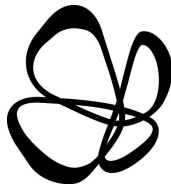


invitation to play

**A guide for play and learning
in the Museum...**



Voyager



**children's
museum**
of Tacoma

Invitation

Where are you traveling to on your journey? What supplies will you need? How will you get there: by land, air, sea, or space? What will you do when you arrive?

Significance

Planning and traveling on an imaginary journey promotes creativity and sequencing skills as children explain the steps needed to get from point A to point B.

At Home Activity

Vehicle Books

Materials

- Pictures of vehicles
- 5-8 sheets of paper
- Stapler & glue
- Crayons, markers or colored pencils

Activity description

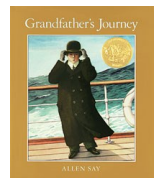
Stack and fold the paper in half. Staple the pages together. Think about vehicles you see: cars, trucks, motorcycles, trains, boats, planes, excavators, space ship... Draw pictures of those vehicles that most interest you, or with permission from a grownup, cut out pictures from a magazine and glue onto a page. Label each vehicle and discuss how each travels.

Learning significance

Identifying the names of vehicles and how they travel promotes the math and science skills of sorting and classifying.

Book Suggestions

1. Grandfather's Journey by Allen Say
2. Dig, Dig, Digging by Margaret Mayo
3. Don't Let the Pigeon Drive the Bus! by Mo Willems



For more detailed information about the play and learning in *Voyager*, and to share about your play experience, check out: PlayTacoma.org/Learn.