Explore the Dawn of the Automotive Age with the Marshall Steam Museum.
Less than five minutes from the center of Hockessin, the Marshall Steam Museum at Auburn Heights Preserve offers visitors a chance to step back in time and experience life at the dawn of the automotive age. The now-museum was built by T. Clarence Marshall in 1947 to house his growing collection of antique automobiles; today the museum allows guests a rare chance to learn about Delaware’s industrial history, the impact of steam technology, the growth of the automobile and the railroad, and the impact of these exciting technologies on daily life. All programs reinforce Delaware State Curriculum Standards and Common Core.

Lots of options to suite your needs!

Story Time
Museum objects and activities bring stories to life while developing important literacy and critical thinking skills.

On-Site School Programs
At the Marshall Steam Museum, your class will experience a comprehensive educational program that is informative, interactive, and fun.

Off-Site Outreach Programs
If your class is unable to visit the Marshall Steam Museum, consider one of our many outreach programs that bring our extensive collections to you and your students.

Scout Programs
Work towards specific badges or earn your Marshall Steam Museum fun patch.

Homeschool Groups
We are also happy to accommodate homeschool groups! Contact us to see how we can adapt our programs to suit your needs.
Story time is designed for our youngest audience ages 3 to 8. Themed lessons encourage participants to engage with history, science, technology, and more. Programs are 1 hour long and include reading 2 books, interactive discussion using images and objects, and finish with a craft to take home. These programs can be adapted for either a visit to the Marshall Steam Museum or to your location. Children ages 5 and under must have an adult companion.

**Current Program Offerings:**

**I’ve Been Working on the Railroad  Great for Daycares!**
Using a simple story, students will discover about an engineer and his quest for the perfect hat. After the story, students will learn about railroads past and present, railroad jobs, and different types of train cars through a coloring activity. Students will get to take home their very own Auburn Valley Railroad paper engineer hat.

**Choo Choo Beep Beep**
By reading a book about a train, students will learn some of the common sounds associated with trains. Using recordings and objects, students will learn how some of the sounds have changed over time from the *choo choo* of a train to the *awooga* of a klaxon automobile horn.

**I Think I Can, I Think I Can!  NEW!**
The Little Engine that Could by Watty Piper is the feature book of this program that gets kids to think about trains and how to overcome obstacles.

**Alice Ramsey: Queen of the Road  NEW!**
Do you know who the first woman was to drive an automobile across the United States? Learn about the early days of the automobile through stories about people such as Alice Ramsey and their adventures.

**Inventions and Inventors  NEW!**
Imagine life before the photograph or the elevator. During this program, learn about some famous inventors, such as Thomas Edison and Elisha Otis, and their inventions.

**And in Case You Missed Summer Reading:**
The Marshall Steam Museum creates a summer reading program every year to coincide with the summer reading theme. Please visit our website to view the current themed program and our archived programs. We are also happy to offer any of our past programs.

Each Story Time program comes with a set of Marshall Steam Museum bookmarks to keep.
Announcing the Marshall Steam Museum’s Summer Reading Programs for 2014

**TRAIN SCIENCE!**

**Ages 3-5**
Explore different science themes while reading train books. Practice observation skills while learning about colors and different train cars with Donald Crew’s *Freight Train*. Discover what paleontologists do and what they can learn from dinosaur tracks after reading *Dinosaur Train* by John Steven Gurney. And if there is time, we’ll settle down with *Steam Train, Dream Train* before building train craft to take home.

**Engineer It! Designing for Tomorrow**

**Two Options!**

**Ages 3-8**
What would it be like to design a car of the future or maybe an entire city? We will read two books to get into the designing mood *If I Built a Car* and *Block City* and find some inspiration by looking at car and city designs of the past. Then participants will put their brains to work as they design a car or city of their own.

**Ages 7-12**
Learn about two designers important to the Marshall Steam Museum: the Stanley twins who designed the museum’s Stanley steam cars. Explore their patents, struggles, and accomplishments. Then participants will design and build a model car to take home using recycled materials. **Please note** that for ages 7-12 there is not story time component.

Detailed program outlines available upon request. Pricing is $100 for a 1-hour program at locations within a 30-mile radius of the Marshall Steam Museum. Program is limited to 30 child-participants; caregivers are welcome! Please pay attention to age restrictions for individual programs. Programs available Monday through Friday; call for other scheduling options.
Visit us at the Marshall Steam Museum!

