



## Museum Activities for Younger Visitors

### Plane Stories

Sit in a half circle in front of a plane or other aircraft. Begin a story by making a statement about the plane (for example, "The plane was parked on the runway," or "It was a sunny day at the airport"). The next person continues the story, by describing the plane, for 1 to 3 more sentences. The person next to him or her continues the story, and so on, until everyone has contributed. If time allows, have each child draw an ending scene for the story; then have children compare their drawings.

### More Plane Stories

After getting permission to use the museum library, have the children sit there in a circle. Then, read one of the library's picture books to the group. Read slowly and hold up the pictures as you go. Some popular titles available include:

- Louis' Dream Plane
- Lettice, the Flying Rabbit
- The Little Airplane
- Wings.

### Shapes in Planes

Have children name some shapes that they know (square, circle, triangle, etc.). Then, choose an airplane in the museum and ask the children, "Do you see any of those shapes in this aircraft?" Ask children to describe the shapes they see and then draw the shapes.

### I Spy

Model this activity for children first. Choose an exhibit that all the children can see, but don't tell which one! Say, "I spy with my little eye," and then give some description of anything in the room, such as "something red," "something square," or "something small." Children take turns trying to guess what the object is. Let the player who correctly guesses the object pick the next one, or have all players take turns in a set order.

### Alphabet Hunt

Give teams of 2-5 a set amount of time to find an object in the museum that begins with each letter of the alphabet. "A" is easy, but "Q" and "X" will take more time. Have them write down their answers on a sheet of paper. When time is up, compare notes and see which team found objects for the most letters.