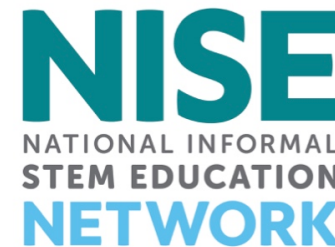


NISE Network Online Workshop

Sustainability and Museum Visitors: Exhibits, Programs
and Other Ways to Engage the Public

March 3, 2020



Welcome! Today's presenters are:

- **Nich Weller**, Arizona State University
- **Nicole Haahr**, Children's Museum of New Hampshire
- **Ellen Wiemers**, Beaumont Children's Museum
- **Kasi Gaarenstroom**, Museum of Pop Culture
- **Robin Ramsey**, Boonshoft Museum of Discovery
- **Ross Johnston & Jason Robertshaw**, Mote Marine Laboratory & Aquarium
- **Paul Martin**, Arizona State University



As we wait to get started with today's discussion, please:

- **Update your display name:** Include your first and last names and your institution
- **Introduce yourself!** Type your name and institution into the Chat Box
- **Questions?** Feel free to type your questions into the Chat Box at any time throughout the online workshop or use the raise your hand function in the participants list and we'll unmute your microphone

All online workshops are recorded and archived online:

<http://www.nisenet.org/event-type/online-workshop>



**SUSTAINABLE
FUTURES**



SUSTAINABLE FUTURES

Sustainability and Museum Visitors:
Exhibits, Programs, and Other Ways to
Engage the Public

Agenda

1. Program overview
2. Sustainability and museums: Engaging the public
3. NISE Network sustainability programs and activities

NISE Network Sustainability Initiative

Purpose: Support museums and similar cultural organizations in their efforts to integrate sustainability into their program and operations.

Approach: Provide professional development and resources that share and develop sustainability science and practice.

Strategic outcome: Leverage the power of museums around the world to help millions of people understand the social, environmental and economic impact of human behavior on the planet's future.



NISE Network Sustainability Initiative

Professional development: Fellowship program, online workshops, and online resources

Public programs: New programs in a variety of formats to complement the existing sustainABLE kit of hands-on activities

<http://www.nisenet.org/sustainability>





Workshop Series

Aim: Support Network partners in engaging staff, visitors, and communities in creating a sustainable future.



Sustainability means healthy people, communities, and environments, now and in the future.



POLL

Which best describes your organization's strategy for engaging visitors in learning about sustainability?

We integrate sustainability throughout our exhibits and programs/interpretation

We have a few experiences that focus on sustainability and related topics

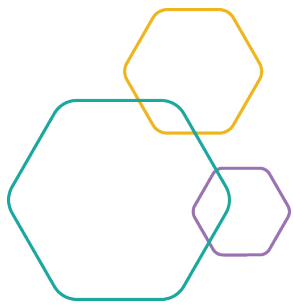
We don't include sustainability in our exhibits or programs/interpretation (yet!)



Nicole Haahr
The Children's
Museum of New
Hampshire
Dover, New
Hampshire

CHILDREN'S
MUSEUM
of NEW HAMPSHIRE





Project Goals



Exploration Backpacks: Create opportunities for families to explore an under-utilized trail system in our community, and lend them science tools, games, and activities to use along the trail.

-Partner with other organizations to get backpacks out, & raise awareness of opportunities for low income families (reduced admission program, farmers' market)

Curriculum: to update outreach program, “Our Healthy Earth,” with revised content about recycling, composting, and conservation. Add a hands-on activity to be able to teach as a travel program using donated “up-cycle” items

Project Activities

Exploration Backpacks:

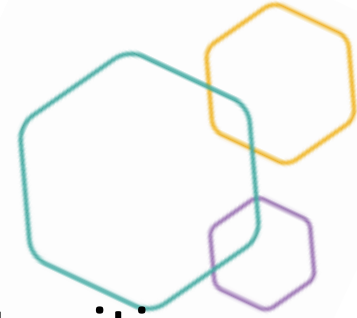
-Families can borrow our backpacks to take out on local trails. Supplies and activities as well as resources inside.