The museum offers a chance for students to explore transportation during the early 20th century and the rise of the automobile. Through interactive tours and activities, students explore science, technology, history, economics, art, and more.

**Tour the Marshall Steam Museum**
Explore the history of transportation during this tour of the museum’s collection of historic automobiles and trains. Compare the present day to life 100 years ago and explore changes in technology, design, function, use and impact with regard to the automobile. Tour is adapted for different age groups.

**Duration:** 1 hour, $4 per student, Suggested for K to Grade 12

**Tour the Auburn Heights Mansion** *Conducted by Delaware State Parks*
Once home to three generations of the Marshall family, a visit to the antique-furnished Queen Anne-style mansion gives visitors an up-close and personal view of the history of a Delaware family and their impact on the local area.

**Duration:** 1 hour, $3 per student, Suggested for Grades 8 through 12

For more information about the Auburn Heights Mansion (operated by Delaware State Parks) and this tour, contact Dan Citron at (302) 239-5687 or via email Daniel.Citron@state.de.us.

**Program Additions**
Program Additions consist of hands-on activities, projects, and crafts and allow teachers to lengthen their stay at Auburn Heights and customize their students’ visit. Program additions generally last 45 minutes to 1 hour.

**The Art of Technology**
This program encourages students to explore topics such as design, advertising, and fashion with regard to the transportation. Students are then encouraged to create works of art based on the museum’s collections and/or the future of transportation.

➢ Additional Cost: $3/ student; Suggested for Grades PreK through 12

**Engineer it!**
Learn about simple machines, patents, and the inventors related to the Marshall collection of automobiles. Students then participate in an age-appropriate building project that allows them to build and think like an engineer.

➢ Additional Cost: $3/ student; Suggested for Grades K through 12

**How to Buy a Car in 1910**
One hundred years ago, there were no large car dealerships, the internet, or television. During this program students explore primary sources and learn how people bought automobiles from a catalog.

➢ Additional Cost $3/ student; Suggested for Grades 5 through 8

**Where Does my Food Come From?**
During this program students learn about how developments like the railroad and automobile affected the food Americans ate. Students will then explore how this is true today through a map activity.

➢ Additional Cost $3/ student; Suggested for Grades 4 through 12
Let us Bring the Museum to You!

If your school is unable to visit, the Marshall Steam Museum’s off-site programs are a great way to bring the museum to your classroom. Using objects, historical images, and hands on activities students compare the past to the present and develop valuable critical thinking skills.

Pricing

**Program Duration:** 1 Hour  
**Program Cost:** $100 Program Fee for locations within a 30 mile radius of the Marshall Steam Museum. For locations outside a 30 mile radius, please call for pricing information.  
**Group Size:** Max 30 students per program  
- A minimum of one adult chaperone per group is required for all groups and must remain with the students throughout the entire program.  
- Minimum age for Story Time is 3 years old; children under 5 must have an adult companion for the duration of the program.  
- Discounts apply when booking programs back to back.

Program Options:

**Transportation Long Ago**  
Learn about what forms of transportation were available at the turn of the 20th century. Using historical images and objects students will also explore key jobs on the railroad during the 19th century, the birth of the automobile, and how the automobile evolved by exploring automobiles from the Marshall collection.  
➢ Suggested for Grades K through 3

**The Art of Technology**  
This program encourages students to explore topics such as design, advertising, and fashion with regard to the transportation using objects and primary sources. Students are then encouraged to create works of art based on the museum’s collections and/or the future of transportation.  
➢ Suggested for Grades K through 8

**Transportation in the Age of Steam**  
Learn about what forms of transportation were available at the turn of the 20th century and how the steam car evolved in design using images and objects from the Marshall collection. Learn about what it means to be an inventor and about patents. At the end of the program participants spend time designing their own form of transportation and share their ideas with the group.  
➢ Suggested for Grades 4 to 8

**A Life on the Move**  
What was life like before and after the railroad? The automobile? During this interactive program, students look at the impact of two technologies on daily life with an emphasis on how travel and communication changed, the types of clothing early automobilists wore, and the kind of food we eat changed.  
➢ Suggested for Grades 4 to 8
Seasonal and Weather-Dependent Add-Ons

➢ These programs are weather and staff dependent and must be booked in addition to the Introduction to the Marshall Steam Museum tour or a Story Time program.
➢ Minimum group size requirements may apply.
➢ Auburn Heights staff reserves the right to cancel weather-dependent programs in the event of bad weather.

