Capture the Broomstick Challenge

The castle of the Wicked Witch of the West is an imposing structure. Access to the broomstick is guarded by turrets, a bouldering wall, and a spider crawl. Break up into groups, positioning one on each turret of the castle. Time the teams to see who can get across the moat to capture the witch's broomstick first.



EDUCATIONAL EXHIBIT

Educator Workshop

This workshop will introduce the concepts of the exhibit and each of its corresponding components to The Wizard of Oz. In addition, each exhibit area will show an explanation of specific objectives.

Marquee Entrance – Introduction to the Movie

- ☒ **Objective:** introduces guests to the storyline and characters of the movie “The Wizard of Oz”

Gale Farm – Farming, Nature and Illusion

- ☒ **Objective:** Introduce children to farm animals, crops, & activities; explore optical illusions trick viewers into seeing something not really there; introduce Dorothy as main character and heroine; learn about how tornadoes form; help guests understand disorienting & destructive nature of a tornado

MunchkinLand – The Arts

- ☒ **Objective:** Introduce Munchkin culture; exp. & explore visual, musical, & performing arts; imaginative play & creative expression; literacy –building activities for children of all ages

Crossroads – Personal Strengths and Values

Objective: Introduce Dorothy's 3 friends and imp. Of recognizing and affirming children's personal strengths; discover personal strengths through variety of activities; demonstrate personal courage & compassionate care for others

Witch's castle – Physical Challenges

Objectives: Opportunity for children to prove their courage & skill by overcoming physical challenges; engage in gross motor skill activities; discover world of special effects

Emerald City – Lights, Wonder and Science

Objectives: Introduce The Wizard of Oz & concept of being oneself without pretending to be someone else; explore emerald city; experiment with science & light; create special effects)

Give an introduction on the story of the movie The Wizard of Oz and explain the value-based lessons connected with each character's experience.

Dorothy: discover very of personal strength and courage as she finds her way back home

Scarecrow: perceived lack of brain doesn't stop him from having good ideas

Cowardly Lion: while fearful, discovers that he can be courageous when the situation calls for it

Tin Man: laments that he doesn't have a heart, yet he is empathetic, kind and compassionate

Review the coordinated lesson plans with educational standards for teachers to use in their classrooms

Tour of each of the different exhibit areas with an exploration of what each section provides in children's learning.

Select two or three classroom activities to do with the teachers and explore how they might extend the lesson with their children



EDUCATIONAL EXHIBIT

Coordinated Lesson Plans

Language

Concepts/Skills

- ☒ Use language to express needs and feelings, share experiences, predict outcomes, and resolve problems
- ☒ Uses an expanded vocabulary to describe many objects, actions, and events

Activities

- ☒ To rewrite their own The Wizard of Oz adventure (Language)

Emergent Reading and Writing

Concepts/Skills

- ☒ Ability to hear and discriminate sounds of language
- ☒ Retelling of stories in different ways increasing comprehension with familiar stories

The Wizard of Oz Educational Exhibit
Miami Children's Museum – 305.373.5437 – fax 305.373.5431 –
crodriguez@miamichildrensmuseum.org

Activities

Do a word game by making other words while using the letter from "The Wizard of Oz" (Language arts)
If you were to meet the Wizard, what would you ask for?
Reenacting the story while using felt board characters of the Gale farm animals

Motor and Physical Development

Concepts/Skills

Turning, rolling, and swaying while they move through different obstacle course

Combine movements to accomplish challenging physical tasks

Activities

Create obstacles courses throughout your school playground and have children work in teams; each set of obstacles should assist in working out ways to overcome each section as a team with individual input (physical challenges)

Create your own emerald city using different blocks and other shape items

Using a projector on the wall, children can take turns role playing the different characters and make their own alternative ending

Mathematical and Scientific Thinking

Concepts/Skills

Demonstrates understanding of one on one correspondence

Shows understanding by actively participates in comparison of quantities

Activities

Study of Tornadoes and learning about different types of storms (science and Health)

Explore the different animals in the gale farm and what they eat (science and health)

Make a yellow brick wall out of paper on your classroom floor leading to other areas in your classroom. How many bricks would it take to make it to different areas of the room? How many bricks would it take if the bricks were smaller or larger? (Mathematics: Size and quantity)

Create your own tornado using recyclable materials

Geography

Concepts/Skills

Demonstrates an understanding of locations of people, places, and things

Explains maps to locate different places

Activities

Distance between the yellow brick road and any other place (home, playground, school, etc...)? How long would it take you? (Geography)

