

TEACHER WORKSHOPS

Participate in a variety of professional development workshops throughout the school year. These interactive workshops are designed to inspire educators, grades preschool through 12, to animate their classrooms by incorporating the museum's collection and resources into their curriculum. Advance registration is required. See below for details about specific programs.

EDUCATOR OPEN HOUSE

THU, SEP 5 | 4-7PM

FREE WITH REGISTRATION

Enjoy light refreshments and connect with other educators while exploring the museum's galleries. Visit the Learning Center to preview the Education Department's newest School Experience offerings for the 2019-20 academic calendar.

MICKEY MOUSE AND POP CULTURE

SAT, OCT 26 | 10AM-2PM

\$7 TEACHER MEMBERS | \$12 TEACHERS

Take a tour of our newest special exhibition, *Mickey Mouse: From Walt to the World*, with group discussions centered around one-of-a-kind Mickey artworks and objects. See how the iconic character influenced artists and shaped American popular culture from his inception in 1928 to the present. Educators also experience the workshop for one of the museum's newest School Experience offerings, Mickey Mouse and Moving Pictures, bringing to life their own animated characters with a handmade crankie box.

WOMEN IN DISNEY HISTORY

SAT, JAN 25 | 10AM-2PM

\$7 TEACHER MEMBERS | \$12 TEACHERS

Through a guided tour of the galleries, gain a better understanding of the significant role women played throughout Disney history. Participate in lively discussions through a feminist lens and consider hurdles like pay inequity blocking women, even in the 21st century, from pursuing careers in animation. In the Learning Center, educators ink and paint an animation cel, a job done exclusively by female artists at the Disney Studios for many years.

ACCESS FOR DIFFERENT LEARNERS

SAT, APR 18 | 10AM-2PM

\$7 TEACHER MEMBERS | \$12 TEACHERS

Accessibility accommodations benefit people of all abilities. Join us to learn about educational leading practices for people with disabilities and the museum's newest accessibility offerings, including a Tactile Tour for the visually impaired.

Learn more at
waltdisney.org/workshops

THE WALT
DISNEY
FAMILY
MUSEUM

EDUCATION DEPARTMENT THE WALT DISNEY FAMILY MUSEUM

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“ Ideas come from
curiosity.”

—WALT DISNEY

THE WALT DISNEY FAMILY MUSEUM
waltdisney.org/education

SCHOOL EXPERIENCES

GUIDED VISITS

Guided School Experiences combine hands-on animation and design activities with interactive gallery tours, allowing students to be creative while exploring Walt Disney's life and work in meaningful ways. School Experiences appeal to a variety of learning styles and align with Common Core State Standards.

COST: \$10 student, \$12 adult
RESERVATIONS: Registration for the 2019–20 school year opens on Thursday, August 1, 2019 at 10am. Please book at least 30 days in advance by visiting waltdisney.org/field-trips. On the field trip of your choice, select “Book Experience.” You will be asked to create a group account before finalizing your registration.

SCHOLARSHIPS: Admission waivers are available for Title I schools. School bus stipends are available for SFUSD classes only.
AVAILABILITY: Guided school visits are offered September 4, 2019 through May 29, 2020. Tours are available Monday, Wednesday, Thursday, and Friday—book early to guarantee a reservation.

CLASS SIZE: Minimum of ten, maximum of 30 students per tour. Booking two tours at the same time is possible, if both time-slots A and B are available at the time of registration. One chaperone is required for every ten students. Eight chaperones are the maximum allowed, except for transitional kindergarten and special education groups.

NEW! MICKEY MOUSE AND MOVING PICTURES

LIMITED TIME ONLY: SEPTEMBER 4, 2019–JANUARY 6, 2020

10AM–NOON & 1–3PM | GRADES 3–8

Students take a tour of our newest special exhibition, *Mickey Mouse: From Walt to the World*, with gallery activities and group discussions centered around one-of-a-kind Mickey artworks and objects. In the Learning Center, students bring to life their own animated characters using a crankie box—illustrated stories cranked around two scrolls with a viewing screen. Students are welcome to self-guide through the main museum galleries before or after the workshop.

