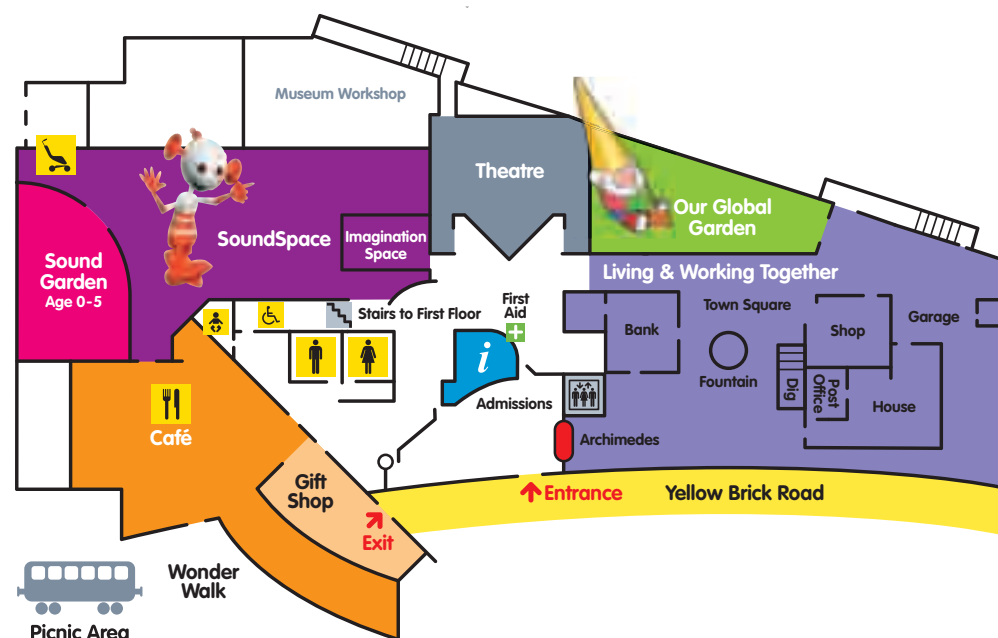


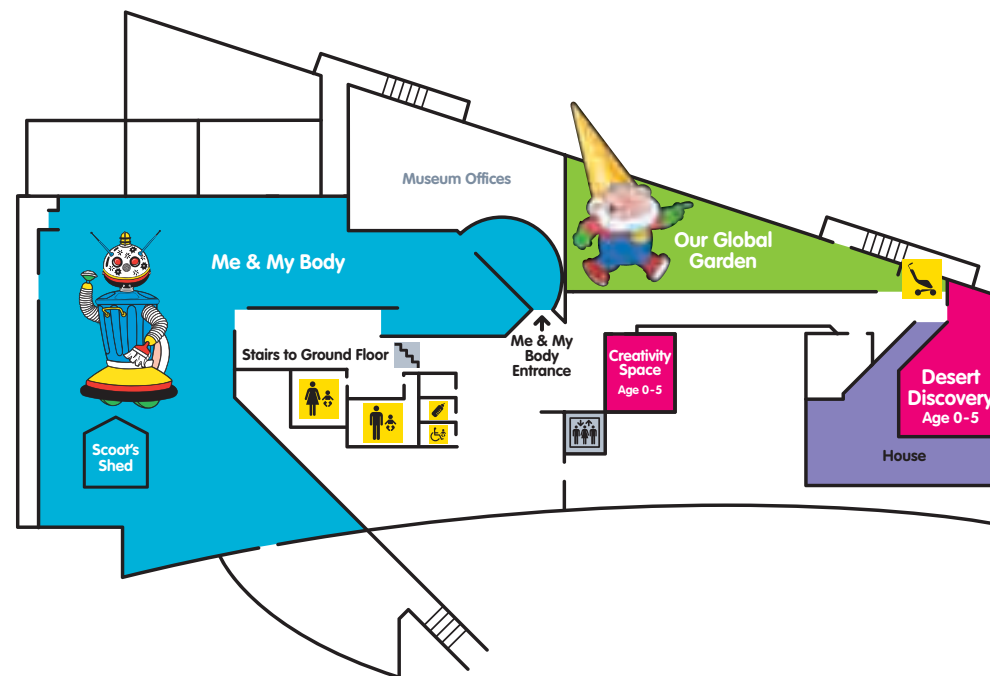
Gallery Guide Early Years Foundation Stage



Ground floor



First floor



Welcome to Eureka! the UK's one and only 'must-touch' museum for children.

This gallery guide is designed to help you plan and enjoy your visit to the full. If you have any questions regarding the guide please contact the learning department on 01422 330012, fax 01422 330275 or email bookings@eureka.org.uk

Please note that children must be supervised at all times.

For your Self Guided Gallery visit

Choose a Gallery



Me & My Body

(up to 3 classes at a time)

Increase understanding of our bodies and how they work including the senses and how we can keep healthy.



Our Global Garden

(up to 2 classes at a time)

Find out what makes plants, animals and their homes special.



The Town Square

The House

(1 class at a time)

Take part in role play opportunities that develop communication and language skills.

Shop, Bank, Post Office and Garage

(1 class at a time)

Take part in role play opportunities and develop mathematical concepts through real-life scenarios.



SoundGarden

Explore the 'garden' from an insect's eye view and develop a knowledge and understanding of the world.



