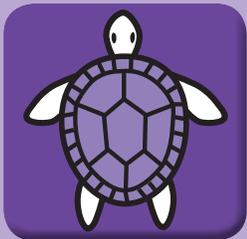


Go on a Family Adventure Walk

There is so much to explore
right outside the museum's door!



STATEN ISLAND CHILDREN'S MUSEUM
Expanding minds & imaginations since 1974

on the grounds of Snug Harbor



Funding provided by
Richmond County Savings Foundation

Welcome!

Use this guide as you walk to explore topics and ideas from your museum visit—like nature, gardens, architecture, animals, ships, and sculptures. Making connections between your visit to **Staten Island Children’s Museum (SICM)** and the world around you is a wonderful way to inspire your children’s creativity and curiosity.

The museum is in a unique park that was once a sailors’ retirement home. There is so much on the grounds to see and do. This guide has tips and suggestions to help you and your family have fun and learn together on your adventure.

Parent/Caregiver Tips:

Encourage your children to take the lead as you walk.

- **DISCUSS Share the wonder!** Help your children notice things along the way; make connections to your museum visit; encourage questions and conversations; and share observations and ideas along the walk and on the way home.
- **PLAY Make a game of it!** For example, with younger children, play the game “I spy” to spot familiar (and maybe not so familiar) things in the park and gardens.
- **EXPLORE Use your senses!** Pause to take in all the colors, textures, smells, and sounds that often go unnoticed.
- **PRETEND Act it out!** Children learn with their whole bodies. On your walk encourage movement and use of imagination to transform into the plants, animals, structures that you see.

Feel free to adapt these tips and suggestions or use your own ideas to support family interactions.

Please be aware of your surroundings and do not step in the flower beds.

Share your ideas and experiences with other visitors and us!
Email them to info@sichildrensmuseum.org, post them on our official Facebook page,
tweet them to us on Twitter, or share them on Instagram:

 <https://www.facebook.com/sichildrensmuseum/>

 [@kidsmuseum](https://twitter.com/kidsmuseum)

 [@sichildrensmuseum](https://www.instagram.com/sichildrensmuseum)

Choose Your Walk

Extending your visit to SICM is exciting any time of the year. These four routes are a great place to start!



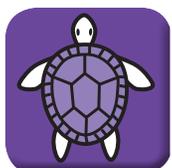
Discover Gardens

- Look for plants and insects, and use your senses
- Best times of year: spring through early fall
- Approximately 20 minutes



Discover Structures & Architecture

- Look for building details and features
- Best times of year: year-round
- Approximately 30 minutes



Discover Animals in the Park

- Look for animals in nature
- Best times of year: spring and summer
- Approximately 20–40 minutes



Discover Ships and Sails

- Look for nautical inspired art and structures
- Best times of year: year-round
- Approximately 30 minutes



Discover Gardens

Plants are incredible! Here at SICM, the plants on the Garden Terrace help feed our live animals and beautify the space. Explore Snug Harbor's fascinating gardens.



1. Sensory Garden—there are lots of paths in this garden, which includes a rock fountain, benches, and sculptures. See where they lead you!

» **PLAY** Play “follow the leader” through the meandering paths.

» **ASK** How many ways can you use your senses to explore the gardens? In **Bugs & Other Insects**, you may have seen butterflies, bees, and beetles—can you find them in the garden?



2. NYC Compost Project—a demonstration site for compost with a garden of familiar herbs and crops. (Visit: <http://snug-harbor.org/compost/> for more information)

» **EXPLORE** Carefully touch and smell the plants and herbs. Look inside one of the compost bins.

» **ASK** How does the compost smell? Where did you see another compost bin and plants at SICM? (Look on the **Garden Terrace**.)



3. Heritage Farm—a working farm that produces vegetables and flowers.

» **DISCUSS** Walk along the side; point out and talk about what you notice.

» **ASK** Do you see a pattern? Why do you think the farm is organized this way?



4. Connie Gretz Secret Garden—this delightful garden and maze is inspired by a well-known book called *The Secret Garden* by Frances Hodgson Burnett.

» **PLAY** Make a game of moving through this garden's maze; take turns talking about what you played in **Big Games**.

» **ASK** What clues do you notice to help you navigate through the maze? What details do you observe that you enjoy?

