

# Field Trip Add On Programs for

# TITANIC

## THE ARTIFACT EXHIBITION

### Lower Level Programs

#### **Polar the *Titanic* Bear**

Through the amazing, true story of a boy and his toy bear on *Titanic*, students compare what life was like for children in 1912 to their own lives. They will learn what toys were popular in the Edwardian Era and what clothing the children of the time would have worn. Students can design their own Edwardian outfit with our coloring sheet and learn how to use the same toys Douglas had.

#### **Design a Ship**

Students design a ship and see if it is more seaworthy than *Titanic*. Using principles of buoyancy and displacement, students design, build, and test simple boats to determine which shape holds the most cargo. This activity challenges students to make a “practically” unsinkable ship.



### Upper Level Programs

#### ***Titanic* Demographics**

Students will keep their boarding passes from the Exhibition and learn about the demographics of passengers onboard *Titanic*. Students experience the social and economical stratifications of society in 1912, as well as their ramifications on *Titanic*'s survival rates. Working with statistics from *Titanic*, we will discuss the relationship between a passenger's chance of survival and his or her age, gender, and class. This activity gets students moving, thinking and learning.

#### **Lifeboats and Logic**

Using mathematics and logical thinking skills, students participate in a variety of activities based on the themes of a lifeboat and a ship. Students begin by working with the actual dimensions of a *Titanic* lifeboat followed by a variety of games and puzzles requiring creativity, critical thinking, cooperation, and logic.