Educators’ Guide to Knock Knock
Knock Knock Children’s Museum is a community spark for engaging, playful learning experiences that inspire and support lifelong learning.

OUR MISSION

At Knock Knock, we are grateful for the impactful work that you do each day with the youngest learners in our community. We understand the unique developmental needs and learning styles of young children and the value of quality early childhood education. We know that creativity and problem solving can be exercised and strengthened within supportive environments and Knock Knock would love the opportunity to support you by providing innovative educational experiences that stretch and scaffold your students’ natural curiosities.

Our Learning Innovation Team brings a wide range of talents, interests, and expertise to Knock Knock which serves to amplify the learning experiences offered. Our goal is to bring the museum to life in ways that help children better understand and master their world as they connect new experiences to what they already know. So, book your class field trip to Knock Knock now and let our incredible Learning Innovation Team show your students how much fun learning through play can be. We look forward to playing, creating, and exploring with you and your learners soon!

— Knock Knock’s Learning Innovation Team

What You’ll Find Inside

OUR EXHIBITS 3
KNOCK KNOCK FIELD TRIPS 5
MONTHLY THEMES 7
PROFESSIONAL DEVELOPMENT 9
ACCESSIBILITY PROGRAMS 10
Knock Knock Children’s Museum is filled with 18 hands-on, fun filled interactive exhibits called “Learning Zones.” Anchored in research and evidence-based practices addressing all areas of development, our Learning Zones are designed to create teachable moments that will connect children’s everyday experiences to learning. Knock Knock’s focus is on the development of the whole child with the goal of increasing early literacy skills (reading, writing, listening, and speaking) while expanding knowledge and interest in STEAM (science, technology, engineering, art, and math) subjects and careers.

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**Our Exhibits**

**Knock Knock Square**
Play table-top games, work on a floor puzzle, transport secret messages, or gaze up at our whimsical, floating butterflies. Catch a live performance, celebrity guest, or brain-building activity!

**Go Go Garage**
Buckle up and grab your tools! This is the place where a car care and repair center come to life. Young mechanics can unleash their inner car enthusiast by changing tires, checking oil and washer fluid levels, pumping gas, and even racing cars.

**B.R. Star Studio**
Show off your star quality and dance to your heart’s delight.

**Pelican Pantry**
Grab a basket and your shopping list and stock up on delicious, nutritious goodies! Shop for healthy foods of every flavor and color and check out at our working cash registers.

**Art Garden**
Paint, draw, doodle, sculpt, and design with an array of art mediums and materials including paint, chalk, clay, and beads. What imaginative masterpiece will you create?

**Fish Tales**
Grab your fishing pole and try your luck at landing a catfish, crappie, bluegill, or largemouth bass. Measure and identify the fish you catch to see how they compare in size and color to your fellow anglers.

**Story Tree**
Sit under the branches of our great Story Tree, choose a book, find a comfy reading spot, and let stories spark your imagination.

**All Hands on Deck**
Explore what it is like to captain a push boat from the Port of Baton Rouge down the mighty Mississippi! Navigate the river’s twists and turns while taking in the sites and sounds of Baton Rouge.

**Bubble Playground**
Experience the magic of bubbles. Create them, chase them, pop them! Discover the fascinating properties of these magical spheres while developing close observation skills and having loads of fun!

**Ship Shape Health Challenge**
Come aboard! Test your physical prowess as you climb a rock wall, balance on a teetering board, hang on a bar, or hoist yourself up by ropes. Excitement and triumph await!

**Geaux Figure! Playhouse**
Challenge yourself with our mind-bending puzzles. Construct a bridge without supports or create a city skyline using blocks. Explore momentum or create a design using magnetic, interlocking, spinning gears. Geaux Figure—where mathematics, problem-solving, and fun collide!

**Crawbaby**
Crawl, climb, and explore our swamp-themed play area designed especially for children under age three. Find soft nooks and crannies, stairs and slides, and hands-on play to stimulate little senses.