Desert Discovery

Take part in role play opportunities, develop communication skills and mathematical concepts through real-life scenarios.

Then visit any of the other galleries in smaller groups.

This booklet is designed to support a visit with simple, child-orientated descriptions of what is on offer at Eureka!. The following pages contain supporting resources for your visit.

Let's Explore

Let's Explore pages describe what you can expect to find and do in our five of our galleries.

Me & My Body

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Our Global Garden

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The Town Square

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SoundGarden

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Early Learning in SoundGarden

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Desert Discovery

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Early Learning in Desert Discovery

09

Thematic Trails

Thematic Trails show how certain galleries and exhibits can be used to support and extend early years themes, and how the experience covers particular areas of learning. While we have provided four possible thematic trails, there is lots of scope for adapting the focus of a trail to fit your particular theme and the children's interests.

Thematic Trails

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Trail 1 The Senses

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Trail 2 Homes & Habitats

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Trail 3 Where We Live

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Trail 4 Night and Day

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Supporting Resources

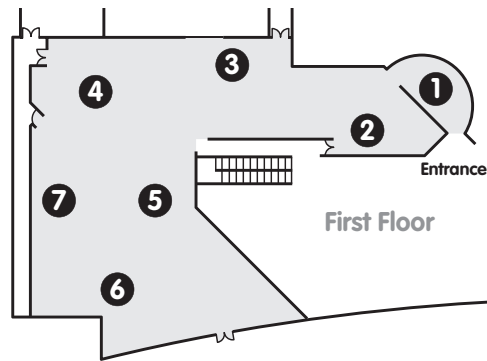
Treasure Baskets for Babies 14

Treasure Baskets containing natural objects for babies to explore are available at various points during the day. (See also pages 6 and 8.)



The **Me & My Body** gallery supports Early Years Foundation Stage in Knowledge and Understanding of the World, Physical Development and Creative Development.

The **Me & My Body** gallery provides an opportunity for children to learn about themselves and how their bodies work. Follow the overhead 'blood vessel' to visit every part of it and use each section below as a guide for your exploration!



1 All About You

Find out what your body can do:

- Meet Scoot the Robot and listen to the story about how he was made.
- Find out how tall you are.
- Find out how heavy you are.
- Find out how high you can reach.
- Find out how far you can stretch.
- Look in the fairground mirrors at your strange reflection!
- Look at the faces – can you pull a happy, surprised or excited face like them? Stretch up high and press the red button. What happens?

2 What Goes In?

Find out what goes in your body:

- Climb inside the mouth and see how big the tongue is. Count the teeth and find the wobbly tooth.
- Why are there sharp teeth at the front?
- Why are there flat teeth at the back?
- Can you find something to clean this giant mouth?
- Look at some animal teeth. Some animals have large teeth and some have tiny teeth. Do you know which teeth belong to the shark? Which belong to the cat?
- Feed the mouth and stand back to let it bite, chew and swallow food.
- Listen to the sound of the tummy rumbling. Have you heard this sound before? Do you know why?



3 What Moves Things Around Inside You?

Find out about your heart and blood:

- Touch the heart on the body picture to watch it light up.
- Look at the pictures to see the ways we can keep healthy.
- Try an exercise such as running on the spot or jumping. Does your heart beat faster afterwards? What else do you feel?
- Look through the microscopes to see blood moving inside the body.
- What colours do you see?

4 What Holds You Together?

Find out about skin, bones and muscles:

- Find out where the tiny germs can be found on your body. How can we get rid of them?
- Ride the bike to see the bones in the human body. Short legs will need some assistance with the pedals. Do you know what has been taken away from the body so you can just see the bones?
- Stand on the step to reach the middle skeleton and put the pictures of the different bones onto the silhouette. Can you find the leg bones, the ribs and the skull?
- See how many different faces you can make. What makes the face a happy one?

5 What Makes it All Work? and The Five Senses

Follow the blue flashing lines above the brain to explore your five senses:

- **Smell:** Feel inside the nose. We all have little hairs inside our noses, to trap things and stop them going inside. Can you feel something coming down the nose? We breathe air with our nose. What else do we use to breathe air?
- **Sight:** Find the giant eye and discover how animals see differently from us.
- **Taste:** Explore the tongue to find the taste buds. Which tastes do you like? Which tastes do you not like?
- **Hearing:** Ask somebody to shout "Hello!" into the eardrum. Watch what happens inside. What can you see?
- **Touch:** What do the pipes feel like? How are they different? Which one is hottest?

6 Growing and Changing

- Watch the baby being born and becoming a toddler. Can the baby look after itself? How about you? What can you do now that you couldn't do as a baby?
- In the puzzle, put the children in age order. How have they changed?
- Reach up to touch the mummy's tummy – what can you feel?

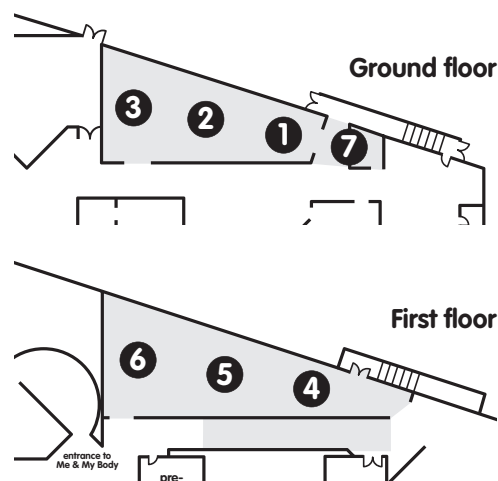
7 Making Choices

- Move the pointer to show how you feel – are you joyful, happy, or just fine?
- Find Scoot the Robot to tell him what you have been finding out about your body.
- Ask Scoot questions about being a robot – find out how he is different from you!



