

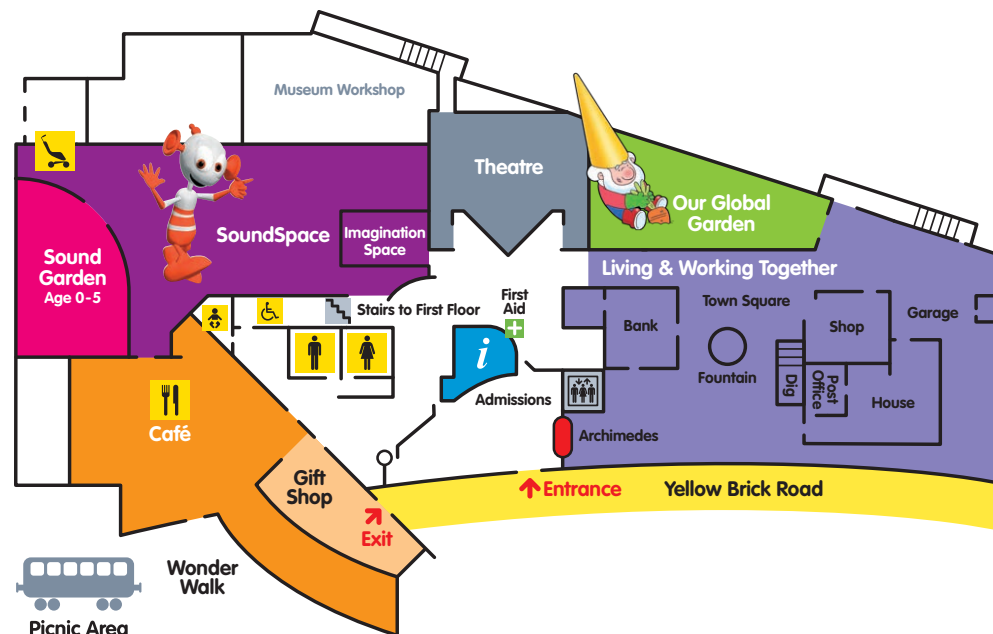
New
All About Me
is here!
More details
inside...

Gallery Guide Early Years Foundation Stage

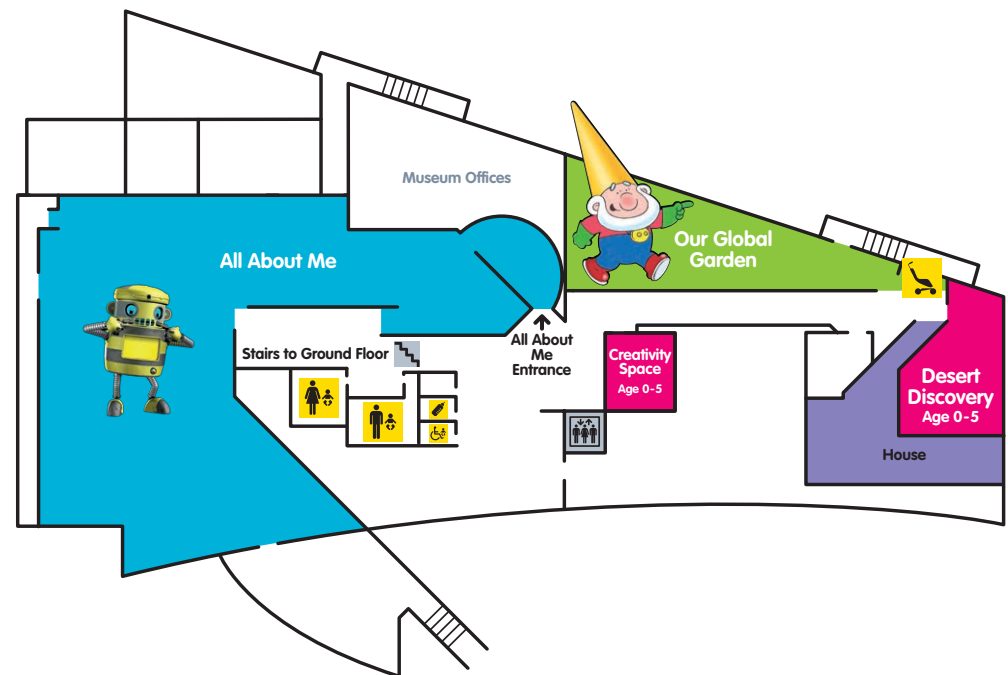
EUREKA!
the national children's museum •