**Storybook Climber**
Discover the thrill of reaching new heights in our magical, two-story, Storybook Climber! When you reach the top, look around. Adventure awaits!

**Paws & Claws Clinic**
Step into the veterinarian’s clinic! Examine and treat our furry friends using stethoscopes, bandages, and x-ray machines. Give them a haircut and bath their owners are sure to appreciate!

**By-You Building**
Use real construction tools and equipment like a saw, drill, or working crane. Erect a bridge over our stretch of the mighty Mississippi or explore the fascinating power of wind.

**I See Food Café**
Cook up some fun and imagine yourself as a chef in our pint-sized restaurant. Prepare delicious food, and serve it up in style.

**Our Big Backyard**
Step into our great outdoors with majestic oak trees and space to explore and create. Cook in our Mudbug Kitchen. Dig or build in the sand and gravel pits, or paint on the easels. The sky is the limit!

**Knock Knock Maker Shop**
Construct, tinker, and explore. Experiment with new ideas, put things together, or take them apart. Find hands-on opportunities to design and create using everyday tools and materials.

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Our Learning Zones are aligned with the Louisiana Birth to Five Early Learning and Development Guidelines and Common Core Standards in K-3rd Grade.
Knock Knock Field Trips

Field trips to Knock Knock Children’s Museum open doors for children to a world of possibility and opportunity. Our museum’s 18 Learning Zones are specially designed to foster early literacy, creative and critical thinking, problem-solving, and hands-on experimentation. Our team can work to make the booking process simple.

SCHEDULING

Advanced registration is required for all trips. Registration is available online at KnockKnockMuseum.org/Field-Trips.

Pre-K & Younger

Wednesdays from 9:30 AM - 11:30 AM or from 10 AM - 12 PM
*200 students maximum per day*

Kindergarten - 3rd Grade

Tuesdays & Thursdays from 9:30 AM - 11:30 AM or from 10 AM - 12 PM, & Fridays from 10:30 AM - 12:30 AM
*200 students maximum per day*

CHAPERONE/CHILD RATIO

To ensure the best field trip experience, Knock Knock requires one adult chaperone for every five children. Trips having students with special needs may need a higher chaperone-to-child ratio. Schools must facilitate the booking of chaperones and the $10 cost of each chaperone must be included in the payment of the field trip.

Any additional adults who would like to attend the field trip should purchase tickets online at the full price rate using the link on the Field Trip page of Knock Knock’s website. This policy applies to members and nonmembers. Admission for adults possessing an EBT card may be paid at the front desk on the day of the field trip for $3. School administration determines the status of the adults attending—chaperone or additional adult. The final headcount of everyone attending is due seven days before the scheduled field trip date.

PRICES

$10 Per student
$10 Per chaperone, for meeting the 1:5 ratio
$15 Each additional adult, payable separately online
FREE Classroom teachers and paraprofessionals

PAYMENT

A non-refundable $50 booking fee is required to reserve field trips online. Once booked, a confirmation email will be sent with an invoice for the remaining balance. The balance must be paid no later than seven days prior to the field trip by mailing a check or paying with a credit card over the phone. To submit payment for the remainder of the balance, call the number on the Knock Knock invoice or mail a check written out to Knock Knock Children’s Museum to 1900 Dalrymple Drive, Baton Rouge, LA.

CANCELLATION POLICY

Field trips cancelled with seven or more days of notice before the scheduled date will receive a 50% refund, less the booking fee.

Field trips cancelled with less than seven days of notice will not receive a refund of any kind.

ARRIVAL

Please arrive 5-10 minutes prior to your scheduled visit time for check-in to experience all that we have prepared. If groups arrive before or after their scheduled time, a short wait may be required while other groups are oriented. If groups arrive late, the field trip time may have to be abbreviated due to scheduling considerations.

PARKING

Vehicle parking is free at Knock Knock. School buses may be directed to unload and then park 0.3 miles away at City Park on Dalrymple Drive. Use the map below for directions.