This gallery supports Early Years Foundation Stage in Personal, Social and Emotional Development, Knowledge and Understanding of the World, Physical Development and Creative Development.

Our Global Garden provides an opportunity for children to explore similarities and differences in places, animals, and plants. Gordon Gnome is a friendly character who introduces the children to their journey in short cartoons on the outside walls and adds extra interest by hiding in each garden. The gallery is divided into seven areas, the last one being Positive Steps where children can save a polar bear by making simple changes to their everyday lives.



1 The Town Garden

- Look inside the wall. Can you find: a bee; a caterpillar; a snail; a spider; a bird...and Gordon?
- Look for the puddles – can you splash in them?
- Find some things we use at home and discover how we can use them again, so we don't have to waste them.
- What are the different ways you can find of getting around town?
- Can you put the rubbish into the recycling bin?
- What can the rat see that you can't?

2 The Jungle Garden

- Creep into the jungle. Look high, look low – where can you hide?
- Find the big, tall tree. Can you spot Gordon Gnome? You can hug the tree and press the green windows and Gordon's tummy. What does the tree do? What does Gordon say?
- Can you hear the sounds in the jungle? What are they?
- Try on the animal costumes. What sort of noise do you think your animal makes?
- What's inside the tree stumps? Look for things the rain forest helps to make. What is Gordon telling you?
- Twist the rainstick – what can you hear?
- Look at the spiders. Are they bigger or smaller than the spiders in your house?

3 The Ocean Garden (The Shore)

- Look down into the rock pool. What can you see? How many creatures are there?
- Can you find something that looks like a windmill? Turn the handle to make it go round. What happens to the orange bag? What makes it turn?
- Make your way through the sea kelp forest until you are...

(Under the Water)

- Look through the round window to see what a fish sees.
- Put your ear to the shells – what can you hear?
- Can you see a fish that changes its shape? How does it do this? Why does it do this?
- Turn the handle and look through the window – what do you think those strange creatures are?
- Can you hear some strange sounds? What could they be?
- Look behind you. What big fishes can you see?
- Which plants can you find at the bottom of the sea?

4 The Country Garden

- Which time of year do you like best?
- Listen to Gordon as he tells you all about the seasons.
- Find out which fruit and vegetables are growing above the ground and which are growing below the ground? You may get a surprise!
- Which fruit and vegetables do you eat?
- Look through the hedgerow. What can you see hiding in there?

5 The Ice Garden

- Find Gordon. He's a bit topsy turvy!
- Can you find a home to live in? What is it made of?
- Look around the garden and find animals that like to live in a cold place.
- Do penguins fly, skip or swim?
- Is a polar bear's fur slimy, prickly, smooth or rough?
- Snuggle like penguins to keep warm.

6 The Desert Garden

- Is it hot or cold in the desert?
- What would you wear in the desert?
- Which animals can you find?
- Can you find any water?
- Touch the rocks. How do they feel?
- Do you know what we call the big green plant that grows in the desert?
- Guess which animal people ride.

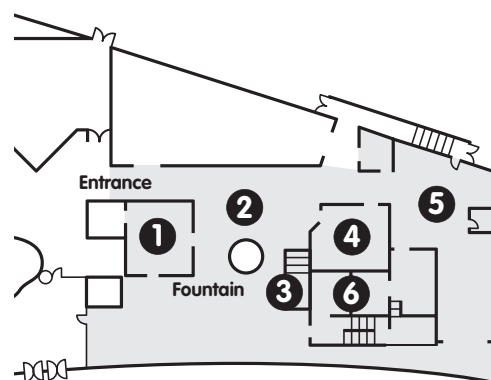
7 Positive Steps

- Why is Nanuq worried?
- What is the most environmentally friendly way to travel?
- How can you save electricity?
- Where should you throw your apple core?



This gallery supports Early Years Foundation Stage in Personal, Social and Emotional Development, Language and Literacy, Problem Solving, Reasoning and Numeracy and Understanding of the World.

The Town Square at Eureka! provides a wonderful opportunity for role play – a small world for small people! Children can explore the world of work as they become cashiers, postal workers and mechanics or try out some everyday grown up tasks such as going shopping and making lunch.



1 The Bank

- Ask the cashier for your cash card and secret code. What happens when you put your card in the cash machine?
- What do you think is kept in the vault? What happens when you try and get in? Can you get into the safety deposit boxes?
- Talk to the bank manager on the telephone. What questions would you like to ask?

2 The Square

- Listen to the story tree which always has a story to tell.
- Listen to the music fountain nearby as the water fills the dishes up.
- What sounds does it make?
- Sort out the story jigsaw from morning to night.
- Play a game of hopscotch.

3 The Dig

- Climb down the steps and you will find yourself underground. Look at all the pipes? What do you think they are for? Where do you think they go?
- Can you see any creepy-crawlies? They like being underground and hide in the walls. Why do you think they like it here?
- Can you see the old bones and crockery that have been uncovered by the builders?

