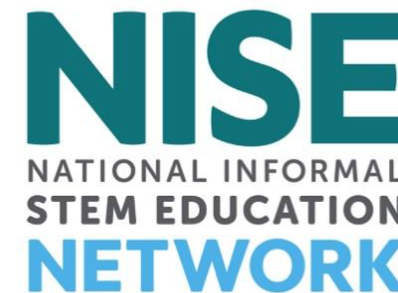


NISE Net Online Workshop

Learn about an opportunity to participate in a sustainability fellowship in 2021/2022 – Part 1

Tuesday, January 12, 2021



Today's presenters:

Nich Weller, Arizona State University

Rae Ostman, Arizona State University

Dr. Kathryn Semmens, Nurture Nature Center

Chris McAnally, Royal Botanical Gardens

Luke Ramsey, Museum of Science & History Pink Palace



Welcome!

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

Introduce yourself! Type your name, institution, and location into the Chat Box

Questions? Feel free to type your questions into the Chat Box at any time throughout the webinar or use the raise your hand function in the participants list and we'll unmute your microphone.

Today's discussion will be recorded and shared on nisenet.org at: nisenet.org/events/online-workshop



SUSTAINABLE FUTURES

Fellowship program

Agenda

The sustainability fellowship program

Presentations from past fellows

Application process and eligibility



Sustainability Fellowships

- **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.



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

What will you do in the program?

1. Establish relationships with other museum professionals.
2. Share and learn key concepts in sustainability science and education, sustainability practices, and available tools and resources.
3. Develop project ideas with other fellows.
4. Outline a plan of action to implement a sustainability project.



Projects and experience of past fellows



Dr. Kathryn Semmens, Nurture Nature Center

Chris McAnally, Royal Botanical Gardens

Luke Ramsey, Museum of Science & History Pink Palace



Kathryn Semmens
Nurture Nature
Center
Easton, PA
*Using Science and Art
to Highlight
Sustainability*

THE
NURTURE
NATURE
CENTER



Screenshots of the virtual tour of artist Tom
Maxfield's "Living Local Mural"

Reflection on experience in the fellowship



- Collaborating with the rest of the cohort helped me brainstorm the project and provided me with new ideas and resources.
- It was inspiring to see the diversity and creativity in all the projects.
- The fellowship was highly interactive and the project team managing the fellowship were all extremely helpful and supportive.
- The fellowship felt like a safe place to explore outside the box thinking.



Project Goal and Activities

- Nurture Nature Center developed a dedicated webpage about sustainability and how our various projects support the UN goals.
- We created a virtual tour of the “Living Local Mural” which is a large 15 ft mural at NNC that focuses on various environmental issues throughout our region. Interviews with local experts on the issues educate about local actions and their impact on sustainability.
- NNC held its first annual Lehigh Valley Youth Climate Summit virtually, focusing on youth climate actions, artists, and environmental justice.



> SUSTAINABILITY AT NURTURE NATURE CENTER

What is Sustainability?

Sustainability refers to the ability to continue to exist or function without depleting natural resources so that a balance, especially ecological, can be maintained. When we overuse natural resources that are not renewable, such as using fossil fuels like oil instead of renewable energy sources like wind or solar, our way of life is not sustainable. There are many elements that contribute to sustainability including peace, equality, and health, among others.

What are the Sustainable Development Goals?

The Sustainable Development Goals (SDGs) are 17 goals that are part of the 2030 Agenda for Sustainable Development developed by the United Nations Member States in 2015. This Agenda seeks to achieve peace and prosperity for people and the planet and the goals work towards this vision, recognizing that poverty, equality, and education are necessary for the health of all people.



Maddie Earnest Saint Louis Science Center

Incorporating
sustainability goals
across the SLSC



Chris McAnally
Royal Botanical Gardens
Burlington, ON, Canada
“Treecycling”



RBG’s “heritage oak” located in Hendrie Park

Reflection on experience in the fellowship



- Chance to brainstorm and be introduced to new sustainability initiatives
- Consider what sustainability looks like beyond the environment
- Opportunity to activate an idea which needed some financial support to be started



Project Goals and Activities

Goal: Establish a system for milling lumber from trees on RBG property that come down due to natural causes or safety concerns

We plan to use this lumber for:

- Project materials
- Benches, tables, desks
- To create artisan items for sale in our giftshop