Our Healthy Earth curriculum updates:

Added a changing hands-on activity to offer a longer program for travel making it possible to reach students who may not be able to visit



Expected Outcomes



- Creating opportunities for families to explore the outdoors together
- Reaching more students with sustainability curriculum through the “Our Healthy Earth” program (~250 so far this school year)

**Ellen Wiemers
Beaumont
Children's
Museum
Beaumont, Texas**





Project Goals

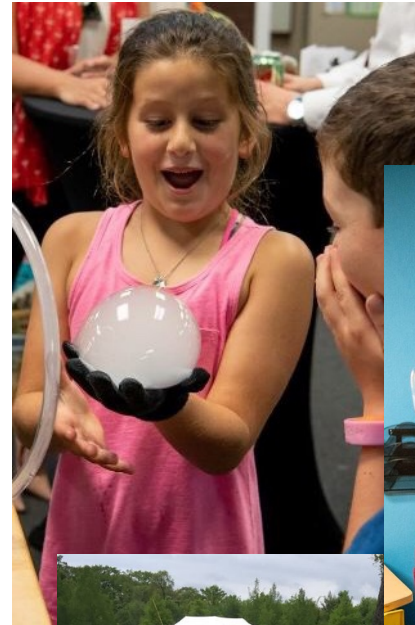
Through this Sustainability Initiative, I spearheaded two different projects through our museum:

- **Museums Without Walls - A Collaborative Public Event**
- **Sustainable You Fall Camp**

The UNSDG definitely had a strong influence on the programs I chose. Through both programs, I wanted to engage children in meaningful programs with museums so that they began to develop a relationship with the museum world (UN Goal #4). So often, children view museums as places that are not hands-on, engaging, and frankly scary to children. Quality education and access to museums should be available to all, and we continue to strive here at our museum to make this a reality in our community. Through the Sustainably You camp, I wanted to engage children in fun activities that introduced them to sustainable concepts that they could use as they grow older and engage in the world around themselves. This camp covered a variety of the goals: 6, 7, 9, 11, 12, 13, 14, and 15 in a various levels.

Project Activities

- **Museums Without Walls - A Collaborative Public Event**
 - Collaborated with the local Art Museum and Energy Museum
 - Our museum had various bubble activities that would excite children
- **Sustainable You Fall Camp**
 - The students explored concepts about land, air, food, energy, and water through hands on activities like Building an Energy House, going on a scavenger hunt outside to find natural and manmade items, to also playing games that brought home these ideas and many more hands on activities.



Outcomes



- Engaged with a little over 50 people at our public event to introduce them to variety of museums
- Led 18 students at a fall camp about sustainability.
- Introduced staff and parents to sustainability topics they had not previously considered.

Kasi Gaarenstroom
Museum of Pop
Culture
Seattle, WA



MoPOP
MUSEUM OF
POP CULTURE

MOVIES AT MoPOP PRESENTS:
**GOOD PLANETS
ARE HARD TO FIND**
SPONSORED BY First Tech
federal credit union

MAD MAX: FURY ROAD
1.26

PRINCESS MONONOKE
2.16

SNOWPIERCER
4.17

DUNE
5.22

PLANET OF THE APES
6.20

MORE INFO AT MoPOP.ORG

A stylized illustration of a planet, possibly Earth, with a topographic map overlay. The planet is shown from a low angle, with the horizon line. The topographic map uses shades of blue, green, and yellow to represent different elevations. At the bottom of the planet, there are stylized flames or fire, suggesting a volcanic or fiery theme.



Project Goals

- Explore speculative fiction and film narratives about humans and their impact on the environment
- Engage local community organizations that focus on different aspects of the climate crisis
- Be creative and discover many ways to explore the intersections of Pop Culture and environmentalism
 - Reminding folks that some of our favorite films and creators have always been thinking about our impact on the environment

Project Activities

- 5 films from January – June
- Each Film had unique programming
- Worked with different community partners for each films theme



Outcomes



- Highest attended Matinee screening!
- Tickets are selling faster and farther in advance than we have seen before

Feedback:

“Thank you for thinking of us for this project, it’s so clever to combine these very prevalent things in our society” – 350 Seattle

“The programming was fun and didn’t feel like a lecture[...]it made me want to go to more” – Film screening attendee

“This is Dope!” – Anonymous survey taker

Robin Ramsey Boonshoft Museum of Discovery Dayton, Ohio





Project Goals

- **Encourage museum visitors to get outside and enjoy nature together.**
- **Provide a safe space for families to play and explore nature.**
- **Provide the tools necessary to build confidence and encourage families to get outside.**

Project Activities

- The nature play space is a small, unstaffed, child-lead wooded playscape. Features include: balance logs, moveable logs for building, small wildlife pond, hidden “room” with pallet stage, a pallet mud kitchen with loose parts, and native pollinator plants.
- Backpacks are available to sign-out for free. The packs include hand lenses, binoculars, area specific field guides, and simple games.