4 The Marks & Spencer Shop

- What would you like to buy? Use a trolley and have a look around the shop. Perhaps you'd like to be a cashier. How much must your customer pay?
- Use your nose and hands to find out what's in the smelly/feely boxes. Can you guess what they are?
- Try scanning different food packets that come from all over the world.
- When you're ready to leave you can sort your food into the right baskets or shelves.

5 The Garage

- Fill the cars with petrol.
- Put the car through the carwash.
- Re-spray the car with new body designs and wheel trims.
- Change the tyres.
- Jump in the cab of a lorry!

6 The House

The Hall

- Try out the door knockers on your way in. What can you see in the hall? Can you find a clock? What's inside it? Do you know the rhyme about a mouse and a clock?

The Post Office

- Put on a uniform and sort through the letters and parcels.
- Put them in your postbag and deliver them around the town square.
- Don't forget to hang up your uniform and postbag when you've finished your shift.

The Living Room

- Watch the TV showing clips from around the world.

The Kitchen

- What sort of meal are you going to cook in the kitchen? Can you set the table for four people?

The Bedroom

- Enter the world of imagination as you discover the bed of a princess, a doll's house and a dressing up box. Explore the dream and nightmare cupboards; draw your nicest dream or worst nightmare (feed it to Baku and it won't come back!). Go through the wardrobe into the magic star lit corridor.

The Attic

- Discover a mini theatre and trunk of old clothes. Put on a show using sunpipes to light the stage. Look at the displays of objects from the past. What do *you* recognise?

The Balcony

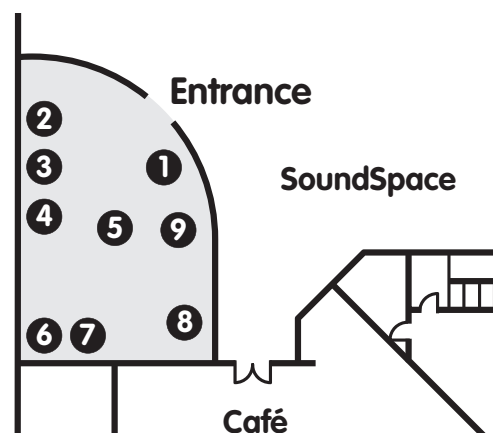
- What is the weather like today?

The Bathroom

- Find out how everything works in the bathroom. The water table is very wet! How can you stay dry? What can float? What can sink? Why?



SoundGarden is a magical garden bursting with opportunities for play and discovery. **Orby the Alien** has used her magical powers to make visitors very, very small so that they can experience the sounds of nature in a giant-sized garden – not to mention the sights, smells and textures too! Exhibits in **SoundGarden** have been designed to support the **Early Years Foundation Stage**.



Treasure Baskets containing natural objects especially for babies to explore in the **Leaf Cradle** are available on request.

1 Leaf Cradle

A safe, secure area resembling an up-turned leaf, **designed especially for non-mobile children**, with a soft, padded interior and seating for parents and carers to explore the space with their child.

- Cuddle the friendly ladybird and feel her wriggle!
- Touch and listen to the dew-drop xylophone.
- Spin the colourful flower and look at the pattern it makes.
- Pull yourself up to look around the whole garden.
- Look at the colourful butterfly flying overhead.

2 Musical Grasses

- Tap the bamboo stems, shake them, and find out which sounds they make.

3 Butterfly Painting

- Make your own beautiful butterfly wing design using the touch screen technology.
- 'Paint' on the screen with your fingers.
- Mix the colours.
- Watch your butterfly fly away!

4 Puzzle Pot

- Crawl inside the huge flower pot!
- Investigate the puzzle inside – can you match the night and day pictures?

5 Lullaby Flowers

- Sit under the giant flowers and listen.
- Can you hear the songs?
These are lullabies from all over the world.

6 Tree Trunk Hideaway

- Look for the gap in the old tree. What's inside?
- Come on in – can you find the animals and insects?
- Dress up as an animal, insect or whoever you'd like to be.
- Tell us a story.

7 Magpie's Nest

- Magpies like to collect shiny objects. What has this one found?
- Wind the watch.
- Play the drum pads on the watch strap.
- Hear the different sounds the metal ring makes when you touch it.
- What's inside the egg? Touch to find out.

8 Honeycomb

- Climb inside the giant honeycomb.
- Can you find the Queen Bee?
- Discover the sound-makers inside the honeycomb cells.
- Look into the dioramas – what do you think the bees are doing?

9 Smelly Flowers

- Flowers that look like the real thing, just bigger, have a secret.
- Go up close and smell the Jasmine, the Marigold, and the Freesia.



SoundGarden has been developed to support the principles of the **Early Years Foundation Stage** providing a space to be shared and explored by babies and young children together with their parent or carer. The links shown below, to aspects of the framework, acknowledge that learning is a shared experience.

