



## Curious George™: Let's Get Curious!

# Gallery Guide

*Curious George™: Let's Get Curious!* invites young children into the world of Curious George. The exhibit leads visitors on a fun, interactive math, science and engineering-based adventure while emphasizing the central role that parents and caregivers play in children's learning.

Based on H. A. and Margret Rey's classic stories and the PBS KIDS® television series, the exhibit encourages children's natural curiosity as they explore early science, math and engineering through hands-on play. The exhibit immerses visitors in the neighborhood where Curious George and the Man with the Yellow Hat live. Children find themselves surrounded by familiar places and faces, while encountering new challenges, materials, and ideas that invite them to learn like Curious George—through direct experience and problem solving!

### Exhibit Features

#### Apartment Building

Operate wheels to move George on pulleys from window to window. Climb through the fire escape and inside to play with color, light and shadow.



#### Sidewalk Produce Stand

Play customer or salesperson and explore shape, sorting, weighing and counting with fruit and vegetables.

#### Construction Site

Design a structure in the construction trailer, then get to work making use of a bounty of building materials to load onto the conveyor belt and construct a building.





### **City Park**

Enjoy the urban green space: take a seat, explore the tree and toddler activities and hug a full-size Curious George!



### **Mini Golf**

Use pipes, ramps, funnels, turntables, and bumpers to experiment with physics, engineering and math as you putt through three holes of mini-golf.

### **Space Rocket**

Climb into the rocket Curious George took on his space adventure! Peek through the porthole, catch a glimpse of George in his space suit and e-mail a picture home.



### **Farm**

Take a vacation to the country and visit the farm. Harness the power of wind to move whirligigs, a windmill, a windsock and wind chimes. Build your own whirligig and care for the farm animals.



### **Museum Within the Museum**

Learn Curious George's fascinating history in the Museum within the Museum. Follow the story of the Reys' works, the escape from France during World War II that saved the Curious George manuscript, and more than 60 years of Curious George in our lives.



## **Good Reading For Curious Kids**

Borden, Louise	The Journey That Saved Curious George
Cole, Henry	Jack's Garden
Harper, Charise	Imaginative Inventions
Hutchins, Pat	The Wind Blew
Rey, H. A. and Margret	Curious George
Rey, H. A. and Margret	Curious George Takes a Job
Rey, H. A. and Margret	Curious George Gets a Medal
Rey, H. A. and Margret	Curious George Flies a Kite
Rosinsky, Natalie	Light: Shadows, Mirrors, and Rainbows
Sweeney, Joan	Me and My Place in Space



## **National Learning Standards Met by Curious George™: Let's Get Curious Exhibit**

### National Standards in Science and Technology, Math

#### **Science and Technology**

##### Science as Inquiry

###### The student will:

- ask a question about objects, organisms and events in the environment.
- plan and conduct a simple investigation.
- employ simple equipment and tools to gather data and extend the senses.
- communicate investigations and explanations.

##### Physical Science

###### The student will:

- develop an understanding of the properties of objects and materials.
- develop an understanding of the position and motion of objects.
- develop an understanding of light.

##### Life Science

###### The student will:

- develop an understanding of the characteristics of organisms.

##### Science and Technology

###### The student will:

- develop the abilities of technological design including proposing a solution to a simple problem, implementing proposed solutions and evaluating a product or design.
- develop an understanding about science and technology.

#### **Math**

##### Algebra

###### The student will:

- sort, classify, and order objects by size, number, and other properties.
- recognize, describe and extend patterns such as sequences of sounds and shapes or simple numeric patterns and translate from one representation to another.

##### Geometry

###### The student will:

- recognize, name, build, draw, compare, and sort two- and three-dimensional shapes.
- describe attributes and parts of two- and three- dimensional shapes.
- investigate and predict the results of putting together and taking apart two- and three-dimensional shapes.
- recognize and represent shapes from different perspectives.

##### Measurement

###### The student will:

- compare and order objects according to the attributes of length.
- use tools to measure.



## Gallery Staff Training Guide

This guide was developed to help floor staff become more familiar with the exhibit and how visitors interact with it.