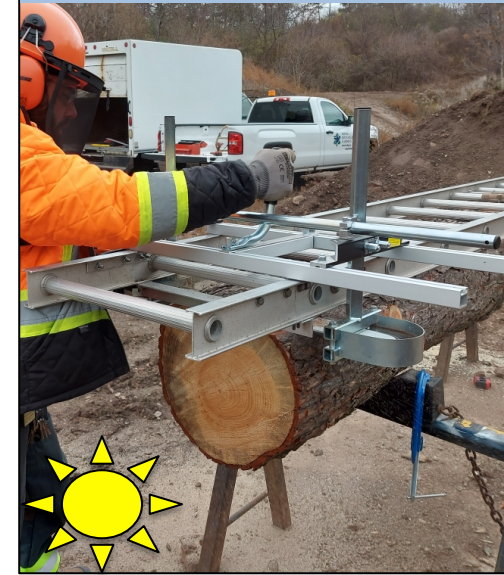
1. Tree Issue identified



2. Tree is cutdown



3. Tree is milled



4. Lumber inventoried




5. Lumber is dried



6. Future use TBD

Dried wood will be used for a combination of uses such as for:

- Construction Materials
- Benches
- Tables
- Artisan Items

 = Enabled by Sustainability Fellowship Support

Chris McAnally
Royal Botanical Gardens
Burlington, ON, Canada
“Treecycling”



Two of RBG’s equipment operators displaying a freshly milled section of a Black Walnut which was cut down in Summer 2020 due to safety concerns.

Luke Ramsey

MUSEUM of Science & History PINK PALACE

Memphis, TN

Explorer Challenges/
Museum To-Go

EXPLORER CHALLENGE

Sustainability is the ability of a group of people to meet their needs now without harming the ability of future generations to meet their needs, too.
In 2015, The United Nations created the Sustainable Development Goals as a way for all countries on Earth to frame our path forward in this context. These are useful for governments to plan, but are also useful for individuals to think about in their daily life. Read the 17 goals, discuss what they mean with your family or class. Then try to find one thing in your neighborhood that is connected to each goal.

 GOOD HEALTH & WELL-BEING Ex. My neighborhood's new playground and exercise track!	 INDUSTRY, INNOVATION & INFRASTRUCTURE
 NO POVERTY	 REDUCED INEQUALITIES
 ZERO HUNGER	 SUSTAINABLE CITIES & COMMUNITIES
 GOOD HEALTH & WELL-BEING	 RESPONSIBLE CONSUMPTION & PRODUCTION
	 CLIMATE ACTION
	 LIFE BELOW WATER
	 LIFE ON LAND
	 PEACE, JUSTICE & STRONG INSTITUTIONS
	 PARTNERSHIP FOR THE GOALS

MUSEUM of Science & History PINK PALACE COMMUNITY SCAVENGER HUNT



Thanks for supporting the Museum of Science and History - Pink Palace and joining our CREATE MEMPHIS CHALLENGE

This Fall, we're challenging you to get to know Memphis' creative side. We'll highlight the artists behind the murals, sculptures, and installations in and around Memphis neighborhoods.

The Create Memphis Challenge Community Scavenger Hunt has two different winners:

Fastest: The first team to complete the scavenger hunt is the winner. Second and third place will also be announced.

Most Creative: In order to complete the hunt, you must send in a sketch, drawing, or painting of one of the pieces your team saw. The best illustration wins, and the top three will be displayed at the museum.

SCULPTURES



Sculptures are a three-dimensional piece of art. They can be freestanding or reliefs in a surface.

MURALS



Murals are artworks painted on walls. They can harmonize architectural elements of a space.

INSTALLATIONS



Installations are works of art built specifically for a place. If moved, the entire piece changes.

Beside each clue will be a symbol that tells you which media the piece of art is so that you know what you're looking for:



SCULPTURES



MURALS



INSTALLATIONS

This scavenger hunt is throughout Midtown and East Memphis. Portions of the hunt are walkable but we suggest using a car to get from one section to the next.

Mark your progress on the sheets provided and when you have completed the hunt, email images of the completed challenges to explorer.challenge.info@gmail.com.



TRIBUTARIES

Reflection on experience in the fellowship

- Most valuable part was meeting members of many institutions. Seeing how each approached sustainability helped explore the many forms an initiative could take.
 - This was also true in terms of COVID. Most participating organizations were closed and all had different strategies to rise to the occasion.
- It also expanded the idea of sustainability for the MoSH. From ecosystems to education to the economy, these are all intertwined.



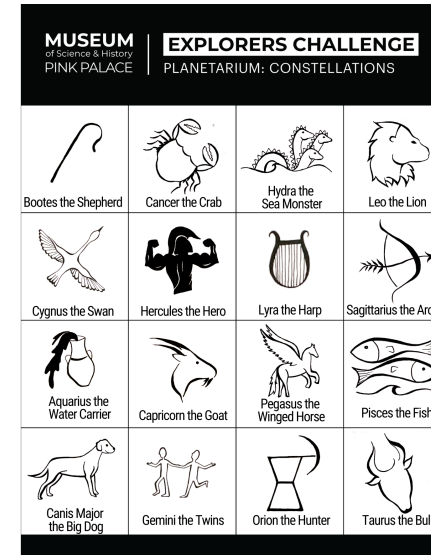
Project Goals and Activities

Initially, we created a series of Explorer Challenges, activities that students could download and do in their home or neighborhood so that they could continue to learn and experiment in quarantine.