Personal, Social & Emotional Development

- Continue to be interested, excited and motivated to learn
- Be confident to try new activities, initiate ideas and speak in a familiar group
- Work as part of a group or class, taking turns and sharing fairly, understanding that there needs to be agreed values and codes of behaviour for groups of people, including adults and children, to work together harmoniously
- Select and use activities and resources independently

Physical Development

- Move with confidence, imagination and in safety
- Travel around, under, over and through balancing and climbing equipment
- Show awareness of space, themselves and others

Communication, Language & Literacy

- Interact with others, negotiate plans and activities and take turns in conversation
- Listen with enjoyment and respond to stories, songs, other music, rhymes and poems and make up their own stories, songs, rhymes and poems
- Extend their vocabulary, explore the meaning and sounds of new words
- Use language to imagine and recreate roles and experiences

A Strong Child

- Me, Myself and I
- Being Acknowledged and Affirmed
- Developing Self-assurance
- A Sense of Belonging

A Healthy Child

- Emotional Well-being
- Growing and Developing
- Keeping Safe
- Healthy Choices

A Skilful Communicator

- Being Together
- Finding a Voice
- Listening and Responding
- Making Meaning

SoundGarden

A Competent Learner

- Making Connections
- Being Imaginative
- Being Creative
- Representing

Knowledge and Understanding of the World

- Investigate objects and materials by using all of their senses as appropriate
- Find out about and identify some features of living things, objects and events they observe
- Look closely at similarities, differences, patterns and change
- Ask questions about why things happen and how things work

Problem Solving, Reasoning and Numeracy

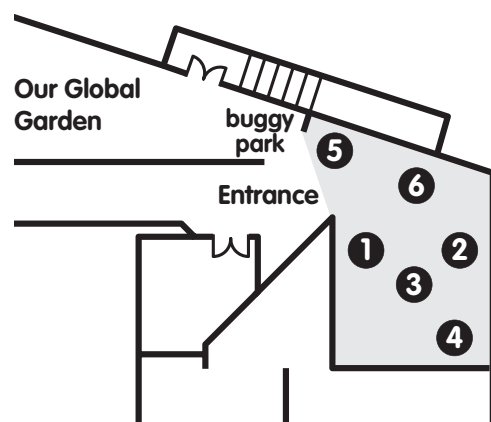
- Use language such as 'more' or 'less' to compare two numbers
- Talk about, recognise and recreate simple patterns
- Use language such as 'circle' or 'bigger' to describe the shape and size of solids and flat shapes
- Use everyday words to describe position

Creative Development

- Explore colour, texture, shape, form and space in two or three dimensions
- Recognise and explore how sounds can be changed, sing simple songs from memory, recognise repeated sounds and sound patterns and match movements to music
- Use their imagination in art and design, music, dance, imaginative and role play and stories
- Respond in a variety of ways to what they see, hear, smell, touch and feel



Desert Discovery is a special habitat just for under 5s to explore. It is designed to support all areas of the **Early Years Foundation Stage**. The inspiration for our desert is from the Mojave Desert in the USA. It features a desert quarry.



1 Baby Oasis

A safe, secure oasis **designed especially for non-mobile children** who are not yet walking. It has a soft, padded interior, and seating for parents and carers to explore the space with their baby.

- Play among the peek-a-boo palm leaves.
- Who can we see in the mirrors?
- Reach for the textured 'feely' shapes.
- Pull yourself up to look around the desert.

2 Boulder Mountain

- Explore soft rocks and boulders.
- Crawl inside the cave.
- Transport the boulders on the bucket lift – can you see how it works?
- Telephone Cactus Construction and let them know a bucket of boulders is on its way!

3 Cactus Construction

- Can you find the cactus? It won't hurt you!
- Move the rocks and boulders around with wheelbarrows and buckets.
- Construct towers and structures with the boulders.

4 Construction Office

- Don't forget to pick up your hard hat and jacket!

5 Storytime Tent

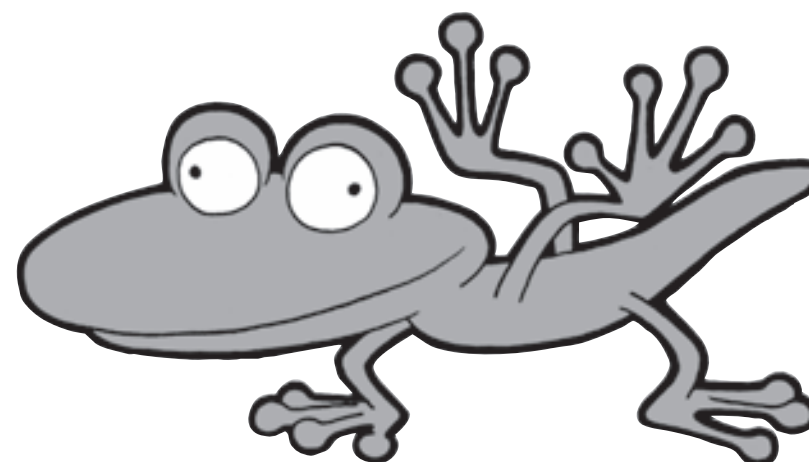
- Turn the big hand on the Day-Night clock and enter the tent.
- Make yourself comfortable around the fire pit and tell your fellow adventurers a story.
- Dress up or put on a puppet show!

6 Desert in the Dark

- While you've been in the Storytime Tent, night has fallen, look up at the stars!
- Lift the flap to see and touch the treasures collected by the pack rat.
- Put your hands in the feely holes – what's inside?
- What can you smell?
- Carefully unfurl the bats wing.
- Crawl inside the cosy cave.
- Can you see how the Sidewinder snake leaves her tracks?
- Stroke the friendly coyote and he'll 'talk' (in yips, yowls and howls!) back to you.