### Curious George Play, Interaction, and Content Walk-through

#### The Exhibit as a Whole

- Themes – Number, size, comparison, shape, pattern, cause and effect
- The exhibit components appeal to children and provide them with natural play opportunities. The underlying math/science concepts can easily be drawn out by the simplest interactions. For example: If it spins, it will be spun. Talk about circles, circular motion, wheels, or start a circle hunt throughout the gallery.
- Counting up and counting down also runs through the entire exhibit
- The messages from The Man with the Yellow Hat and photos of families at home are directed toward adults.

#### The Entry

- Opening doors and windows is always popular with little ones.
- Try making it into a guessing game or a search using the language of attributes used in the exhibit text below.
- Knock on the back of the panel so that the children are answering the door.

#### Character Windows Text

English	Spanish
How many of Curious George's friends can you find in the exhibit?	¿A cuántos amigos de Curious George encuentras en esta exposición?
Curious George	N.A.
Endless curiosity propels this loveable monkey into adventure.	La insaciable curiosidad de este adorable monito lo lleva a la aventura.
The Man with the Yellow Hat	N.A.
Tall, dressed in yellow, and trusting, he's Curious George's best friend and mentor.	Alto, vestido de amarillo y confiado, es el mentor y mejor amigo de Curious George.
The Firefighters of Rescue squad 86	N.A.
They put out plenty of fires—but rarely the kind with flames!	Apagan muchos incendios—¡pero pocas veces uno con llamaradas!
Adventures abound with these neighbors around!	N.A.
Hundley	N.A.
He's the dignified and distinctly <i>unadventurous</i> door dachshund.	Es el solemne perro salchicha con una marcada aversión a la aventura.
Compass	N.A.
This <i>almost</i> homing pigeon is not sure what to think of Curious George.	Esta paloma casi mensajera no sabe qué pensar de Curious George.
Jumpy Squirrel	N.A.
He's a champion jumper with a constant case of the jitters.	Es un campeón de salto alto que siempre anda saltón.
Charkie	N.A.



This joyful cocker spaniel is a flipping, jumping, bouncing ball of energy.	Este alegre cocker spaniel es una bolita de energía alborotada y saltarina.
Gnocchi	N.A.
Free-spirited and sure-footed, Gnocchi enjoys batting at things and napping.	Independiente y seguro, Gnocchi disfruta manoteando objetos y echándose siestecitas.
You!	¡Tú!
You're an inquisitive kid with the curiosity of a monkey!	¡Eres una persona inquisitiva con la curiosidad de un monito!

**Apartment Building**

**Window Washing**

- Visitors sometimes assume that when nothing lights up on the first two non-colored rows of windows that the component is not working, so let visitors know that they need to keep going.
- Add to the activity using directional words “up down, left, right” or naming windows by color.
- Use the windows as a grid and refer to squares in terms of rows and columns, numbered from the left/right or top/bottom.
- Have the kids give you instructions to get to a certain square.

**Light and Shadow Activities Inside Apartment Building**

- If wheels spin, they will be spun!
- You can change the color of your clothes or even your hair – it’s mega-fun
- Making patterns on the windows can become an inside/outside activity by showing children what they have created on the exterior of the building. The small doorway and stairs appeal to the little ones.
- Talk about shapes. Talk about colors.

**Elevator and Mail Boxes**

- This area is button pushing and door opening heaven and hence the perfect spot to enhance and advance children’s learning through play.
- The floor counter is often missed, as it is too high for some young children to notice. Point it out and initiate counting up and down.
- The elevator doors are too heavy for some children to open by themselves. A good opportunity to encourage teamwork or to help out yourself.
- At the mailboxes there are a large variety of memory games that can be played.

**Produce Stand**

- Try to use the language included in the exhibit text. (See below)

**Text on produce display bins**

English	Spanish
Spin to fill the bins. Using all three spinners, sort fruits and vegetables into the bins.	Gira para llenar los recipientes. Usa los tres giradores para llenar los recipientes con las frutas y verduras.



### Text on produce display bins

English	Spanish
Do all the combinations work? Is there more than one way to arrange this display?	¿Funcionan todas las combinaciones? ¿Hay más de una manera de organizarlos?

