### EXHIBITS AND SPACES BROCHURE

#### FINAL PRINTING! NEW EXBIBIT IMAGERY COMING SPRING 2023!

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#### **Exhibits and Spaces Brochure**

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### DRIFT: Water Gallery

**Goals:** To laugh and splash your way through an adventurous experience. Invent, problem solve, and explore the properties of water and bubbles. Experiment, test hypotheses and design solutions. Try and try again to build the perfect dam or blast a ball with a quirt gun. Or, just get a little wet because it's fun!

#### PLANS FOR THIS EXHIBIT

Water Table including: Vertical Ball Conveyor Hydroelectric Generator Ball-Launch Sculpture Squirt Guns Fishing Pond Cups & Fountains Build-a-Pipe Make-a-Dam

Slate Water Painting Wall







**Goals:** Make and be amazed at the beauty of a bubble! Giggle as they float away, make them as big as you can, and then pop them! Try different ways to make your bubbles float on their own!



### PLANS FOR THIS EXHIBIT

Bubble Booth Bubble Hoops Table Fog Bubbles Table





### INVESTIGATE: Science Test Lab

**Goals:** Be curious. Be inquisitive. Be amazed. Science is all around us. We interact with light, air and gravity each and every day. Here you can manipulate them to find creative solutions to challenges. How far can your paper airplane fly? Can you build a ball track using every part? Ask a caregiver for help, or play with a new friend.







### PLANS FOR THIS EXHIBIT

Fog Tornado Giant Light-Bright Paper Airplane Launcher Gears and Balls Magnetic Wall Scarf Tubes Illuminated Light Table Texture Race Track Lights, Buttons and Switches Display Science Demonstration Table

### EXPLORE: Toddler Playzone

**Goals:** Dedicated to our youngest and smallest visitors. Climb and slide with soft, safe equipment. Put your little one down knowing they are in a contained area they can explore without leaving. Caregivers can play and support too!

#### PLANS FOR THIS EXHIBIT

This space will specifically be outfitted for our youngest visitors. It will be a safe and soft place to crawl, sit up, balance slide and explore. It is also a place of respite for caregivers to sit while their little one crawls about in their immediate proximity. The area will have low-gate access so a curious child stays near their adult.







### THRIVE: Community Role-Play

**Goals:** Children need to feel that they belong and have a place in the world. They have the ability to be meaningful contributors to their communities. They should see their identity reflected in their community. Use your imagination and play pretend. Imagine yourself living in, working in, and enjoying your hometown.

### PLANS FOR THIS EXHIBIT

Town-center role play features that allow children to imagine themselves within their community.









## NOURISH: Farm to Table Role Play

Goals: To deepen the understanding of our food sources. To connect to Northern Colorado's agricultural heritage. Experience for yourself how we harvest our food, and bring it to market for your consumption. Sit, relax, and enjoy an imaginary meal with your friends and caregivers.

### PLANS FOR THIS EXHIBIT

#### **Agriculture and Garden Features Including:**

- · Vegetable Harvest
- · Real Plant Root Exhibit

#### **Farmers Market Exhibit including:**

- Farmstand
- $\cdot$  Scale

- **Kitchen**
- Tables With Play Place Settings
- Food Truck Fascade With Window

- Indoor Behive
- Working Milkable Cow
- Register

Imagination Kitchen

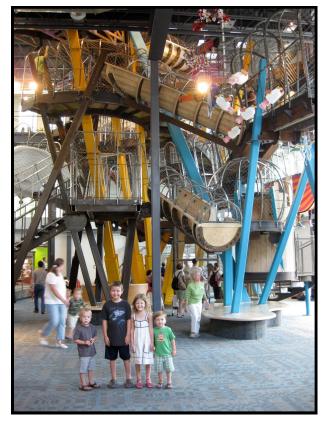




# ASCEND: Outdoor Climbing Structure

**Goals:** Climb higher and higher. Use your muscles, challenge yourself, and enjoy the view! Ascend can take you higher than you've been before to take in the full view of your community.







# INVENT: STEM Lab Featuring SPARK! LAB

**Goals:** To collaborate, problem solve, and create with curated STEM activities. Use design thinking to develop solutions to challenges. Test your models, refine them, and try again. Confer with your colleagues as you work together inventing!

#### ABOUT THE SPARK!LAB NETWORK

A Smithsonian backed program, Spark!Lab is the flagship educational initiative of the Lemelson Center for the Study of Invention and Innovation. Spark!Lab is a dynamic learning space where children, families, and groups can create, innovate, collaborate, problem-solve, and invent. Through hands-on activities, they learn about the invention process, inventors and inventions in American history, and innovations that are changing our world today. Most importantly, they are empowered to create their own inventions and to solve problems in their own unique ways.