The online program both cut down on our use of resources like paper and increased our reach beyond our local area.

We created kits around five themes: Backyard Wildlife, Constellations, DIY Engineering, Physical Science, and Sustainability.

Listening to feedback from users, this grew into several different programs.



Only four of these constellations are visible at any one point, and even then can be hard to see depending on where you live. For any you can't find in the heavens, look around your home for something related! That could mean an instrument for Lyra, an image of a fish for Pisces, etc. Use your imagination! Write the things you found below as you check off the box.

Something that could harm a bird	<input type="checkbox"/>
Bird scat (bird droppings)	<input type="checkbox"/>
Poison ivy (Birds spread poison ivy by eating the berries)	<input type="checkbox"/>
A seed or berry a bird might eat	<input type="checkbox"/>
A hole in a tree where a bird could live	<input type="checkbox"/>
A bird in a tree	<input type="checkbox"/>
An insect a bird might eat	<input type="checkbox"/>
A place where a bird could hide	<input type="checkbox"/>

PALACE MUSEUM | EXPLORERS CHALLENGE

EIDOSCOPE

Create a kaleidoscope to see how reflections can create patterns.

Materials

- d tube
- rap
- sads
- f cardstock
- tape

Procedure

- Unwrap the plastic wrap from around the cardboard tube. Flatten it out and set it aside.
- Tape your strips of cardstock together, with the shiny part facing the middle, to create a long triangular tube. Wrap one end of the triangular tube tightly with the plastic wrap then set it aside.
- Put a single layer of colored plastic beads in the bottom of the cardboard tube. Then slide the triangular tube down on top of them. You can smooth out the plastic wrap if your triangular tube has trouble fitting.
- Point your new kaleidoscope towards a window and look through the uncovered end. Turn the cardboard tube to move the beads and change the patterns created.

Results

tube reflects the beads creating an optical illusion!

reflects the image of the beads. The tiful repeating pattern. As you rotate attens and images through the ppen with outside images!

Museum's Light and Color program.

EXPLORERS CHALLENGE

ABOUT BIRDS SCAVENGER HUNT

ITEM:	IMAGE:	CHECK:
Something that could harm a bird		<input type="checkbox"/>
Bird scat (bird droppings)		<input type="checkbox"/>
Poison ivy (Birds spread poison ivy by eating the berries)		<input type="checkbox"/>
A seed or berry a bird might eat		<input type="checkbox"/>
A bird singing		<input type="checkbox"/>
A bird flying		<input type="checkbox"/>
A tree with small holes made by a woodpecker		<input type="checkbox"/>
A feather		<input type="checkbox"/>

od's

	INDUSTRY, INNOVATION & INFRASTRUCTURE
	REDUCED INEQUALITIES
	SUSTAINABLE CITIES & COMMUNITIES
	RESPONSIBLE CONSUMPTION & PRODUCTION
	CLIMATE ACTION
	GENDER EQUALITY
	CLEAN WATER & SANITATION
	AFFORDABLE & CLEAN ENERGY
	DECENT WORK & ECONOMIC GROWTH
	LIFE BELOW WATER
	LIFE ON LAND
	PEACE, JUSTICE & STRONG INSTITUTIONS
	PARTNERSHIP FOR THE GOALS