All About the Farm

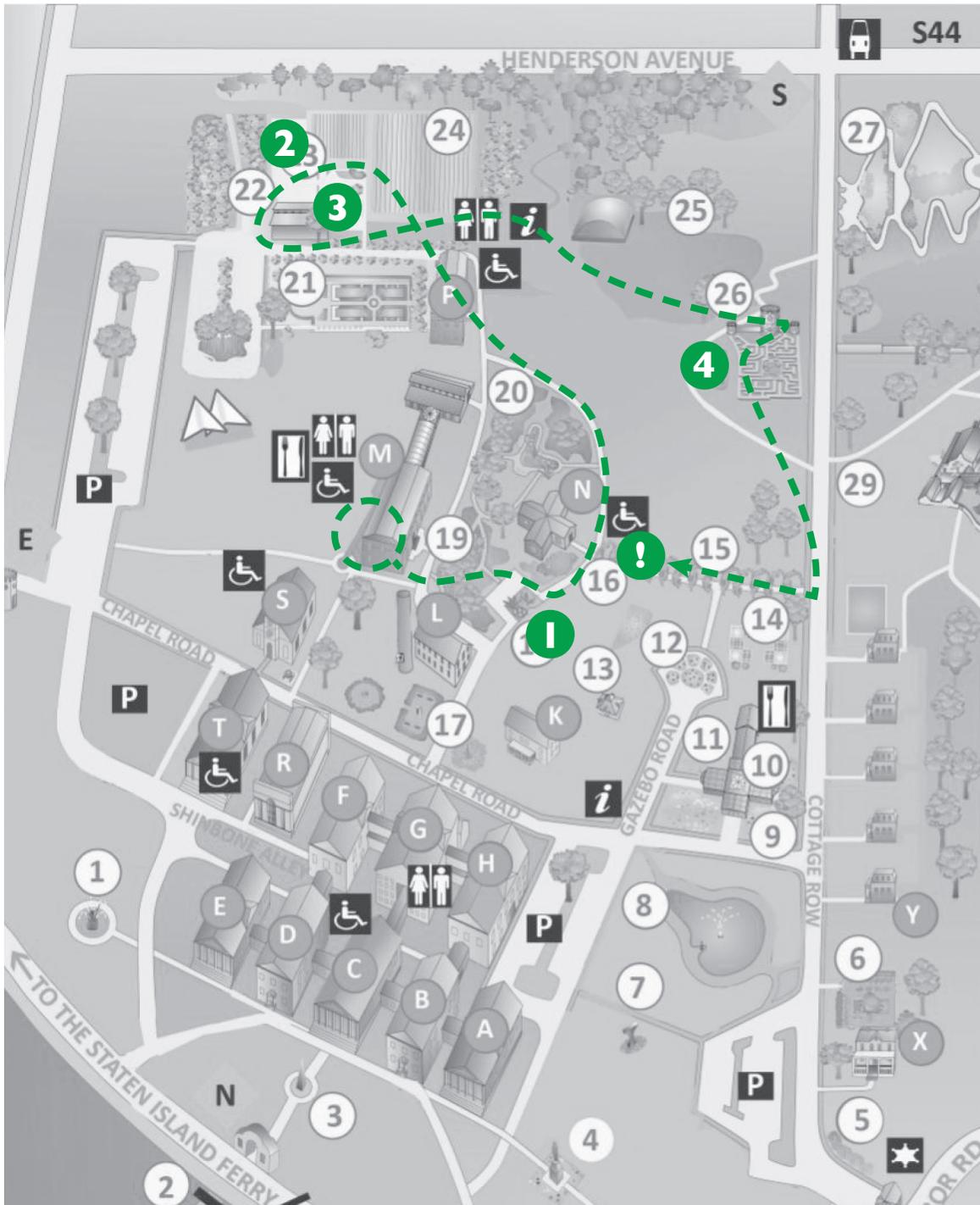
Snug Harbor's Heritage Farm was founded to help feed, inspire, and educate the local community. During the summer, you can buy Heritage Farm's fresh produce and flowers in over a dozen restaurants and farmers' markets.