Weather Dependent:

Riding the Rails at Auburn Heights (mid-April through November 30)
Round out your visit to Auburn Heights with a ride on the Auburn Valley Railroad on one of our locomotives. ➢ Minimum group size of 40 students (2 Classrooms).
➢ Duration: 1 hour for group of 40, +15 minutes for each additional class
➢ Additional Cost: $3/ student

Walking Tours of Auburn Heights Conducted by Delaware State Parks
Learn about the Auburn Heights estate and the Marshall family; enjoy the Victorian architecture and the estate grounds.
➢ Duration: 45 minutes
➢ Additional Cost: $4/ student

Hike through History – The Trolley Trail Conducted by Delaware State Parks
Enjoy a walk along the historic mill race and trolley trail located beside Auburn Heights. Learn about the role of the mills in the development of Auburn Heights and about the trolley line that used to exist.
➢ Duration: 45 minutes
➢ Additional Cost: $4/ student

For the Month of December:

The Marshall Steam Museum Presents An Old-Fashioned Holiday
This 90-minute outreach program consists of special readings of The Night Before Christmas and The Polar Express. During interactive discussions, participants learn about Victorian holiday traditions and snow travel. During the second part of the program participants work on Victorian and train inspired crafts and activities to take home.
Fee includes all materials.
➢ Program Fee: $130 for location within 30 miles of the Museum
➢ Maximum 40 participants

“There are two types of people that come here. The first really relishes the experience... They’d like to come back – and usually do – from all over the country. The other group contains the cynics. They’re amused by what they consider archaic and ridiculous. My answer to them is this: All things must have a starting point – and these early pioneers began a sequence of continued refinement.”

– T. Clarence Marshall, 1960
Frequently Asked Questions

**HOW DO I BOOK A PROGRAM?**
To schedule a field trip or outreach program, please call the Marshall Steam Museum at (302) 239-2385 or email Education@AuburnHeights.org.

**HOW MANY STUDENTS CAN WE BRING ON ONE DAY?**
The Marshall Steam Museum itself is a 6000 square foot continuous space. Generally we like to break up tours into groups of 15-20 students, with at least one guide per group. The space can comfortably fit approximately 50 people at one time. For groups larger than that, consider visiting on two separate days, or bringing one group in the morning and one in the afternoon. During the winter and early spring the building, while not cold, is rather cool, and students may want to keep their coats on during their visit.

**WHAT ARE YOUR HOURS?**
Programs are generally available Monday through Friday from 9:00am to 4:00pm, please call to discuss other options. Due to capacity constraints large groups will require a combination of program options or visit on different days. Please note that both the Mansion and Museum are closed during January and February to tours.

**HOW MANY CHAPERONES WILL WE NEED?**
For chaperones we ask that for Grades K to 3rd that you bring 2 chaperones per 10 students. For Grades 4th to 12th, we ask that you bring 1 chaperone per 10 students. Additional chaperones must pay program fee.

**WHERE WILL THE BUS DROP US OFF?**
Bus parking for the site is located across the street from our main entrance. When you see orange cones you are about to pass the parking lot. We will have staff available to manage crossing the street. Please call us at the Marshall Steam Museum at 302-239-2385 when you are approximately 15 minutes away so that we can have staff ready to meet you at the parking lot across the street.

**ARE THERE RESTROOMS ON-SITE?**
The Marshall Steam Museum itself does not have bathrooms, but bathrooms are located in a separate building a short distance away. While the museum is handicap accessible, the bathrooms are not.

**IS THE MUSEUM ADA ACCESSIBLE?**
The Marshall Steam Museum is accessible to people in wheelchairs, however the bathrooms are not. If you are bringing students with special needs on a field trip, please tell the Marshall Steam Museum staff members when you are registering for the trip.

**HOW DO I BOOK A PROGRAM IN THE AUBURN HEIGHTS MANSION?**
The Mansion and walking tours are operated by Delaware State Parks. While the Marshall Steam Museum will work with groups to combine programming when possible, we are not responsible for modifications/ restrictions made by Delaware State Parks. Contact Dan Citron, Historic Site Manager for Auburn Heights for more information about Delaware State Park programming at (302) 239-5687 or via email Daniel.Citron@state.de.us.

**WHAT HAPPENS IN THE EVENT OF BAD WEATHER?**
For weather-dependent programs, Marshall Steam Museum staff will make a weather decision the morning of the scheduled program. Please encourage students to dress appropriately for the weather, since most programs will conducted in the event of light rain. If your school has a delay, closing, or cancellation due to inclement weather, we are happy to reschedule if possible.