Outcomes



- Family are getting outside!
- Excitement and support from the Boonshoft's team.
- Developing a nature-based summer camp to utilize the space more.

Mote Marine Laboratory Sarasota, FL





Project Goals

- 1) Try new technology: A wireless virtual interactive mobile television studio cart
- 2) Free public programming: Educational “behind the scenes tours” of the marine lab
- 3) Institutional exposure: Connect the viewers to Mote's contemporary marine science, sustainability, & conservation through interviews with scientists



Project Activities

- ***The Mote SEA Show***
(SEA = Science, Education, Aquarium)
- 30-minute episodes:
 - 20 min. interview lesson and science demo with the guest scientist
 - Interactive audience polling, ending with a 10 min. question and answer segment
- Downloadable broadcasts, worksheets, activities



Outcomes



- Over 700 school participants
- International audiences
- Informal education institutions
- Homeschools
- Senior homes
- Utilized online resources



POLL

Which program shared today could inspire sustainability efforts at your organization?

Sustainability camp

Online series/Behind the scenes tours

Backpack checkout program

Sustainability-themed event series with community partners

Updating programs and exhibits to include sustainability

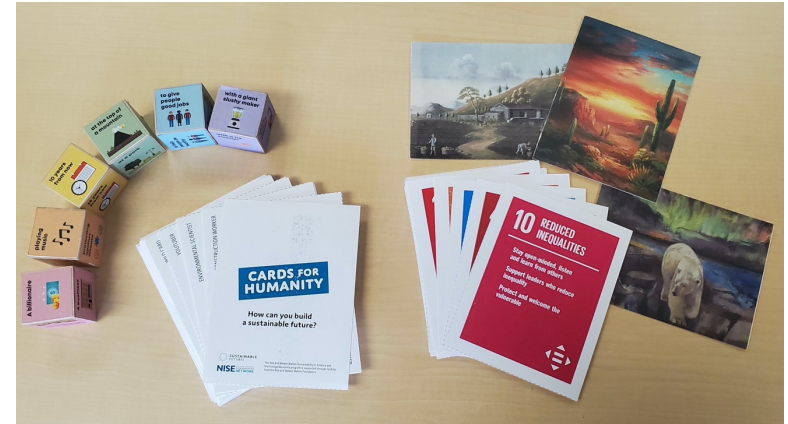
Other



NISE Network Public Programs

Games for the Future:

- Silly Sustainability Stories
- Cards for Humanity
- Seeing Sustainability



Survival: A Game Show about People, Planet, and Prosperity

<https://www.nisenet.org/sustainable-futures>

Resources



NISE Network sustainability initiative: <http://www.nisenet.org/sustainability>

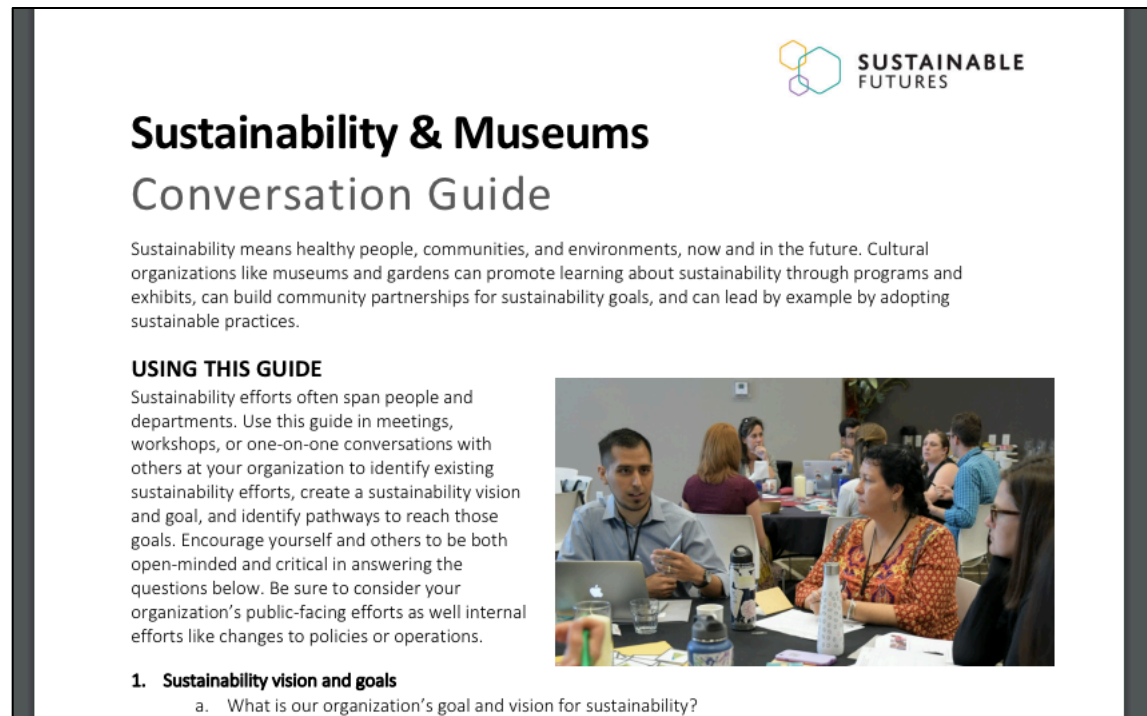
NISE Network sustainability public programs: <https://www.nisenet.org/sustainable-futures>

NISE Network selection of Earth Day resources: <https://www.nisenet.org/earth50>



Planning Sustainability Efforts


1. Sustainability vision and goals
2. Current programs and efforts
3. Limitations and challenges
4. Broadening impact





Planning Sustainability Efforts

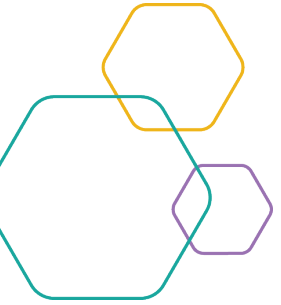
	Operations	Programs & Exhibits	Capacity Building & Policy	Community Partnerships
Well established program or practice				
Efforts that could be improved or are under development				
Ideas for future efforts				



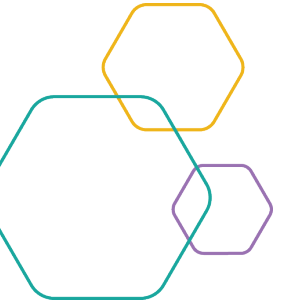


The *Rob and Melani Walton Sustainability in Science and Technology Museums* initiative is supported by the Rob and Melani Walton Foundation.



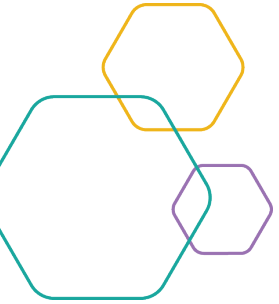


What is Sustainability?



Sustainability

“meets the needs of the present without compromising the ability of future generations to meet their own needs”



Sustainability

“meets the **needs** of the **present** without compromising the ability of **future** generations to meet their own needs”

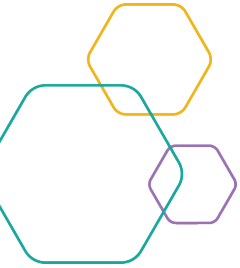
Needs – include food, water, shelter, work, happiness, and respect.

Present – people all over the world have needs that are equally important and must be met.

Future – people in the future will also have needs. How will our actions affect them?