Check their website for more details and information about farm events: <http://snug-harbor.org/heritage-farm/>

Building P has a free exhibition about farming. *Be sure to pop in!*

Extra! Walk back through the **Allée**, which is an arched path made of 120 live European hornbeam trees.

» Do you remember seeing the dome-shaped shelter made from thin willow branches on SICM's **Garden Terrace**? The museum's **Willow Hut** is a unique shade screen. Did you see other structures that provide shade on your walk today?



Discover Gardens



Discover Structures & Architecture

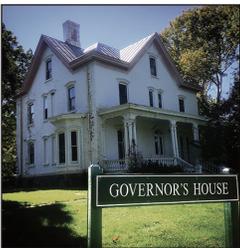
Children are natural builders! Here at SICM, we see that in exhibits like House About It, Big Games, and Block Harbor. As you walk, look for different shapes, materials, and interesting building features.



1. Front Five: Buildings A, B, C, D, E—stop at Building C to see one of the historic structures that were once used as dormitories for retired sailors.

» **DISCUSS** Talk about the shapes you used to build with today in **Block Harbor** at SICM.

» **ASK** Which is your favorite part of the building's structure? How many people do you need to reach your arms around one of the large columns?



2. Governor's House—this historic building was once the home of the person who oversaw Snug Harbor. This building is closed to the public; enjoy looking at it from the outside.

» **PRETEND** Imagine you are traveling to a new and faraway place. Remember how the explorers in **Great Exploration** prepared for their trip and the extreme weather or environment.

» **ASK** What do you think it would be like to live when there were no phones, electric lights, or central air/heat?



Lance Reha

3. White Garden—a garden with trellises that is designed to create the feeling of rooms and hallways.

» **PLAY** Spot circles, squares, diamonds and other shapes as you move in and around this garden's trellises.

» **ASK** Do you remember seeing a long low connecting building at SICM? Look at the structure and shapes in the museum's building next time you pass.



4. Weissglass Gazebo—a beautifully restored structure that is also a place to sit and "gaze" at the lovely surroundings.

» **EXPLORE** Check out this building's interesting patterns of textures and colors. Can you spot rope-like details, spiral shapes, or decorations that remind you of a pie crust?

» **ASK** What kind of patterns and textures did you use today in **House About It**?

This walk and "Discover Ships and Sails" travel past some of the same destinations. You can refer to that walk for added interest.

Sailor's Rest

Snug Harbor, once a retirement home for sailors, includes a collection of architecturally significant 19th-century buildings set in an 83-acre park. It is worth exploring inside the buildings. Building C—Visitor Center/ Main Hall has a celestial scene beautifully painted on the ceiling.