The Wizard of Oz Educational Exhibit

Miami Children's Museum – 305.373.5437 – fax 305.373.5431 –

crodriguez@miamichildrensmuseum.org

Children could create their own maps of Oz

Art and Music

Concepts/Skills

Uses a variety of art materials for tactile experience and exploration
Demonstrates balance and movement with physical representations of others

Activities

Draw their favorite Oz character or places by using sculptures, collages, masks, oversize cutouts (Art)
(Music)
Using large horse cutout, utilize different paint colors to make a horse of a different color
What different instruments might be used to characterize each of The Wizard of Oz characters? Can you make those sounds and movements? Play around the different sounds and get the children involved in making the sounds on your command to create a musical sound

Social and Emotional Development

Concepts/Skills

Show an awareness of personal characteristics and preferences
Show appreciation for group experiences and awareness of expectations from others

Activities

Munchkins are important people in the Wizard of Oz. What wonderful things can only small people do? Focus is on the appreciation of those that are noticeably small (social and life skills)
Dorothy's dog, Toto, plays a role in protecting Dorothy from many dangers. Find different breeds of dogs and working dogs. Discuss how they are raised and used. (Social and Life skills)
What characters would you say you relate to the most? Why? Draw a picture of the character you most see yourself like and describe how you and this character are most alike
Create your own Dorothy, Scarecrow, Tin Man and Lion out of different materials to use for a role play



miami **children's** museum
play • learn • imagine • create

The ABCs of RED

CHILDREN'S EDUCATIONAL EXHIBITION



TM



miami **children's** museum
play • learn • imagine • create





Theatre Marquee

Entrance:

Welcomes guests and introduces both the characters and the life lessons in the movie The Wizard of Oz.





miami **children's** museum
play • learn • imagine • create





miami **children's** museum
play • learn • imagine • create





miami **children's** museum
play • learn • imagine • create



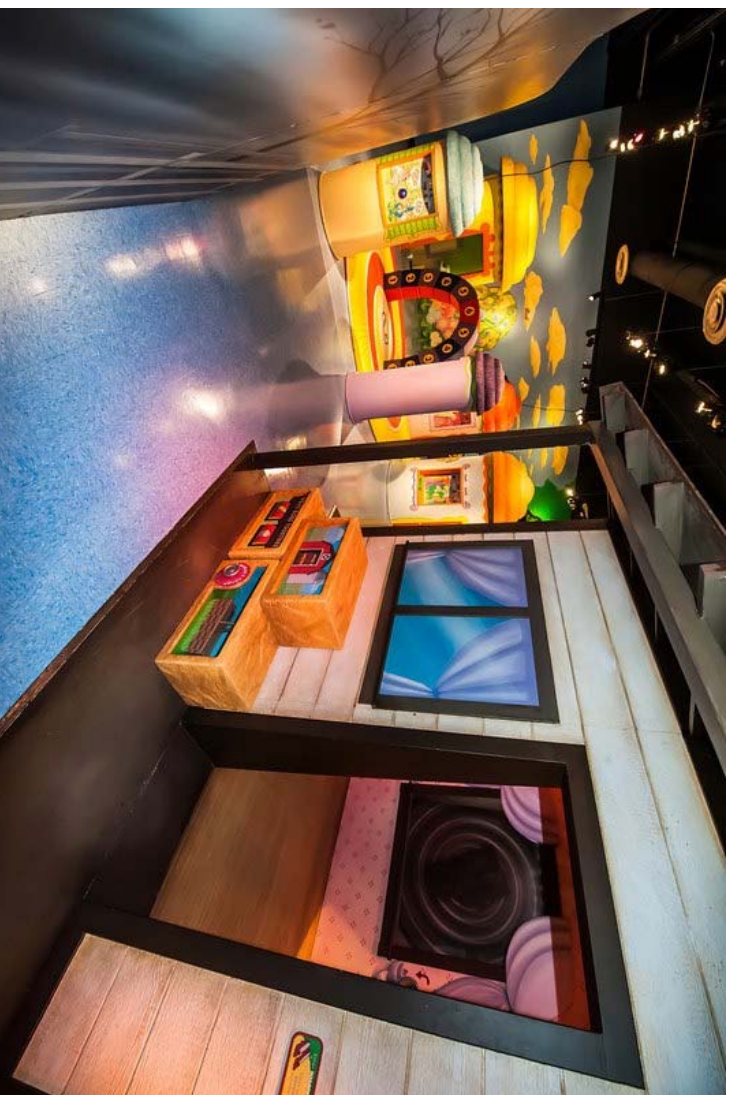


miami **children's** museum
play • learn • imagine • create



Gale Farm:

Children learn
about life on a farm
through hands on
play and the
science behind
tornadoes and how
they form.





miami **children's** museum
play • learn • imagine • create





miami **children's** museum
play • learn • imagine • create





miami **children's** museum
play • learn • imagine • create





play • learn • imagine • create





miami **children's** museum
play • learn • imagine • create





Munchkinland:

Visitors explore
visual, musical and
performing arts
through creative
expression,
imaginative play
and literacy-building
activities.





miami **children's** museum
play • learn • imagine • create





miami **children's** museum
play • learn • imagine • create





miami **children's** museum
play • learn • imagine • create





miami **children's** museum
play • learn • imagine • create





miami **children's** museum
play • learn • imagine • create



Crossroads:

Children discover
their personal
strengths, courage
and values while
understanding the
importance of having
compassion for
others.





miami **children's** museum
play • learn • imagine • create



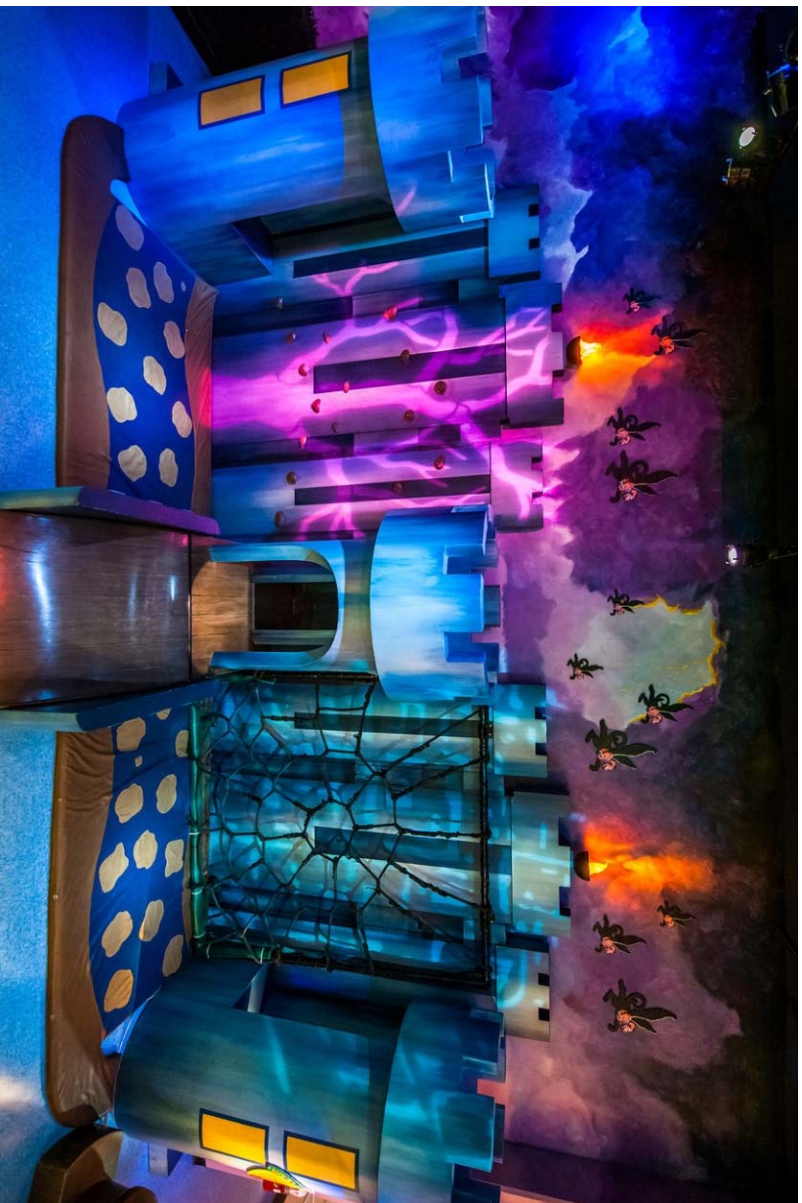


miami **children's** museum
play • learn • imagine • create



Witch's Castle:

Builds courage as
children overcome
physical challenges
and engage in
gross motor skill
activities.





miami **children's** museum
play • learn • imagine • create





miami **children's** museum
play • learn • imagine • create



Emerald City:

Visitors explore Emerald City, meet the Wizard of Oz and the concept of being oneself without pretending to be someone else.

Families also experiment with science and light and have an opportunity to create special effects.







miami **children's** museum
play • learn • imagine • create





miami **children's** museum
play • learn • imagine • create





miami **children's** museum
play • learn • imagine • create