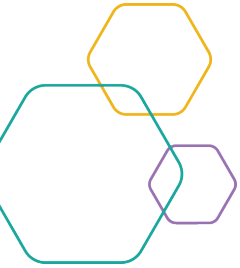
United Nations Sustainable Development Goals





Education for Sustainability

“cultivates individual and collective potential ... to increase the possibility that humans and other life can flourish on Earth now and into the future ”



Education for Sustainability

“cultivates **individual** and **collective** potential ... to increase the possibility that humans and other life can flourish on Earth now and into the **future** ”

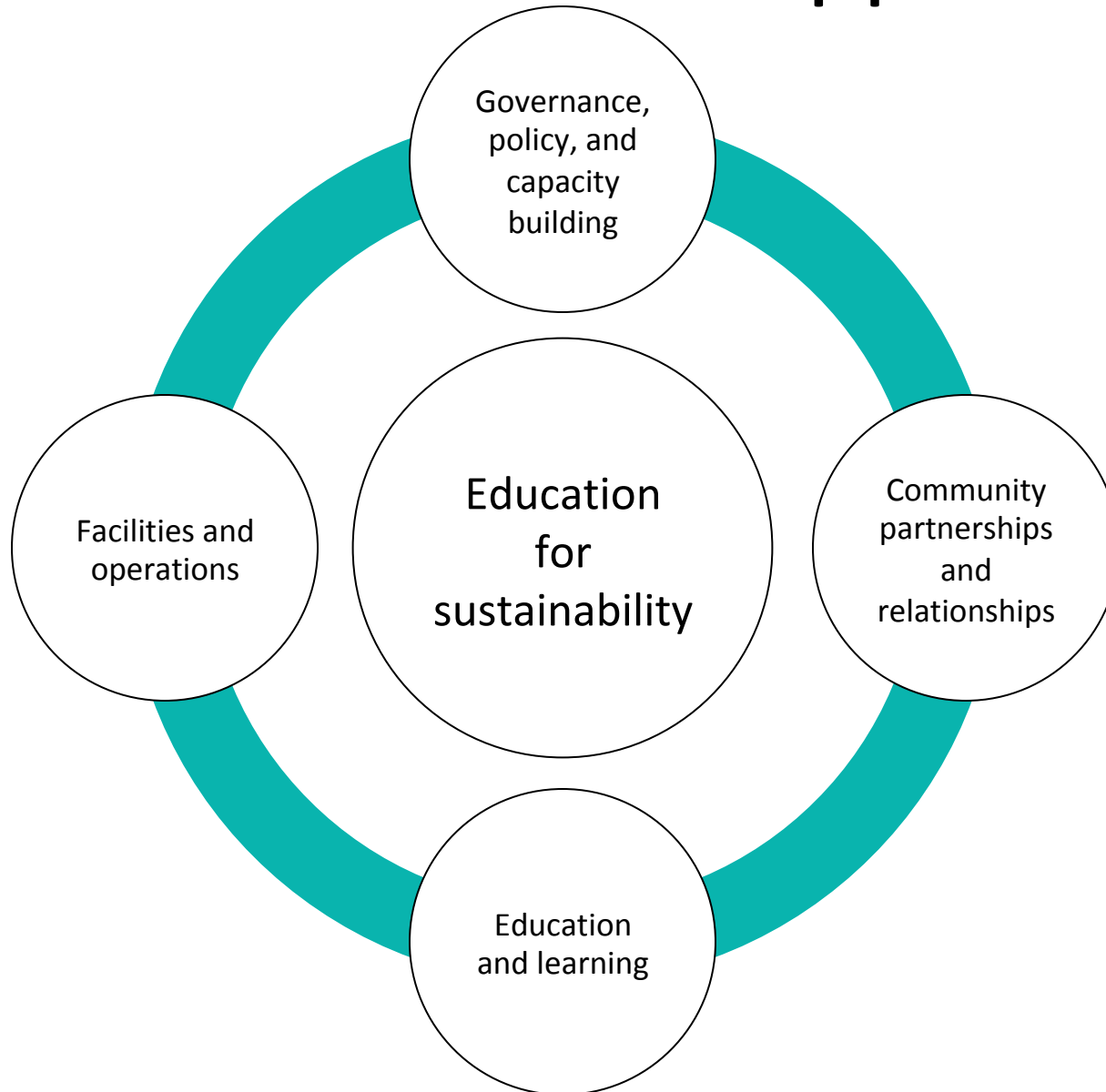
Individual –
empowering learners

Future – making a
difference as an
organization

Collective –
connecting with our
communities

Sustainability means healthy people, communities, and environments, now and in the future.

Whole Institution Approach





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