Spark!Lab offers a new approach to hands-on making and learning. Visitors identify problems and challenges, develop solutions, and put their own ideas into action—all while building important 21st century skills like creativity, critical thinking, problem solving, and adaptability.

The Spark!Lab Network takes this unique approach to hands-on learning beyond the Smithsonian and into educational and cultural organizations across the United States and beyond.



### CREATE: Young Artists' Studio

**Goals:** Be an artist. Express yourself, experiment with different mediums, and showcase your creativity. Explore tactile tools like safe-scissors, hole punches, markers and paint. Build a craft and take it home.

### EXPERIENCES WITHIN THIS EXHIBIT

Artists' Tables

Easels

Grab-and-Go Materials Stations

For-Purchase Materials Station With Register

Paintable/Washable Glass Walls or Windows

Sink/Handwashing Station

Smock Station





## DESIGN: Digital Arts Lab

**Goals:** Code to create! In Design, the digital meets the artistic. Solve coding puzzles, draw digital masterpieces, or watch your art come to life on a screen.

#### **EXPERIENCES WITHIN THIS EXHIBIT**

Coding Robots Obstacle Course Coding Animation Station Digital Music Station TeamLab Digitized Art Station and Screen Sphero Robots Painting Station







## BUILD: Construction and Blocks Playzone

**Goals:** To stack, build, and imagine what is possible. Build a tower, knock it down, and build it again! Make simple structures, and manipulate real tools.

#### EXPERIENCES WITHIN THIS EXHIBIT

**Rigamagig Building Sets** 

Lego Duplo Set

**Construction Hardhats and Safety Vests** 

Hammer/Screw/Saw Activity Stations

- Tabletop For Interchangeable Activities
  - · Magna Tiles
  - · Wooden Balancing Rocks





### PERFORM: Dance and Music Playzone

**Goals:** To discover the joy that comes from music, dance and theater. Perform will invite children and caregivers to engage in full-brain, full body and body creativity.

### PLANS FOR THIS EXHIBIT

We envision Perform being outfitted with child-sized instruments and sound makers, a stage, a puppet theater, and other exhibit pieces to encourage musical and performance-based play.





### THE PLAZA: Community Gathering

**Goals:** To gather with your friends and family. To connect with community. To enjoy Northern Colorado's outdoors twelve months a year. At The Plaza, you will approach the CMNC campus with anticipation of your visit and meet up with the people you will enjoy your visit with.



#### ABOUT THIS SPACE

**THE PLAZA** is the gateway to the CMNC campus. Situated at the pedestrian-friendly intersection of Headland and Artisan, it's the place where friends and family will gather before their visit. The space is programmable for community events.

# THE COURTYARD: Outdoor Playzone

**Goals:** To gather with your friends and family. To connect with community. To enjoy Northern Colorado's outdoors twelve months a year. To function as a multi-use space that can be programmed for ticketed guests or to host additional programming both ticketed and open-gate.



### ABOUT THIS SPACE

THE COURTYARD is the Children's Museum of Northern Colorado's central hub. It will offer playing, climbing and splashing play to visitors enjoying Northern Colorado's twelve-month outdoor-friendly climate. It can be programmed for community and special events. It is the heart of the museum campus.

# SKYVIEW EVENT ROOM & TERRACE + BIRTHDAY PARTY/CLASSROOMS





### AMENITIES WITHIN THESE SPACES

Fully Equipped for meetings, parties, and events Available Seating and Tables A/V Connections



# THE LOBBY BUILDING W/PATIO CAFÉ & THE EXHIBIT HALL









### ABOUT THESE SPACES

The Lobby Building & Exhibit Halls are the two primary structures of the CMNC Campus in Phase 1. Both are viewed from the street, and experienced by guests inside and out.



#### THE CAMPAIGN FOR 100,000 SMILES

The Children's Museum of Northern Colorado's capital campaign is endorsed and supported by our Board of Directors, Campaign Cabinet, Advocates, and smiling children throughout the region.

#### **BOARD OF DIRECTORS**

Summer Scott, Co-President - Erion Family Foundation (Loveland) Amy Tallent, Co-President - Johnstown Town Council, Realtor (Johnstown) Doug Erion, Treasurer - Erion Family Foundation (Loveland) Debbie Hansen, The Group INC (Berthoud) Clyde Wood, McWhinney (Fort Collins) Rhonda Welch, City of Greeley (retired) (Greeley) Blas Estrada, The Group INC (Loveland) Stacey Aurzada, City of Greeley (Greeley) Julie Johnson Haffner, Nonprofit Consultant (Windsor)

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#### We Inspire Children Through

Playful Exploration!

The Campaign for

100,000 Smiling Faces!