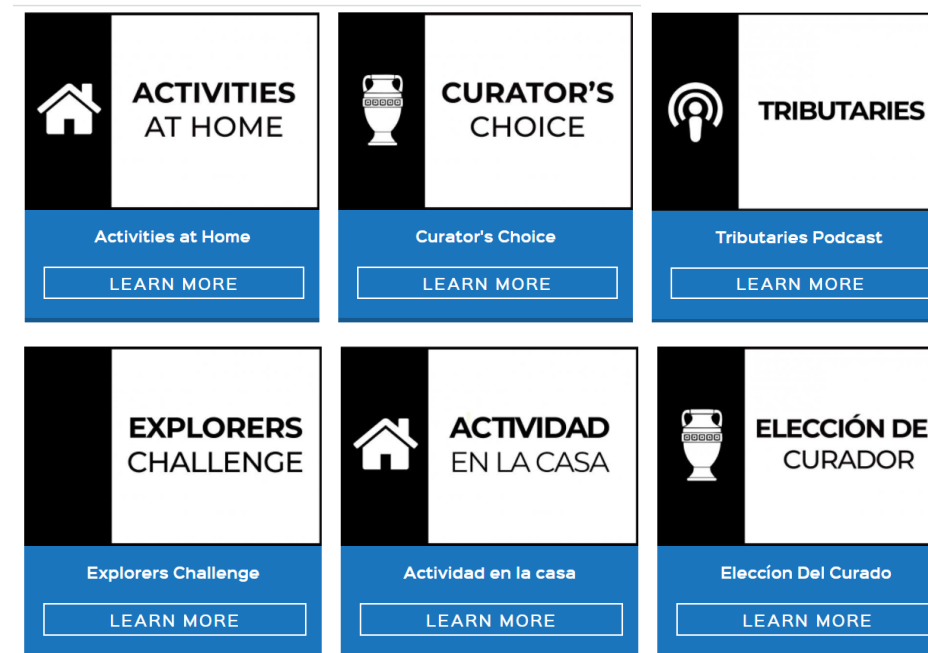
Project Goals and Activities

Some wanted physical components, so we added materials to *Explorer Challenge* kits that could be picked up at the museum.

Others liked the digital-only programming, so we produced *Activities At Home*, which are posted daily and available in English and Spanish.

Others wanted an educational adventure, which was the jumping off point for our Community Scavenger Hunts, an Amazing-Race style exploration of participants' neighborhoods.

This was all combined in our digital platform, Museum To Go, to connect these programs to more in-depth content like the *Tributaries* podcast or *Curator's Choice* blog. This created an affordable, accessible online presence for Museum Programming.



Questions for the past fellows?

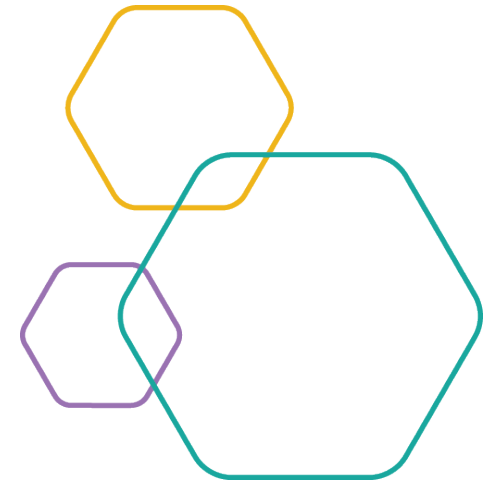
Program requirements

- Online workshop, organized into nine 90-minute sessions over approximately one month
- Community of practice, includes online collaboration and five follow up sessions after the workshop.
- Sustainability project, developed to meet your organization's mission and priorities.
- Online report and online evaluation survey
- Optional participation in research associated with the program.
- Details at <https://www.nisenet.org/sustainability-fellowship>



Program stipend

- Receive \$1,500 in participant support, payable to your institution, for use at your discretion for staff time, materials, etc.





Cohort timing

- Cohort D: May – November 2021
- Cohort E: September 2021 – May 2022
- Cohort F: January – July 2022

All online sessions are held on Wednesdays and Fridays, 2-3:30pm ET.

Eligibility

- Museum professionals currently employed by an eligible organization in the United States.
- Eligible organizations are those defined by IMLS as museums.

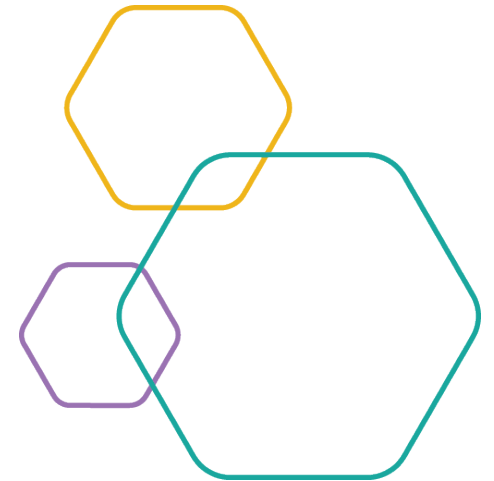
Eligibility

- One or two people as a team can apply to participate.
- Participating organizations will only receive one stipend, regardless of whether one or two individuals take part in the program.
- We have no preference if you apply as a team or individual.
- See website for details on repeat fellowships.

Application

Due March 1, 2021 via Google form

- Three major sections:
- Information about you
- Information about your organization
- Questions about why you are interested



Contact info



Primary contacts for programmatic questions:

Rae Ostman, rostman@asu.edu

Nich Weller, naweller@asu.edu

Future Online Workshops

Preparing for NASA Perseverance's landing on Mars

Tuesday, January 26, 2021

2 - 3pm Eastern / 11am - 12pm Pacific

The COVID-19 Vaccine: What role can museums play in the rollout of the new vaccine?

Tuesday, February 2, 2021

2pm-3pm Eastern / 11am-12pm Pacific

Sustainability in Science and Technology Museums – Part 2

Tuesday, February 9, 2021

2pm-3pm Eastern / 11am-12pm Pacific

Learn more at nisenet.org/events



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Thank You



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