Building Buddies is developed by LooDo Exhibits and touring in partnership with Sciencenter.
Grab your hard hat and put on your safety vest! The Building Buddies need your help improving their community. Visitors are immersed in a multi-sensory environment filled with STEAM learning experiences that are designed to promote social interactions including: taking turns, team work, collaboration, and sharing.

The exhibit is bilingual in English and Spanish.

Identification of Thematic Sections

1.0 Happy Homes Introduction
2.0 The Walltons
3.0 Eva Gardner
4.0 Billy O’Toole & Conveyor
5.0 Pipa Longpipes
6.0 Winston The Buildog
7.0 Benches

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Exhibit Themes

Learning Goals:

1. Asking questions, making observations, and gathering information are helpful for problem solving.

2. Before beginning to design a solution, it is important to clearly understand the problem.

3. Experience simple machines to move objects or large loads.

4. Discover that teamwork is an asset that can be helpful in all kinds of situations.
The multi-sensory environment encourages children in full-body experiences filled with STEAM learning opportunities. The exhibit components have also been designed to promote social interaction between visitors: taking turns, team work and sharing are skills that have been fostered in the suggested activities.

**Peter’s Office**

Time to get creative! Reorganize Peter’s house by choosing the location of the different rooms and stairs to get there.

**Skills and goals**
- Logical thinking
- Planning

**Number of visitors:** 2

**Duration:** 5 minutes

**Eva’s Bungalow**

Help Eva to brighten up her bungalow by painting a wall, dressing her window with curtains, arranging a flower wall and laying a garden path.

**Skills and goals**
- Large motor skills
- Role playing
- Choosing and sorting
- Creating

**Number of visitors:**

**Duration:** 20 minutes
**Exhibit Activities**

**PIPA’S HOUSE**

Pipa needs assistance to finish renovating her house. Lend her a hand and lay tiles in the bathroom, tighten the leaky pipes, install new planks on the outside wall and inspect the large drain pipe.

**Skills and goals**
Large motor skills
Logical thinking
Creating
Measuring
Identifying
Choosing

**Number of visitors:** 9
**Duration:** 16 minutes

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**WINSTON’S DOGHOUSE**

Winston’s paws are not as agile as your hands! Help him by putting a roof over his head and walls around his house.

**Skills and goals**
Large motor skills
Building

**Number of visitors:** 3
**Duration:** 10 minutes
Exhibit Activities

THE WALLTON’S RESIDENCE
The Walltons need to enlarge their house. Help them build sturdy walls and a tall chimney to keep them safe and warm.

Skills and goals
- Large motor skills
- Problem solving
- Building

Number of visitors: 8
Duration: 12 minutes

Billy’s Building
Climb up the scaffolding to bring foam bricks up to build the tall walls of Billy’s building. Ask for your friends to help you move the bricks around with the pulley and the conveyor belt, or use the demolition chute to get the bricks down quickly.

Skills and goals
- Large motor skills
- Problem solving
- Planning
- Building

Number of visitors: 12
Duration: 30 minutes
1. I take on the toughest jobs.
   Answer:

2. I imagine and draw houses.
   Answer:

3. We need new walls and a chimney for our home.
   Answer:

4. I am a master builder.
   Answer:

5. I need a new roof to keep me warm and dry.
   Answer:

6. I like to decorate my home with shapes and colors.
   Answer:

7. I use a ruler to complete my task and make sure each plank fits.
   Answer:

8. I use a conveyor belt and a bucket on a cord to help me do my job.
   Answer:
In the Classroom

The following activities are meant to complement the *Building Buddies* exhibition and the learning opportunities it provides. These suggested activities can be used as an introduction or as a continuity of the experiences available in the exhibition. The educational activities can be modified to suit your audience.

**Activity Idea: Community Awareness**

**Instructions**

The Building Buddies help each other to make their neighborhood a better place. What can you do to make your neighborhood a better place?

Write down a positive message or simply draw an inspiring image to bring joy to someone around you.

If you are in groups, you can brainstorm on the kind of actions you can take to improve your neighborhood. *For example, collect the trash in the street and put it in a garbage can.*

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**REQUIRED MATERIAL**

- Staff to run the workshop or instruction poster.
- Sheets of paper.
- Colored markers.

**SKILLS AND GOALS**

- Community awareness.
- Imagination and creativity.
- Problem solving.
**Activity Idea:** Design Your Dream House

**Instructions**

Peter can’t decide where to locate each room in his new house. Help him by drawing the furniture in each room using the elevation view of the house. Don’t forget the kitchen and the bedroom!
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