Treasure Baskets containing natural objects especially for babies to explore in the **Baby Oasis** are available on request.



Desert Discovery has been developed to support the principles of the **Early Years Foundation Stage** providing a space to be shared and explored by babies and very young children together with their parent or carer. The links below show aspects of the framework, acknowledging that learning is a shared experience.

Personal, Social & Emotional Development

- Continue to be interested, excited and motivated to learn.
- Be confident to try new activities, initiate ideas and speak in a familiar group.
- Work as part of a group or class, taking turns and sharing fairly, understanding that there needs to be agreed, values and codes of behaviour for groups of people, including adults and children, to work together harmoniously.
- Select and use activities and resources independently.

Physical Development

- Move with confidence, imagination and in safety.
- Show awareness of space, themselves and others.
- Use a range of small and large equipment.

Communication, Language & Literacy

- Interact with others, negotiating plans and activities and taking turns in conversation.
- Use talk to organise, sequence and clarify thinking, ideas, feelings and events.
- Extend their vocabulary, exploring the meaning and sounds of new words.
- Use language to imagine and recreate roles and experiences.

A Strong Child

- Me, Myself and I.
- Being Acknowledged and Affirmed.
- Developing Self-assurance.
- A Sense of Belonging.

A Healthy Child

- Emotional Well-being.
- Growing and Developing.
- Keeping Safe.
- Healthy Choices.

Desert Discovery

A Skilful Communicator

- Being Together.
- Finding a Voice.
- Listening and Responding.
- Making Meaning.

Knowledge and Understanding of the World

- Investigate objects and materials by using all of their senses as appropriate.
- Find out about, and identify, some features of living things, objects and events they observe.
- Ask questions about why things happen and how things work.
- Build and construct with a wide range of objects, selecting appropriate resources, and adapting their work where necessary.

A Competent Learner

- Making Connections.
- Being Imaginative.
- Being Creative.
- Representing.

Problem Solving, Reasoning and Numeracy

- Begin to relate addition to combining 2 groups of objects and subtraction to 'taking away'.
- Use language such as 'greater', 'smaller', 'heavier', or 'lighter'.
- Use language such as 'circle' or 'bigger' to describe the shape and size of solids and flat shapes.
- Use everyday words to describe position.

Creative Development

- Explore colour, texture, shape, form and space in two or three dimensions.
- Use their imagination in art and design, music, dance, imaginative and role-play and stories.
- Respond in a variety of ways to what they see, hear, smell, touch and feel.
- Express and communicate their ideas, thoughts and feelings by using a widening range of materials, suitable tools, imaginative and role-play, movement, designing and making...



This trail in **Me & My Body** supports Early Years Foundation Stage in Personal, Social and Emotional Development, Knowledge and Understanding of the World, Physical Development and Creative Development, focusing on the five senses. The Thematic Trail can be used as part of a larger theme such as 'Me & My Body' or 'Me, Myself and I', with opportunities to build on what children already know, as well as providing exciting new things to explore.



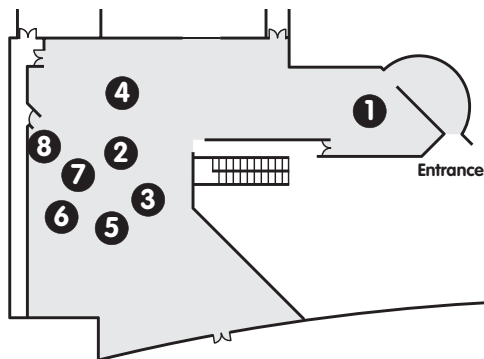
1 All About You

- Meet Scoot the Robot to hear the story about how he was made. Make your way to the giant brain in the centre of the gallery following the overhead 'blood vessel'.



2 The Giant Brain

- Look up at the brain.
- Follow the blue flashing lines (nerves) to explore the different sense areas.



3 We Can Hear!

Big ear!

- Find the giant ear. What do we use our ears for?
- See what your inner ear looks like. Shout a message into the ear – what happens?

Wham! Yow! Splat!

- Watch the cartoon and press the buttons to match the sounds to the actions.

Where are you?

- Press the buttons and listen to the sounds. Where were the sounds made?



4 We Can Touch!

Touch here!

- Put your hand inside the feely boxes and guess what the objects are. Were you right?
- Which room of the house would you find them in?

Hot and cold

- All three pipes are different to touch. How does each one feel to you? Which is warmest? Which is coldest?



5 What Can We Taste!

Taste here

- Find the giant tongue. Can you see the taste buds? Press the buttons to see them light up. Taste buds help us tell the difference between sweet, salty, sour and bitter tastes.
- Which foods are sweet like ice-cream?
- Which foods are salty like crisps?
- Do you remember seeing another giant tongue in the gallery? Where is it? Climb inside to see how big it is!



6 What Can We Smell?

What a huge nose!

- Can you find the giant nose?
- Can you feel it breathing?
- What else do we use our nose for?

Smell here

- Use your nose to guess the smells in the six smelly boxes.

Whose nose?

- Match the noses to the faces.
- Which one belongs to the elephant?
- Which one belongs to the witch?