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 Play & 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

-  **All About Me**
(up to 3 classes at a time)
Increase understanding of our bodies and how they work including the senses and how we can keep active and healthy.
-  **Our Global Garden**
(up to 2 classes at a time)
Find out what makes plants, animals and their homes special.
-  **The Town Square**
House and Garage
(1 class at a time)
Investigate how things work in a life-sized house and garage.
- Shop and Bank**
(1 class at a time)
Explore the world of work and use maths in a contextual setting.
-  **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 galleries.

All About Me

Our Global Garden

The Town Square

SoundGarden

Desert Discovery

Thematic Trails

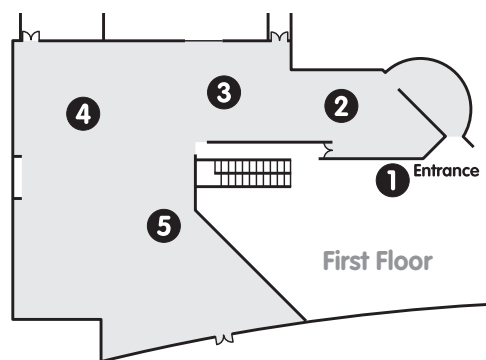
Thematic Trails show how certain galleries and exhibits can be used to support and extend early years themes, and how the experience covers particular areas of learning. While we have provided four possible thematic trails, there is lots of scope for adapting the focus of a trail to fit your particular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

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The new **All About Me** gallery provides an opportunity for children to discover just how amazing and unique they are and how and why they should try to keep their bodies as healthy as possible.

Multi-sensory hands-on exhibits encourage them to explore how their body works and imaginative spaces and activities invite them to enjoy and understand how unique they are.

Look out for Zoom the Robot's passport points to complete the All About Me passport



1 Exterior wall and entrance

- Look through the peep holes to discover some hidden surprises.
- Countdown with the traffic lights and meet Zoom the Robot.

2 Measuring & Looking Closer

- Investigate four magic mirrors to see what you look like in many different and fun ways.
- Measure your stretch, reach, step and height and compare yourself with animals.
- Investigate the stuff that you and Zoom the robot are made of.
- Discover what you might look like when you're older.
- Stand next to the tallest man in the world and step into his shoes – wow!
- More peep holes to explore with some funny surprises.

3 Health Centre

Reception Waiting Room

- Look at the fascinating objects in the entrance wall – can you guess what they are?
- Pretend to be the Receptionist and/or Patient to arrange appointments.

Baby Clinic

- Look at the fascinating objects in the entrance wall – can you guess what they are?
- Pretend to be the Midwife or parent but wash your hands first!
- Talk to the Receptionist through the Intercom – is your next appointment here?
- Scan the mum's tummy and discover what happens.
- Watch how mum's body changes as baby grows inside her.
- Look after the play babies and weigh and measure them.
- Where does a baby get its food from? Look at images to find out.
- Watch the animation to find out where you came from and how you've grown!

Dentist

- Look at the fascinating objects in the entrance wall – can you guess what they are?
- Dress up as the Dentist – there are lots of jobs to do! Or are you the patient, ready for a check-up?
- Talk to the Receptionist through the Intercom – is your next appointment here?

- Settle your patient into the chair for a check-up, a filling or a polish.
- Explore a giant mouth and find the wobbly tooth.
- Look at the dental x-rays – can you see what's wrong?
- Watch how teeth grow.
- Look at the models to find out how the dentist can help our teeth.

Doctor

- Look at the fascinating objects in the entrance wall – can you guess what they are?
- Pretend to be the Doctor or Patient.
- Talk to the Receptionist through the Intercom – is your next appointment here?
- Look at the Medicine cupboard – have you used any of these?
- Look at the X-rays – which bones are broken?
- Step into the Body scanner and see what's inside you.
- Look inside the model to find out what's at the back of an eye, inside an ear and down a throat.
- Watch the story of a Scab – ewww! Or blood close up.
- Bandage your patient or check their weight and eyesight.
- Put the Skeleton together.

