

# Brainstorming

- Connect with a local dance teacher and hold a workshop at your museum. The first hour (or whatever time you decide) is a dance class, where you create dances for the different forms of motion (vibration, chaos, etc...), or for things that moves (flight, animals, etc...). In the second half is with a museum educator, where the participants get to experiment with the different forms of motion they had danced. This could involve some guided experiments, open exploration, identifying different things that move like the dance, etc... Rochester Museum & Science Center did this, and it drew very well with young women (6-13 yrs old).
- Have local students do art projects that can be displayed around the *Cool Moves!* hall.
- Create a “gallery” for visitor art from the Swinging Art exhibit.
- Programs to study animal motion. Could involve bird-watching, looking at tracks in the snow to see how animals move, or studying specimens indoors (turtles, millipedes, etc...)
- A program to study variables. Since understanding variables is a key part to chaotic motion, experiments that let visitors find variables in a situation and change them one at a time to see what happens can be vital.
- Create pathways for school groups to follow to learn about a particular concept. Some suggestions might be: Inquiry (Windy Wonders, Ripple Tank, Giant Pendulum, Dancing Wall); Predictable vs Chaotic Motion (Giant Pendulum, Watch the Wheels, Crazy Pendulum, Comparison Pendulums, Air Instrument), Wave Motion ( Spouting Bowl, Ripple Tank, Visible Sound Strings, Wind Over Water).

**Continue to add your own ideas!**