LUNCH

Knock Knock does not have indoor facilities for lunch, even in the case of inclement weather. The museum is located near City Park, where picnic tables, park benches, and grassy areas are available on a first-come, first-served basis.

Things To Do in Baton Rouge

1. Louisiana’s Old State Capitol
2. Louisiana State Capitol
3. Mike the Tiger’s Habitat
4. Tiger Stadium
5. USS KIDD Veterans Museum

PREPARATION

Teachers and children should watch the 3.5 minute video which provides an overview of Knock Knock’s exhibits and rules! Use the QR Code below.

Scan me!

Use the QR code to be forwarded to our YouTube page to watch our field trip preparation video!
There is always something new at Knock Knock! Programming changes monthly so each visit opens doors to unique and enriching educational experiences. Our creative Learning Innovation team is always working to transform the sights, sounds, and experiences in the Maker Shop, Art Garden, and other Learning Zones. Let children experience the magic at Knock Knock as they venture inside to play with a purpose!

### Monthly Themes in Maker Shop & Art Garden:

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<thead>
<tr>
<th>Month</th>
<th>Theme</th>
<th>JAN</th>
<th>FEB</th>
<th>MAR</th>
<th>APR</th>
<th>MAY</th>
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<tbody>
<tr>
<td><strong>Engineer It!</strong></td>
<td>Use everyday objects to think, innovate, and create. Make electrical circuits, take apart toys, build simple machines and chain reactions, create structures and contraptions, and code simple programs in bots and Legos.</td>
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<td><strong>Inventors &amp; Inventions</strong></td>
<td>Exercise curiosity on a thrilling journey into the world of inventors and their extraordinary creations. Learn about the inventors themselves. Unlock their secrets of innovation by exploring, tinkering, and taking apart a variety of inventions using real tools. It’s time to get “hands-on!”</td>
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<td><strong>Animate It!</strong></td>
<td>There are many ways to write a story and animate it! From storyboarding, to stop motion animation, to using technology and more, learn simple ways to write a story or make your own short films come to life.</td>
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<td><strong>Recycle It!</strong></td>
<td>Don’t throw it away — Use it another way! Create costumes, games, inventions, jewelry, musical instruments, and animal homes while fostering an understanding of sustainability and an awareness of protecting our planet.</td>
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<td><strong>Nature Play</strong></td>
<td>Explore the sights, sounds, smells, and textures of our ever-changing, free-flowing natural world. Make a sculpture out of leaves from the garden and help create a biosphere with layers of earth, plants, and bugs. Watch a flower grow using time-lapse photography or examine natural elements such as bark, rocks, or minerals under a microscope. There is much to learn about Mother Earth!</td>
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<td><strong>Toys &amp; How They Work</strong></td>
<td>Unlock the secrets behind favorite playthings, from classic toys to modern gadgets. Delve into the inner workings, discovering the gears, springs, and circuits that make them come alive. Take apart and reassemble toys while learning about mechanics, physics, and engineering in the process.</td>
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<td><strong>Sound &amp; Pattern</strong></td>
<td>Join the adventure of exploring the fascinating world of sound and patterns. Learn about the science of sound and how it travels. Explore musical instruments and create some of your own. Delve into the world of patterns through dance then explore the mysteries of symmetry and repetition in nature’s designs, art, and mathematics. Amazingly, patterns are all around us!</td>
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<td><strong>Sensational Structures</strong></td>
<td>Build a better community! Learn about the roles of architects, structural engineers, contractors, and carpenters while building bridges for the Three Billy Goats Gruff, houses for the Three Little Pigs, replicas of landmarks in our community, and towers taller than you!</td>
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<td><strong>Motion Commotion</strong></td>
<td>Roll, slide, bounce, and spin! Discover the science of motion and force through play. Use a variety of materials to explore simple machines. Create Rube Goldberg chain reactions, catapults, and mazes with marbles, magnets, and ping pong balls. Make some commotion with motion!</td>
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<td><strong>Out of the Box</strong></td>
<td>Calling all young builders, designers, and creators! Join the ultimate cardboard adventure— The Global Cardboard Challenge— inspired by Caine’s Arcade! Use tools, imagination, and engineering design skills to transform simple cardboard into costumes, bustling cities, thrilling arcade games, or magical moving animals. It’s time to think outside of the box!</td>
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<td><strong>Texture &amp; Textiles</strong></td>
<td>Weave got lots to share! Tinkering with textiles and creating wearables integrates art, design, and technology. Hand sew to dress and repair stuffed animals, weave with a variety of textures and materials on our indoor and outdoor looms, make a sewn circuit using conductive thread, batteries, and LED bulbs... and sew much more!</td>
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<td><strong>Light It Up!</strong></td>
<td>Experiment with light, shadows, and motion using a variety of simple materials and light sources. Place mirrors, lenses, prisms, and filters in the path of beams to reflect, bend, or mix light. Create circuits, light-up cards, paper lanterns, dioramas, and shadow theatres. Shine on!</td>
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Professional Development