4 Let's Get Active

- Dance along with the jointed skeleton or get on the bike to reveal the cycling skeleton.
- Climb across the wall – how far can you go?
- Create silly skeleton jigsaws.
- Play on an interactive pond to discover what's moving.
- Copy the movements of the people on the projection wall.
- Take your place in the goal and try to 'save' the balls.
- Compose your own body sounds piece of music under the sound beams.
- At the Cardiovascular wall, measure your heartbeat, see how warm you are and make the skin model sweat!

- Investigate the delicious Hydration and healthy Vitamin and Mineral foods.
- Find out more about sleep at the sleep wall – can you make the giant eye close?
- Meet Zoom the robot again to share your discoveries.

5 Our Brain & Senses

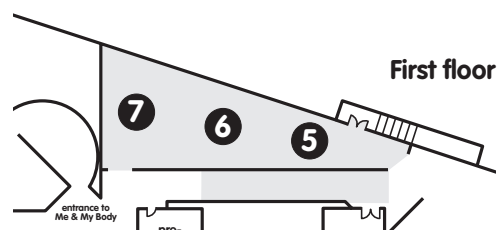
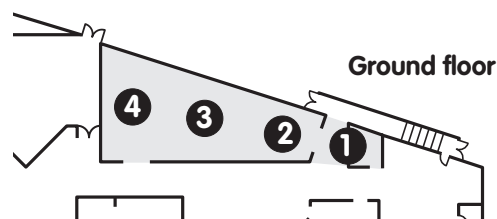
- Discovering how heavy a brain is.
- Test your reaction skills at the drop rod game.
- Watch the skull transform into its many sections.
- Find out which part of the brain is linked to our senses.
- Test how steady your hand is with the loop and wire game.
- Work together to make a sound down the larger than life ear and to see the bones inside moving.
- Balance on the beam.
- Work out what the sounds are.
- Feel the hot and cold pipes.
- Touch the textures and describe how they feel.
- Investigate the giant eyeballs.
- Guess what the close up objects are.
- Work out the illusions.
- Climb on the giant tongue and investigate tastes.
- Explore the giant nose but watch out for the sneeze!
- Share your emotions and practice what they sound like.





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 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?

2 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?

3 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?
- 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?

4 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?

5 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?

6 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.

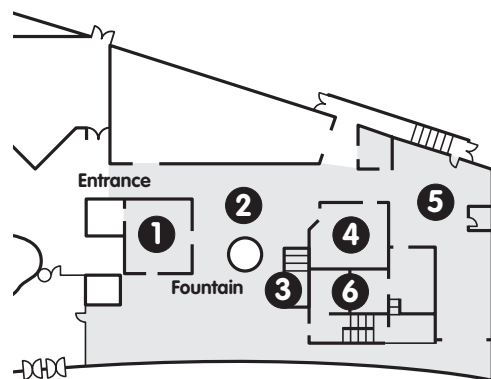
7 The Desert Garden

- 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.



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?
- 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.
- Decorate the car with new body designs and wheel trim magnets.
- 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 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

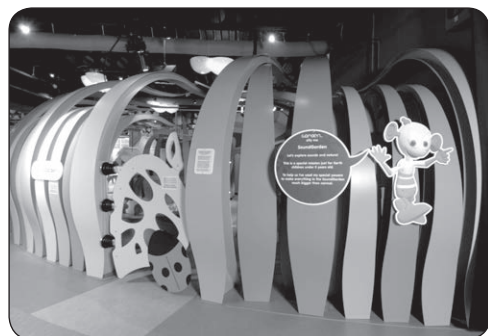
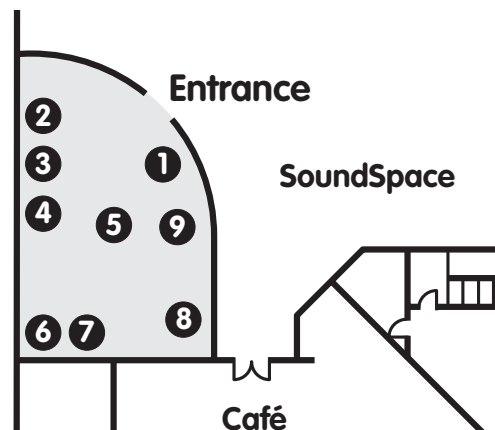
- What is the weather like today?