### Text next to spinners

English	Spanish
How many?	¿Cuántas?
Which ones?	¿Cuáles?
In how many?	¿En cuántas?

### Text on labels on spinners

English	Spanish
2; 3; 4; 6; 8 [numerals]	N.A.
red; orange; yellow; green; round; long; triangular	rojo; naranja; amarillo; verde; Redondo; largo; triangular
[no text; just illustrations of one, two, three, and four bins]	[no text; just illustrations of one, two, three, and four bins]

### Text on store window – “Man with the Yellow Hat”

English	Spanish
Comparing apples and oranges Sorting by size, shape, or color builds essential skills for math—and for matching clothes!	Comparando papas con camotes Clasificar por tamaño, forma o color es una habilidad que sirve para las matemáticas —¡y para coordinar la ropa!

### Text on table with scale

English	Spanish
How many make a pound? How many bananas weigh one pound? How about tomatoes?	¿Cuántos harían una libra? ¿Cuántos plátanos pesan una libra? ¿Y cuántos tomates?

If it spins it will be spun

- Reach into the bottom of the barrel and sort fruit and vegetables by feel
- Slam-dunking fruit into the barrel is a popular variation
- Color matching money with purchases add another matching element

### Construction Site

- This seems to be a natural comparison activity with a large dose of special relationships thrown in for good measure (pardon the pun).
- Observations:
  - adults trying to find a way to fit the larger blocks into the conveyor lift
  - children standing in line and visually comparing the size of the block in their hands with the ones that were not fitting in the lift
  - children using blocks to stand on so they could reach up and dislodge stuck blocks (**for obvious reasons this isn't encouraged!**)



- children saying, "I can reach it, I'm taller than you."
- children unable to fit the smaller blocks into the lift until they adjusted the angle that they put it in at.
- After being unable to fit a larger block in the lift, children often took that block over to the end of the shoot and put it on the conveyor from there
- Favorite activity: standing under the end of the conveyor and waiting to be hit on the head with a block.
  - Don't fight it – this **is** learning through play
  - Talk about weight
  - Talk about prediction
  - Talk about hard hats
  - Talk about reality vs. the exhibit

**Toddler Park**

- Enjoyed by every age
- If it spins, it will be spun, by any age visitor

**Mini Golf**

**Mind the Gap**

- The pipes are often tripping hazards
- Pipes can become an exercise in frustration
- A lot of experimentation

**The Spin Cycle**

- Not so much a golf game as a an investigation of circles and circular motion
- A lot of cause and effect experimentation

**Bank on it**

- A lot of cause and effect experimentation
- Visitors often assume that the block shapes are permanently attached so it is a good idea to remove them from the course when it is not being used
- A number of children are observed tracing the course that the ball had taken on it's route to the hole
- Try to use the language of the exhibit text. Particularly the rhymes below.

**Text in Mini Golf Area**

English	Spanish
Mind the Gap Putt with care: there isn't a net. So build a way, and you won't get wet!	Cuidado con la brecha Fíjate cómo le das, No la vayas a perder. Mira por dónde la llevas, O al agua vas a caer.

English	Spanish
Spin Cycle 'Round and 'round, watch it go. Will it roll into the hole?	Rodando sin parar Rueda que te rueda, Mira cómo se mueve. Con tanta rodadera, ¿llegará a su paradero?





English	Spanish
Bank on It A careful shot is what it takes when you're ball about, hitting "up." Bumpers bounce the ball about and send it to the cup!	Tenlo por seguro Si logras con la pelota Un tiro certero y seguro, Con los topes botará, Y en la taza embocará.

### **Rocket**

- Try using countdowns at the base of the stairs to slow down the line
- Count the time it takes for a child to go from the top to the bottom. Can it be done in less time/more time?
- Count the steps
- Comparisons: higher, faster etc.

### **Farm (Wind Blowers)**

- Cause and effect is a major concept here, from pressing the button right on through
- Use a lot of prediction language.
- Encourage careful observation of cause and effect.
- Encourage working together to find the effects of cross winds.
- Encourage visitors to try whirligigs in front of wind blowers.