Calling all educators! Discover the magic of making, tinkering, and engineering at Knock Knock’s STEAM (Science, Technology, Engineering, Art, and Mathematics) workshops. Unleash your creativity as you engage in hands-on learning experiences that are sure to transform your teaching practices. Let us show you how to create a “maker friendly” classroom that ignites curiosity and innovation in your students while boosting problem-solving and critical thinking skills.

TINKERING TIME WITH TEACHERS (T3)

Research confirms that early exposure to STEAM has positive impacts across all areas of children’s learning and development. Despite these powerful findings, early childhood educators often lack content knowledge, resources, and capacity to focus on STEAM learning in developmentally appropriate ways. For this reason, Knock Knock Children’s Museum, with support from DOW, is offering professional development on STEAM-related topics for the expressed purpose of introducing preschool through third grade teachers to an integrated, inquiry-based approach to teaching. Teachers will be exposed to rich content and strategies for engaging children in creative problem-solving and design experiences necessary for tomorrow’s workforce. Each 2½-hour workshop engages participants in hands-on experiences and offer them the opportunity to network with other educators and share ideas. For more information about the workshops below and others, visit us at www.knockknockmuseum.org

- Circuit Play
- Ramps and Rollers
- Stop Motion Animation
- Makey Makey

Accessibility Programs

At Knock Knock Children’s Museum, we believe that every child deserves the opportunity to explore, learn, and have fun and we are committed to creating an inclusive environment for all. Most of our Learning Zones are free of barriers making it easy for children to access the experiences we offer throughout the Museum. Our parking lot is handicapped accessible with ramp access, and bathrooms and outdoor spaces are wheelchair accessible.

SPECIAL FEATURES

Recognizing that some children, due to various physical, cognitive, and/or sensory challenges, need a little more assistance to fully participate. We offer weighted lap blankets, sound-reducing headsets, stuffed animals, and some adaptive devices. Braille books are always in our Story Tree Zone along with and array of other books that reflect people of diverse ability levels. Our Quiet Cabin is readily available and equipped with calming sensory materials, offering a place for children to take a break from the busy action of the museum.

PLAY 4 ALL

Despite our best efforts to meet the needs of children in the Capital Region, there are still many who face significant challenges. In hopes of reaching these children, we offer Play 4 All, a quarterly event designed especially for children with disabilities and special needs and their families and caregivers. With help from our partners and experts at the McMains Children’s Developmental Center, The Emerge Center, the School for the Visually Impaired, and Blind Grace, the overall environment of the Museum and its 18 Learning Zones are made ready for visitors. A calm, sensory-friendly atmosphere is created using low lighting, a reduced noise level, and a reduced number of visitors. An array of activities and experiences are planned and modified using adaptive equipment. And, in addition to Knock Knock staff, volunteers including occupational and speech therapists, teachers of the visually impaired, and even high school students are on hand and ready to provide support and assistance during the event.