



Museum In-School Programming

2026-2027 School Year

Fun and Games

Recommended Grades: K-2

Program Length: 1 Hour

What was it like to be a kid in the 1800s? In this interactive program, students explore childhood in the past by looking at historic photographs from the museum's collection and comparing them to their own lives today. After discussing similarities and differences, students step back in time to try popular 19th-century games such as jacks, pick-up sticks, quoits, and more. It's a fun and active way to connect history with hands-on play.

Mystery Museum Objects

Recommended Grades: 2-5

Program Length: 2 Hours

Become a museum detective! In this inquiry-based program, students explore objects from the museum's collection and uncover the stories they tell about Maine's textile history. Working like museum curators, students closely observe artifacts, ask questions, make connections, and develop ideas about how each object was used. Through investigation and discussion, they discover how these everyday tools and objects helped shape the mills, the people, and the community.

Designing Fabric

Recommended Grades: 4 and Up

Program Length: 2 Hours

Textile designers turn inspiration into the fabrics we use every day. In this creative program, students explore how artists develop fabric patterns—from finding inspiration to preparing designs for production. After learning about the designers who worked in Lewiston's textile mills, students will create their own inspiration boards, modeled after those used by professional textile designers, and begin developing ideas for their own fabric patterns.