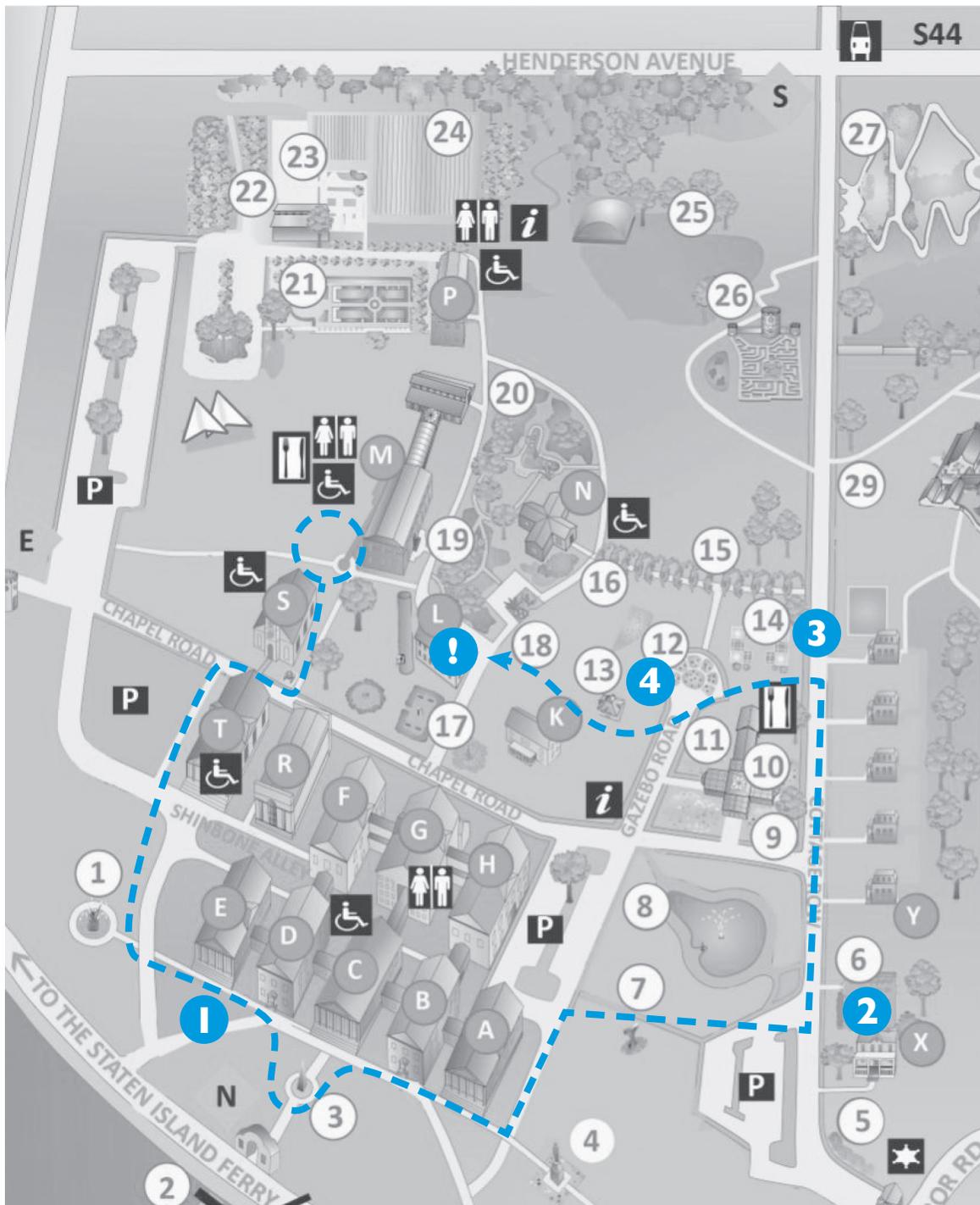
Check the website for hours and admission fees:

<http://snug-harbor.org/visit/plan/>

\$ separate admission

Extra! The main building of **Staten Island Children's Museum** was originally built in 1913.

» The museum was constructed of two buildings connected by a modern glass hallway. The part of the building with the silo was originally a barn that was used to house animals.



Discover Structures & Architecture



Discover Animals in the Park

Observing animals can happen any time of year. When the weather is nice, spot animals outside in the gardens. Or look for them in SICM's exhibitions like Bugs & Other Arthropods, home to a beehive.



1. Herb Garden—a place to find colorful butterflies, bees, and other insects.

» **PLAY** Think about the exhibit *Bugs & Other Arthropods*, and see who can find the most different types of insects by looking closely—in, on, and around the plants. Look for buzzing honeybees like those in the indoor hive.

» **ASK** Take a close look at the insects you see. What colors and patterns do you notice on their bodies and wings?



2. Pond Garden—a shallow pond filled with water-loving animals.

» **PRETEND** Use your imaginations to tell stories about what would happen if you were ducks swimming in this pond.

» **ASK** Look carefully for animals. At different times of the year, you can find different types of creatures like birds, fish, and insects. What are they doing when they are not here?



3. Healing Garden—a serene garden for quiet observation and meditation.

» **DISCUSS** Take a few minutes to stop and talk about what you've observed on your walk and how it is similar or different to what you saw at SICM.

» **ASK** Take a seat on a bench and look out towards the water—what do you see? What types of animal interactions do you notice?



4. Wetlands—a network of nature trails, along a stream and around ponds, that has animals or evidence of them all year round.

» **EXPLORE** As you walk across the bridges, stop, watch, and listen to the sounds of nature. Notice that this watery retreat is filled with animals like turtles, squirrels, insects, and birds.