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**.



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? Push 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 small windows in the honeycomb – what do you think the bees are doing?

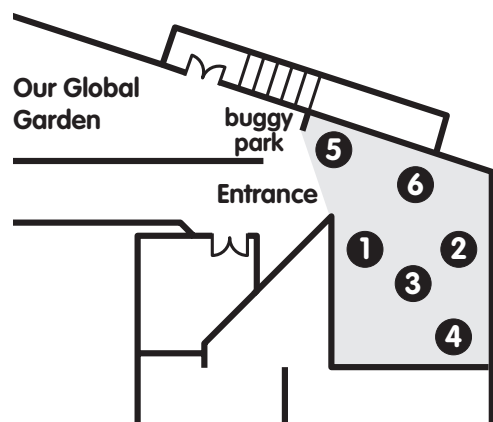
9 Smelly Flowers

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





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 mirror?
- Reach for the wooden shapes and rattles.
- 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!
- Construct towers and structures with the boulders.

4 Construction Office

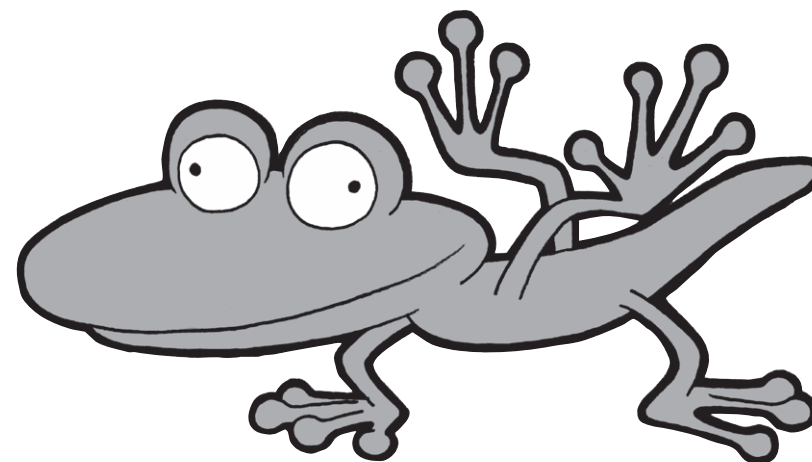
- Don't forget to pick up your hard hat and jacket!

5 Storytime Tent

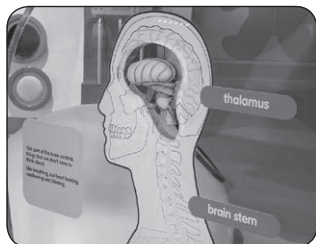
- Turn the big hand on the Day-Night clock and enter the tent.
- Make yourself comfortable around the fire pit and tell your fellow adventurers a story.
- Dress up as a desert dweller and imagine what life is like living in the desert.

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.



This trail in **All About Me** supports the Early Years Foundation Stage focusing on the 5 senses. The Thematic Trail can be used as part of a larger theme such as 'Ourselves', with opportunities to build on what children already know, as well as providing exciting new things to explore.



The Brain Area

- Discover which part of our brain is linked to our 5 senses. Watch the lights light up!
- Discover how heavy a brain is.
- Test your reaction skills at the drop rod game.
- Test how steady your hand is with the 3 levels of the loop and wire game.



Hearing

- The large ear: work together to make a sound down the huge ear and to see the bones inside moving.
- Balance beam: our ears help us to balance - balance on the beam to find this out.
- Sound recognition: listen to the sounds and work out from the pictures what you think they are.



Touch

- Hot and cold pipes: children can put their hands on the hot and cold pipes and then both on the one in the middle to discover the surprising effect of different temperatures on their skin.
- Humunculus: this amusing model shows which bits of our body are the most sensitive.
- Touch wall: a range of textures which children can feel and describe.

