

Sample Itinerary Lil' Frankenstein's Monster Bash Halloween Workshop

10:00am to 12:00pm Check in begins at 9:30am

Lobby		Check in families. Begin pre-activity.
Classroom	Introduction	Escort to Classroom. Instructor introduction, greeting and briefly go over the itinerary.
Classroom	Marshmallow Mummies and Werewolf Cookies (snack)	One Instructor will talk about Halloween and science of the day (body parts/skeleton). Then make snack, eat and enjoy!
Classroom	Activities	As guests finish up their snacks encourage them to get started on the activities. Handprint bat or cat craft kit. Make Candy corn, pumpkin or Frankenstein reflector. Make dough ghosts.
Classroom	Parts Guessing Game	As families finish up their snacks and crafts they can begin to form a line in the hallway for the Parts Guessing game.
Exhibit	Story and Activity	Story. Cuyler, Margery. <i>Skeleton Hiccups</i> . Margaret McElderry Books. 2005. Bone hunt throughout the exhibit. Put puzzle together. 5 to 15 minutes to explore the exhibit.
Classroom	Bingo and Wrap Up	Depending on time. Play two to four games of Bingo with prizes. Then recap day/science, certificate ceremony, evaluations and help families gather their things. Begin Clean up. If extra time can freeze dance with music.

^{**} This is a sample itinerary. All activities are subject to change without notice **