7 We Can Do Things!

Back at the Brain

- Tie the knots on the wall.
- Turn the handles – can you make the light flash?
- Move the metal wire so the alarm doesn't sound.



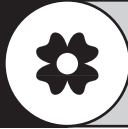
8 We Can See!

Look here

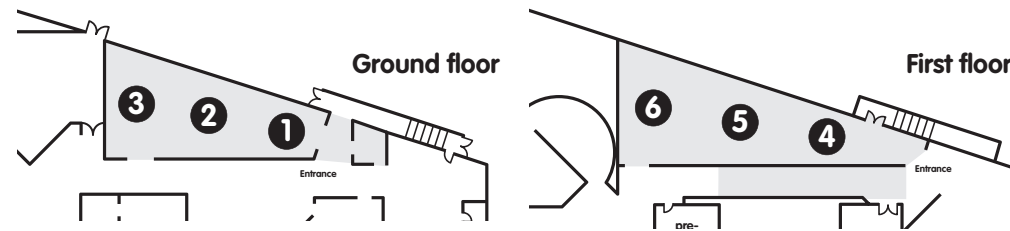
- Find the giant eyeball
- What are the eyes used for?
- What colour are your eyes?

What do you see?

- Animals see things differently from us. Can you find the pictures of what animals see?
- How are the pictures different from what you see?



This trail in **Our Global Garden** supports Early Years Foundation Stage in Knowledge & Understanding of the World, Physical Development and Creative Development. The focus is on homes and habitats of living creatures. It might also be fun to find Gordon Gnome in each garden.



1 The Town Garden

- Which creatures do you think might be living under the pavement? Step on the footprints and take a look!
- How many mini-beasts can you find?
- Where do you think the fox lives? How about the squirrel, the gull or the frog? Help them get home.
- Try on the rat's head! What can you see inside? Where do you think rats live?
- Where are the plants growing?



2 The Jungle Garden

- What sort of animals do you think live in the jungle?
- Can you find a snake, a monkey, and a bat?
- Have a look and see how many you can find. Where are they hiding? Can you see the flying fox?
- Where are the spider and the monkey? Where do you think a monkey would live?
- Would you like to live in a jungle hut like this one?



3 The Ocean Garden

- What is living in the rock pool? How many creatures can you see? Can you guess what they are called?
- Go through the sea kelp forest until you are under the water...
- What do you think you'll find living under the sea?
- Can you find an electric eel?
- How many underwater plants can you see?
- What big fish are swimming on the wall?
- Can you see a fish that changes its shape?
- Lots of creatures have made their home in the shipwreck? Do you know what the sunken ship is called?



4 The Country Garden

- Peep through the hedgerow. What can you find living in there? Who made the nest? How many eggs are there?
- What does the hedgehog feel like?
- Listen carefully, what can you hear? How many sounds are there?
- Where do the sheep, chickens and cows live?
- Who or what might live on the moorland? How about the farmland, landfill or meadow?
- Would you like to live here?



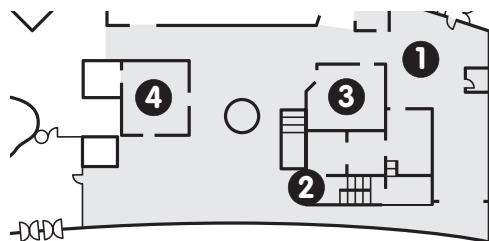
5 The Ice Garden

- Who is living in the ice and snow? Where is the arctic fox?
- Can you find a home to live in? What is it made of?
- What's on the floor inside the home? Where do you think the fur came from?
- Can you build another home next door? Do you think your home will be warm to live in? Why?



6 The Desert Garden

- What kind of animals might live in the desert? How many can you find?
- Look inside the tent. Who is looking back at you? Where is the sand fox?
- Can you find the scorpion and sidewinder? Where do they make their home?
- Would you like to live in a Bedouin tent like this one?



This trail focuses on role-play in familiar neighbourhood environments and takes you through **The Bank, The Marks & Spencer's Shop** and **The Garage**. It supports Early Years Foundation Stage in the areas of Knowledge and Understanding of the World, Problem Solving, Reasoning and Numeracy, Personal, Social and Emotional Development and Creative Development. This trail could just as easily be linked to other topics such as 'People Who Help Us' or 'Shopping'. Questions which encourage children to plan and direct their play are included here.



1 The Garage

- What happens at a garage? Who works at a garage?
- What will you be doing in the garage?

The Mechanic

- You have an important job which is to repair your customer's car! Don't forget to put on your overalls.
- Repair underneath the car and tighten any loose nuts and bolts with the spanner.
- Check the tyres are the right size. You may have to change a wheel!
- Re-spray the car with new designs and wheel trims. Use the different stripes and motifs, numbers and patterns on the magnetic board.
- Ask them for their payment and thank them for visiting.



The Customer

- Fill your car with petrol. Check the price.
- Wash and polish your car at the car wash.
- Tell the mechanic what seems to be wrong with your car so that she or he can repair it for you.
- Don't forget to pay for your petrol and the repair work!



2 The Post Office

- What happens at the Post Office?
- Why is the post office an important place?

Postal Worker

- You need to sort the letters and parcels. How will you do this?
- Put on your jacket and post bag.
- Deliver the letters around the town square.
- In the post office, you can sell stamps and give out forms to your customers.



