



(715) 834-7871 www.cvmuseum.com 1204 E. Half Moon Dr. We're in Carson Park!



Programs for kids



Sessions Run at 10:30am-12pm or 2pm-3:30pm

Registration fees for ECASD students provided by ECASD

Illumination Odyssey - June 26

See how people used and created light before electricity, explore tin punch art by following replica patterns, learn about candle making and working with tallow and wax, and create your own pair of tapered candles to take home.

Vintage Chefs- July 17

Get to know historic kitchens from the 1860s and 1950s, try out food preparation gadgets from the past, personalize your own apron, and enjoy samples from a Dutch Oven cooking demonstration.

Racing into History - July 24

Take a guided tour of our new Racing in the Chippewa Valley exhibit, view artifacts from local racers and speedways, cutomize your own toy wooden car, and race for prizes on our mini racecourse.

School Days - July 31

Visit a school day from yesteryear at Sunnyview School, build a working abacus to help with arithmetic, use chalk and slates to show what you know, and play old-fashioned games in the schoolyard.

Victorian Picnic - August 7

at the historic Schlegelmilch House | 517 S. Farwell St., Eau Claire

Get inside the old house on the corner and learn about the family who lived there, investigate antique toys and other amusements, embellish a set of nine pins for keeps, and sip lemonade and nibble finger sandwiches on the wrap-around porch.

Harvest Time- August 14

Explore farming traditions in the Chippewa Valley, join a husking bee to help shuck sweet corn, enjoy a multimedia show in our object theater, and make a seed mosaic to take home.

Contact Karen Jacobson to register for any of these programs. (715) 834-7871 | k.jacobson@cvmuseum.com

Chippewa Valley Museum offers a wide range of programs for all ages. Call or check out our website for more info about other programs and event offerings.

These programs are offered and funded through our partnership with the Eau Claire Area School District