Sight

- Eye muscles and movement: play with the larger than life remote-controlled eye to investigate how many muscles it takes to make an eye move.
- What do you think it is?: work out what the objects are from close up projections before the camera pans out.
- Blinking eye: watch the eye blink and look out for the tear.
- Illusions: work out the illusions housed in the quadroscope mirrors.



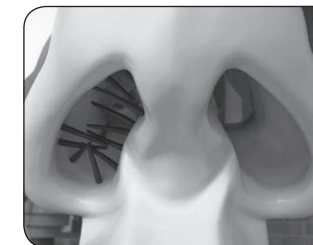
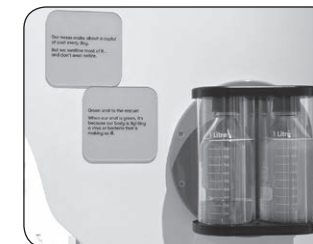
Taste

- Large tongue: climb and slide on the large tongue, feel the taste buds and discover whether you are yuck or yummy.
- Small tongue: move different models of flavoursome objects around the tongue so they can be 'tasted'.
- Discover what umami is.
- Taste tester: vote on whether you think a particular food item is yuck or yummy. How have other children voted?



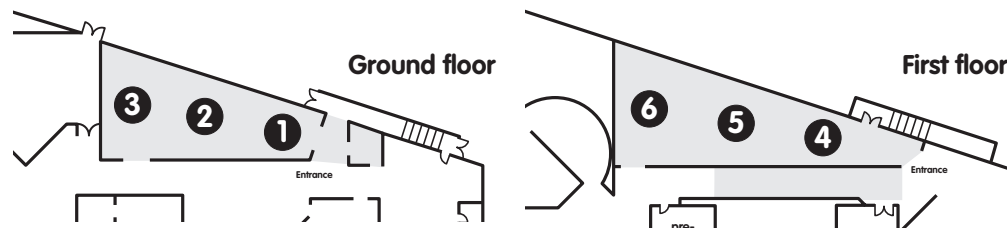
Smell

- Giant nose: peek up the nostrils to see the nose hairs, bogey, pollen and mucus. Listen to the build-up and feel the nose sneeze. Investigate the snot tanks to find out what happens when we have an infection.
- Smell and memory: match the picture to the smell and decide which is your favourite.





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 creature 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?
- 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?



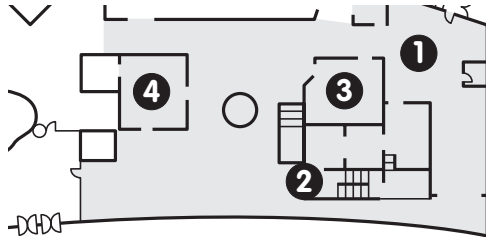
5 The Ice Garden

- 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?

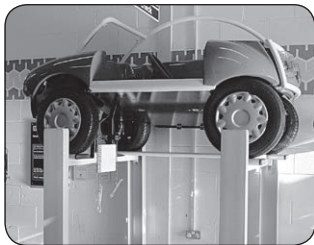


6 The Desert Garden

- 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!
- Redecorate 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 or hydrogen. 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 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.

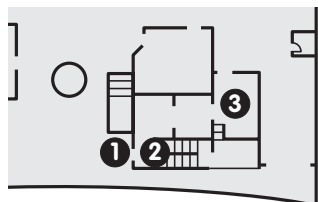
The Customer

- 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.

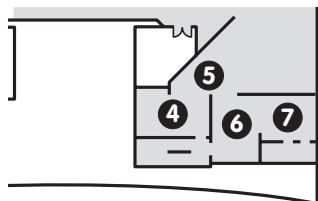


This trail in **The House** can support the Early Years Foundation Stage across all six areas of learning. The focus is on role-play in a house environment, with the 'Night and Day' Thematic Trail just one example of how you can build the Focus Hour into your current theme. You could also follow the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

Ground floor



First 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 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.



4 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?

5 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?



6 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.



7 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.
- 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

Eureka!'s 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.

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Life President: Dame Vivien Duffield DBE

Patron: HRH The Prince of Wales

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