3 The Marks & Spencer Shop

- What kind of shop is this? What other kind of shops are there? Which shops do you like?
- What will you be doing in this shop?

The Shop Assistant

- This job is important because the shop assistant has to make sure the shelves have been filled and are tidy.
- Make sure you keep everything where the customer can easily find it.
- How can you help them with their shopping?

The Cashier

- This job is important because when the customer has finished shopping, they have to pay at the till.
- Add up the things they have bought on the till. Press the 'subtotal' button. What should you ask for next?
- What should you say when they have paid?

The Customer

- What are you going to buy?
- Watch you don't drop anything! What can you use to carry your shopping?
- Perhaps you can ask the shop assistant for help finding the things you want.
- Make sure you have your money ready when you get to the till.
- How many items have you bought?
- Help the shop assistant by putting your five items back when you're ready to leave.

4 The Bank

- What is a bank for? Have you been to a bank before?
- What will you be doing in this bank?

The Cashier & Bank Manager

- Your job is very important because you'll give your customers their money.
- Hand out their cash cards, stamp their forms and help them choose a secret number. If you can't see any cash cards ask an enabler to help you.
- Talk to your customers on the phone.

The Security Guard

- Check the bank vault to make sure the alarms are working. Test the codes on the safety deposit boxes.

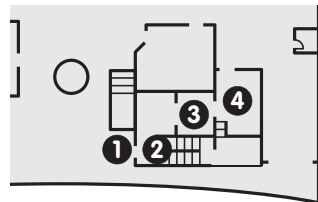
The Customer

- Ask the cashier for your cash card and secret code.
- Put your card in the cash machine to collect your money.
- Stamp your banknote to turn it into £5, £10 or £20!
- Now you have your money, it's time to spend it in the shop and the garage.



This trail in **The House** can support the Early Years Foundation Stage across all six areas of learning. The focus is on role-play in a house environment, with the 'Night and Day' Thematic Trail just one example of how you can build the Focus Hour into your current theme. You could also follow the trail as part of a theme on 'Homes' or 'Where we live' for example.

Ground floor



1 The Front Door

- What colour is the front door?
- What can you see on the door?
- We want to come in! What should we do?
- Try the door knockers.

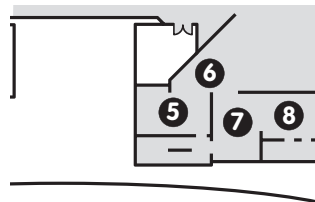
2 The Hall

- What can you see in this hall?
- What is in your hall at home?
- What time will the mouse run down the clock?
Can you sing the rhyme?

3 The Living Room

- What do we do in a living room?
- When do you use your living room?
In day time, night time or both?
- Is this living room like yours?
- How is it different?
- What's on television?
- What is special about this chair?

First floor



4 The Kitchen

- What do we do in a kitchen?
- What should you do before touching any food?
- Which meal are you going to make? What sort of food do you eat first thing in the morning? What is this meal called? Which meal do you eat in the evening?
- Don't forget to wash up!
- Find out what the smells are at the table.



5 The Bedroom

- What is a bedroom used for?
- Stretch your arms like you just jumped out of bed in the morning.
- Do you dream at night when you're sleeping? Draw your best dream and clip it on the board.
- What is special about the Princess's bed?
- Can you put all the furniture in the dolls house? What rooms are used mostly at night?

6 The Magic Corridor

- Imagine you are fast asleep and are dreaming. Go inside the magic corridor!
- What are the lights in the sky?
- Can you see yourself in space?
- Can you find a hole in the ground?
- Where do you think the ladder may go?



7 The Bathroom

- What do we use the bathroom for?
- Which time of day do you take a bath or a shower. When you wake up? Before you go to bed?
- Find out how the different things in the bathroom work.
- The water table is very wet – how will you stay dry?
- Play with the toys to find out which float and which sink.
- Can you make the toilet flush?
Don't forget to wash your hands.



8 The Attic

- Some homes have attics. Where would you find the attic?
- Dress up and pretend to be a different person. Make up a story. Go on stage in the little theatre. Use the sunpipes to light the stage.
- Look at the people in the photographs – do you know what the family's name is?
- Go out on to the balcony. Is it day or night? Is the sky dark or light? What is the weather like?

Eureka! values outdoor play and the park is even more exciting this year with a range of play and active learning opportunities:

Outdoor Activity Boxes

Time spent in the Eureka! park can be educational and fun with Eureka! Activity Boxes, with games and props to encourage individual skills, group dynamics and creative play. Boxes are available* outside from 11.00am to 3.00pm every term except December, January and February.

Giant Sand Pit

The natural tactile qualities of the giant sand pit at Eureka! make it ideal for play-based and active learning – and of course for building huge sand castles!



The PlayScape

This outside area, built in partnership with Suma, provides a space for child-led, free play for children of all ages in a natural environment. It is designed to reflect nature, using natural materials and recycled industrial products. The PlayScape positively encourages imaginative and co-operative play.



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The Wonder Walk **NEW**

Eureka!'s newest outdoor exhibition, a trail to delight your senses and give you the chance to get close to the natural world.

EUREKA!
the national children's museum •

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Eureka! reserves the right to change details should it become necessary.

Eureka! is an Educational Charity No. 292758.

Life President: Dame Vivien Duffield DBE

Patron: HRH The Prince of Wales

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