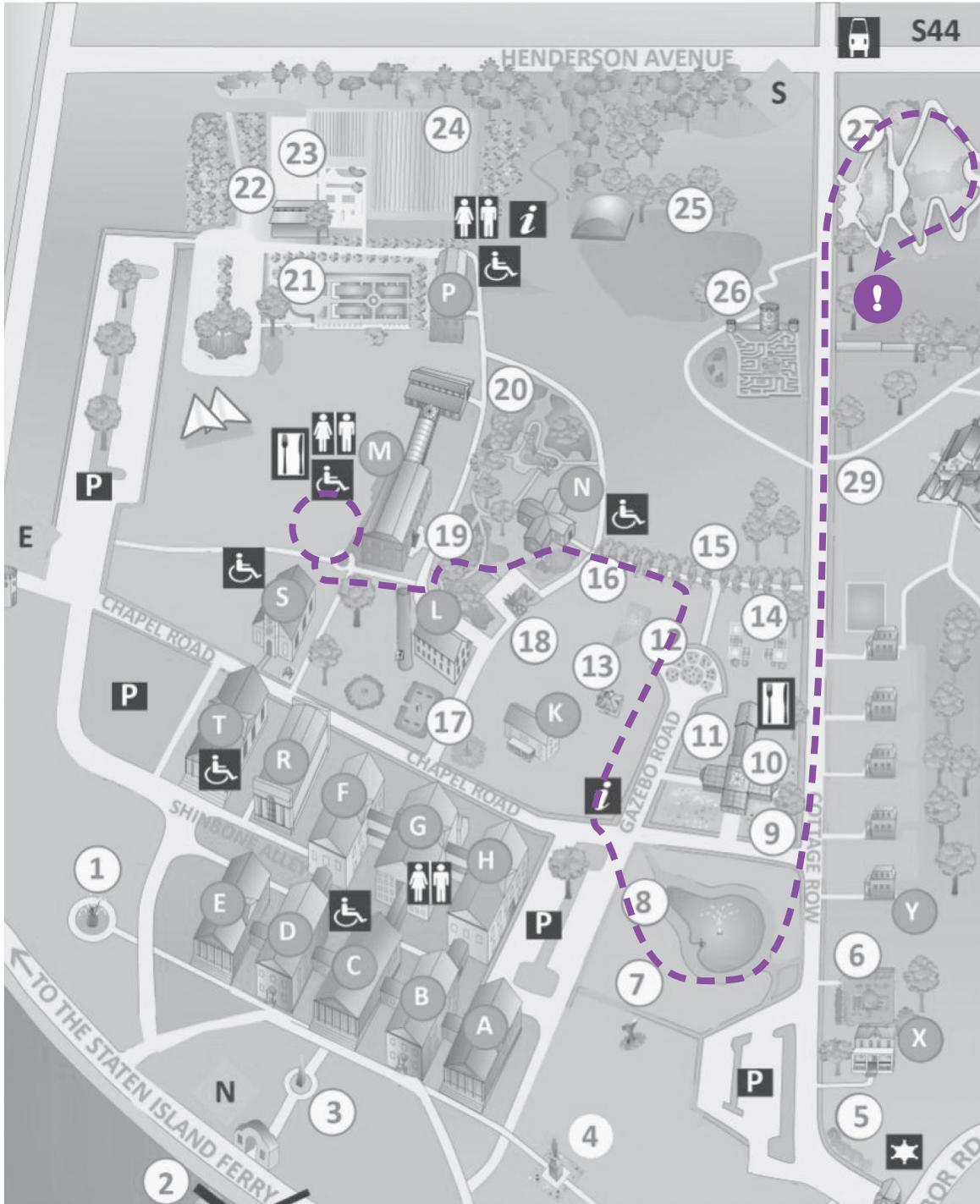
» **ASK** Which of the creatures you noticed today did you also see at SICM?

Wild Wetlands

The 20 acres of wetlands is the perfect destination to look for aquatic animals like ducks, fish, turtles, dragonflies, and other insects. Look for evidence of land animals like squirrels, birds, butterflies and bees, including nests, chewed plants, or tracks. Wild animal sightings have included opossums and herons.

Extra! *Francis the Praying Mantis* was made by a sculptor; stop to say "goodbye" to Francis on the meadow before you leave SICM!

» Did you see any insects like Francis on your visit today? Which animals would inspire you to make a sculpture?