NEW! IMAGINEERING: DREAMERS AND BUILDERS

10–11:30AM & 1–2:30PM | GRADES TRANSITIONAL KINDERGARTEN–1

Students learn about Walt Disney and his team of Imagineers to see how their creativity and dreams led to the construction of Disneyland. During the workshop, students create a ride blueprint, collaboratively prototype designs by assembling and testing a variety of ride tracks, and—like real engineers—work through building and teamwork challenges that occur.

COLOR MY EMOTIONS

10–11:30AM & 1–2:30PM | GRADES TRANSITIONAL KINDERGARTEN–1

On this tour, our littlest students learn all about the importance of color in animation. In the galleries, they explore how color is used as a form of storytelling to set the mood of animated movies. In the Learning Center, they create their own color scripts to gain a

better understanding of how the right colors can enhance a story.

IMAGINATION FOUNDATION: PIXILATION

10–11:30AM & 1–2:30PM | GRADES 1–3

In the galleries, students step into Walt's shoes, using their imaginations as they discover exciting moments in Walt's life and the history of animation. In the Learning Center, students star in their own short animated movie using an engaging stop-motion technique called “pixilation” to gain a hands-on understanding of the animation process.

THE MAGIC OF STORYTELLING: ZOETROPE

10–11:30AM & 1–2:30PM | GRADES 1–3

In the galleries, students discover the importance of storytelling in animation by engaging in interactive activities focused on the concepts of character, setting, and plot. In the Learning Center, they will illustrate and animate a story using a zoetrope, a device that produces the illusion of motion in a sequence of drawings.

NEW! IT'S A SHARED WORLD

10AM–NOON & 1–3PM | GRADES 3–6

In partnership with HI USA, It's a Shared World explores Walt Disney's lifelong commitment to environmental education, international travel and intercultural understanding. From driving an ambulance in Europe during WWI to pioneering nature documentaries, Walt Disney wanted to make a difference on a global scale. Paired with a guided gallery tour, students transition into an outdoor classroom setting for a participatory tour and naturalist-

led activities focusing on their own impact on the planet and its many inhabitants. HI USA's Outdoor Hostel Adventure program is aligned with SFUSD's Science Enrichment Pathways Program and has been providing experiential education in the SF Bay Area for over 30 years.

PIONEERING ANIMATION

AVAILABLE WEDNESDAYS, THURSDAYS & FRIDAYS

10AM–NOON & 1–3PM | GRADES 3–6

Thanks to a new partnership with The Society of California Pioneers, located just steps away from the museum, students begin this program at The Society's research library engaging with primary source materials, creating a narrative, and collecting images. The second half of their hands-on experience takes place in our Learning Center where, in small groups, students combine animation and history, as Walt Disney did in his own films, to create animated shorts.

NEW! MUSICAL MILESTONES

10AM–NOON & 1–3PM | GRADES 3–6

Students take a tour through the galleries highlighting the importance of music throughout Walt's life. With a focus on masterpieces like the Silly Symphonies (1929–39) and *Fantasia* (1940), the guided tour then transitions students into an interactive workshop where they make music collaboratively using a unique, pitched percussion instrument called Boomwhackers®. Musical lessons learned include: instrument families, tempo versus rhythm, and the ways that music can be used to express mood in a story.

THE MAGIC OF STORYTELLING: STORYBOARDING

10AM–NOON & 1–3PM | GRADES 4–8

In the galleries, students discover the importance of storytelling structure in animation by taking part in interactive activities focused on the concepts of character, setting, and plot, as they apply to film. In the Learning Center, they work collaboratively to write a story within eight frames and pitch their completed storyboards to the class.

TECHNOLOGICAL INNOVATION: ANIMATION

10AM–NOON & 1–3PM | GRADES 4–12

In the galleries, students discover how Walt encouraged his staff to experiment with special effects technology to make animation more compelling and realistic, and how the resulting advancements inspired the industry as a whole. In the Learning Center, students experiment with a mini multiplane camera, explore how depth is created in animation, and create their own silent stop-motion shorts.

