

Tour Days and Times: Tues. through Sat. 11:00am-4:00pm
 Please contact Director of Education and Outreach,
 Lucienne Auz for availability
 at lucienne@metalmuseum.org



Minimum of 5 students, maximum of 20 students
 \$12 - \$25/student depending on activity (see pricing below)
 Groups of 10 students or more receive a 30% discount
 1 hour to 1.5 hours (tour and hands-on activity)

DAISY (K-1ST GRADE)

Art and Design

1. Discover art and design
2. Experiment with your medium
3. Be inspired by a subject

Girl Scouts will go on a guided tour of the museum, outdoor sculpture garden, and Smithy and Foundry studios. Participants will make three-leafed clover bubble wands from pipe cleaners. (\$12 per student, 1 hour)

Craft and Tinker

1. Learn the basics
2. Craft with purpose
3. Tinker with your craft

Girl Scouts will go on a guided tour of the museum, outdoor sculpture garden, and Smithy and Foundry studios. Participants will create figurative sculptures out of aluminum foil. (\$12 per student, 1 hour)

Create and Innovate

1. Make something to solve a problem
2. Make something for someone else
3. Make something even better

Girl Scouts will go on a guided tour of the museum, outdoor sculpture garden, and Smithy and Foundry studios. Participants will learn about the importance of recycling metal and create their own tin can planters. (\$25 per student, 1.5 hours)

BROWNIE (2ND-3RD GRADE)

Art and Design

1. Explore art and design
2. Experiment with the elements
3. Learn about composition
4. Make art about a subject
5. Share your artwork

Girl Scouts will go on a guided tour of the museum, outdoor sculpture garden, and Smithy and Foundry studios. Participants will learn about the visual elements and make embossed copper art tiles. (\$20 per student, 1.5 hours)

Craft and Tinker

1. Explore making
2. Learn the basics
3. Figure out the function
4. Discover form and fit
5. Tinker with your craft

Girl Scouts will go on a guided tour of the museum, outdoor sculpture garden, and Smithy and Foundry studios. Participants will create woven pipe cleaner cans. (\$20 per student, 1.5 hours)

Create and Innovate

1. Explore innovation
2. Make something for someone else
3. Create for good
4. Get down to business
5. Share your creation

Girl Scouts will go on a guided tour of the museum, outdoor sculpture garden, and Smithy and Foundry studios. Inspired by the museum gardens, participants will make garden wind spinners and cloud wind chimes. (\$20 per student, 1.5 hours)

JUNIOR (4TH-5TH GRADE)

Art and Design

1. Discover art and design around you
2. Make art about a subject
3. Experiment with the elements
4. Explore composition
5. Design an art display

Girl Scouts will go on a guided tour of the museum, outdoor sculpture garden, and Smithy and Foundry studios. After learning about the visual elements, participants will make continuous line drawings and then make three-dimensional wire sculptures inspired by their drawings. (\$20 per student, 1.5 hours)

Craft and Tinker

1. Explore crafting and tinkering
2. Tinker with a craft
3. Learn about users
4. Craft for form, fit, and function
5. Tinker with your project

Girl Scouts will go on a guided tour of the museum, outdoor sculpture garden, and Smithy and Foundry studios. Participants will learn about the work of American Modern artist Alexander Calder and his kinetic mobile sculptures. Inspired by Calder's work, participants will design and create their own mobiles. (\$20 per student, 1.5 hours)

Create and Innovate

1. Create a solution
2. Make it function
3. Create for a community
4. Think bigger
5. Share your creation

Girl Scouts will go on a guided tour of the museum, outdoor sculpture garden, and Smithy and Foundry studios. Participants will learn about the importance of recycling metal and create bottle cap earrings. (\$20 per student, 1.5 hours)

CADETTE (6TH-8TH GRADE)

Outdoor Art Apprentice

1. Explore art outdoors
2. Make something!
3. Get to know—and create—sounds of nature
4. Be a nature photographer
5. Design with nature.

Girl Scouts will go on a guided tour of the museum, outdoor sculpture and flower gardens, and Smithy and Foundry studios. Participants will learn about the different native plants growing at the Museum and take photographs of the plants during their tour. Drawing inspiration from the Museum's garden, participants will design a botanical-themed windchime from mason jar lids and stamped aluminum. (\$25 per student, 1.5 hours)

SENIOR (9TH-10TH GRADE)

Textile Artist

1. Choose your textile art
2. Find your tools and materials
3. Learn the basics
4. Make something for everyday use
5. Create a gift or item for a special occasion

Girl Scouts will go on a guided tour of the museum, outdoor sculpture garden, and Smithy and Foundry studios. Participants will learn about the work of Ghanaian artist El Anatsui and how his metal artworks are inspired by Kente cloth. Drawing inspiration for El Anatsui's work, participants will design their own woven metal fabric decoration. (\$25 per student, 1.5 hours)

AMBASSADOR (11TH-12TH GRADE)

Outdoor Art Master

1. Explore outdoor art
2. Make something!
3. Find music in nature
4. Be a nature photographer
5. Design with nature

Girl Scouts will go on a guided tour of the museum, outdoor sculpture and flower gardens, and Smithy and Foundry studios. Participants will learn about the different native plants growing at the Museum and take photographs of the plants during their tour. Drawing inspiration from the Museum's garden, participants will design a windchime from washers and a copper rose. (\$25 per student, 1.5 hours)

 **girl scouts**
heart of the south