Discover Animals in the Park



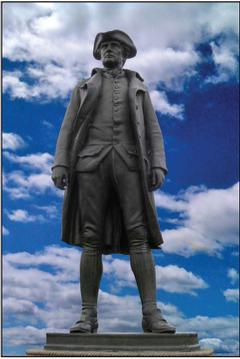
Discover Ships & Sails

Go on a nautically themed walk, and tell stories inspired by the maritime history of the places and things you see at Snug Harbor. As you explore, look for evidence of symbols and signs of boats, sails, and the sea.



1. Neptune's Fountain—this sculptural fountain depicts the Roman god of the oceans named Neptune.

- » **PLAY** Act out what you see, pretend you are a part of the sculpture, strike a pose like Neptune or one of the fish!
- » **ASK** What other ocean animals can you find looking at and around the fountain?



2. Randall Garden: Statue—a tribute to the Revolutionary War shipmaster who owned this land in the 1800s and founded Snug Harbor.

- » **PLAY** Take turns playing “I spy,” observing both the sculpture and what is around it. Look for signs of the sea like open water beyond the glaes, boats moving on the Kill van Kull, and other clues about the park’s history.
- » **ASK** How does the way the man in the sculpture is dressed tell you about who he is?



3. Lillian Schwartz Garden: Sundial—one of many sculptures on the grounds with a seafaring or nautical navigation theme.

- » **EXPLORE** Talk about what a sundial is, and look for a shadow that marks the time. Think about other timekeepers.
- » **ASK** How many fun ways can you imagine to keep track of time?



4. South Meadow: Anchor—this object once was lowered into the water to hold a working ship in place.

- » **PLAY** Try to move the anchor! (See the mark that says it’s 1,000 lbs).
- » **ASK** Why is it so heavy? How many of you do you think it would take to weigh the same amount as the anchor? How large do you think the ship this anchor came from was?

This walk and “Discover Structures and Architecture” travel past some of the same destinations. You can refer to that walk for added interest.

Maritime History

The Noble Maritime Collection celebrates the people and traditions of the working waterfront of New York Harbor by preserving and interpreting the art and history of Sailors’ Snug Harbor and its maritime artifacts. Inside there is a restored sailor’s bedroom and a ship model gallery. The museum is open to the public Thursday through Sunday from 1 to 5 pm. Admission is by donation. Check the website for details: <http://www.noblemaritime.org/>

Extra! In the meadow, in front of SICM is a solar tent that captures sunlight energy to power its lights.

- » Look at the top covering; what was the nautical inspiration for its shape?



Discover Ships & Sails

Continue the Adventure

On your way home today, talk about the things you did and saw. What kinds of stories were a part of your visit to SICM and Snug Harbor? If you were to draw a picture of your favorite discoveries today, which items would you include? Here are some other ways you and your family can extend your fun.

Bibliography

AGES 3–6

The Book with No Pictures by B. J. Novak

Brown Bear, Brown Bear, What Do You See? by Bill Martin Jr. and Eric Carle

I Wish You More by Amy Krouse Rosenthal and Tom Lichtenheld

The Wonderful Things You Will Be by Emily Winfield Martin

AGES 6–9

Peter Pigeon of Snug Harbor by Ed Weiss

The Secret Garden by Frances Hodgson Burnett

What Do You Do with an Idea? by Kobi Yamada and Mae Besom

Other Snug Harbor Destinations

This guide contains only a sampling of the many places you can explore in the park. Snug Harbor has public tours that you can register for: <http://snug-harbor.org/tour>. And, here are more gardens and museums you may enjoy on your own:

Tuscan Garden—gardens inspired by an Italian villa.

<http://snug-harbor.org/botanical-garden/tuscan-garden/>

New York Chinese Scholar's Garden—rock gardens with eight pavilions and gardens.

<http://snug-harbor.org/botanical-garden/new-york-chinese-scholars-garden/>

\$ separate admission

Heritage Rose Garden—hundreds of different types of roses.

<http://snug-harbor.org/botanical-garden/rose-garden/>

Staten Island Museum—a museum for exploring the dynamic connection between natural science, art and history since 1881. <http://www.statenislandmuseum.org/>

Visit <http://snug-harbor.org/> for additional information and a calendar of programs for Snug Harbor Cultural Center & Botanic Garden



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