NEW! SYNCHRONIZED SOUND & ANIMATION

10AM–NOON & 1–3PM | GRADES 4–12

During this two-hour workshop, students learn about the innovation of synchronized sound and are challenged to match their animations with an exciting soundtrack of their own design. Students also experiment with a mini multiplane camera, explore how depth is created in animation, and create their own stop-motion shorts. This entire experience takes place in the museum's Learning Center. Students are welcome to self-guide in the main museum galleries before or after the workshop.

IMAGINEERING: CREATIVE PROBLEM SOLVING

10AM–NOON & 1–3PM | GRADES 6–12

In the galleries, students reflect on the work of Imagineers, who worked under Walt at WED Enterprises during the 1950s and 60s to imagine, research, design, and build some of Disney's most iconic and revolutionary projects and attractions. In the Learning Center, students apply these concepts to creatively and collaboratively build a ride to withstand a rolling or floating design challenge.

IMAGINEERING: AUDIO-ANIMATRONICS® AND ROBOTICS

10AM–NOON & 1–3PM | GRADES 6–12

In the galleries, students learn the history of Audio-Animatronics® technology, first invented by WED Enterprises during the early 1960s. During this hands-on team workshop, students become Imagineers and are challenged to navigate Sphero SPRK robots using block computer programming.

MAKING A SPLASH: ANIMATING WITH SPECIAL EFFECTS

10AM–NOON & 1–3PM | GRADES 6–12

Students tour the main museum galleries in search of unique hand-drawn special effects in Disney classics from 1937 to 1966, discussing The Walt Disney Studios' many technological innovations, like the multiplane camera, that brought new dimensions to Walt's stories. In the Learning Center, students are challenged to hand-draw an animated water scene, complete with dramatic splashes, drips, and ripples.

NEW! DIVING INTO DISNEY: A VIRTUAL TOUR

8–9AM PST ON WEDNESDAYS & 1:30–2:30PM PST ON THURSDAYS & FRIDAYS
GRADES 6–12

Now students can visit The Walt Disney Family Museum without ever leaving school. Benefiting from embedded digital media content, this walk-through the museum brings Walt's inspirational message to life. Classes learn about his early failures, the art of animation, storytelling principles, and the technological innovations that made classics like *Snow White and the Seven Dwarfs* (1937) possible.

NEW! FEMALE FIRSTS: WOMEN IN EARLY ANIMATION

10AM–NOON & 1–3PM | GRADES 9–12

Through a guided tour of the galleries, students gain a better understanding of significant women in Disney history. Students will participate in group discussions to promote feminist perspectives and critical thinking. During the workshop, the students will ink and paint a cel, a job done exclusively by female artists at the Disney Studios for many years.

Advance registration is required for all guided school experiences. Learn more at waltdisney.org/field-trips

SELF-GUIDED VISITS

MON, WED, THU, FRI 10AM–4PM | GRADES 1–12

School groups are welcome to explore the museum's main galleries on their own at a discounted school rate.

STEAM SELF-GUIDE

Be sure to pick up a STEAM Self-Guide handout for each student to use while touring the main museum galleries. The STEAM Self-Guide focuses on the important roles that science, technology, engineering, art, and math each played in the creation of Disney films and advancement of innovative theme park attraction technology during Walt's lifetime. The STEAM Self-Guide includes questions that encourage students to think critically about the skills needed to produce quality work in STEAM-related fields, as well as space for them to document other instances of STEAM they find in the galleries. To best prepare your students for self-guided success, email education@wdfmuseum.org to receive a PDF copy before your visit.

MULTIPLANE EDUCATOR GUIDE

The Multiplane Educator Guide provides supplemental materials for you and your students to complete the pre- and post-visit activities while preparing for and reflecting on your museum visit. The guide also presents detailed information about the multiplane camera, one of The Walt Disney Studios' most important and influential technological developments, and includes instructions on how to build your own multiplane camera for use in creating animation.

MULTIPLANE CLASSROOM KIT

Rent a Multiplane Classroom Kit to animate your curriculum, using the Multiplane Educator Guide as a resource. The kit includes a multiplane camera, iPad, and animation software.

Learn more at waltdisney.org/multiplane-classroom-kit