**Pretend play** helps children process the world in their own way, develop their large and small muscles, and practice important thinking skills. In any of these exhibits, build literacy skills and foster creative thinking through storytelling, practice simple math skills, promote social-emotional skills, and make observations about how the world works.

**Exhibit: Train Room**
- Talk about the real-world setting (e.g., train engine, ticket window) you’re in. Is it similar to somewhere you’ve been before?
- When is your train going to depart? Can you set the train schedule and find each time on the clock?
- Decide where you want travel to next and map your train journey. Will you stop to visit any friends or family along the way?

**Exhibit: Bessie’s Diner**
- Imagine you are a master chef leading a cooking class. What ingredients will you use? What are the steps of your recipe – what will you do first, next, and last?
  - If you serve or eat a meal in the Diner, how much will the meal cost? Can you add up the bill?
- What are all the different roles we might need to run a diner? What should we do if you both want to play the same role? What role should I play?

**Exhibit: Ship Room**
- Imagine you’re a sailor on the high seas. What type of work would you do to help the ship sail safely? Do you know anyone who has jobs like these?
- Prepare for your voyage by climbing up the Crow’s Nest to observe today’s weather. What color is the sky? What type of clouds do you see?
- Explore how to communicate with nautical flags. Consult the flag alphabet to decode the set of flags.
As you and your child engaged with the exhibits in Bessie’s House you may have explored concepts that are connected to the MA Guidelines for Preschool and Kindergarten Learning Experiences, Massachusetts Science and Technology/Engineering Curriculum Frameworks, the Massachusetts Curriculum Framework for Mathematics, and the Massachusetts English Language Arts at Literacy Frameworks and taught in Pre-Kindergarten, Kindergarten, and Grade 1.

**Dig Deeper**

**Reflect and communicate**
What was your favorite place to explore and play in Bessie’s House? What did you like about it?

**Make connections**
Head over to da Vinci Workshop to craft the perfect prop to enhance your play in Bessie’s House. Continue exploring math concepts by picking up some “ice cream” at the Scoops exhibit in Yes! It’s Math. Visit Discovery Woods to extend your weather observations and compare the view from the Crow’s Nest in the Ship Room to the view from the Discovery Treehouse.

**Explore more at home**
Investigate together beyond the Discovery Museum. Talk about your family’s favorite meals and prepare them together. Practice reading a recipe and using measuring utensils or other kitchen tools. Have a campout in your living room. What supplies will you need to build a tent? Look to the weather outside to inspire your preparations. How can you learn more about the jobs in your pretend play? Look for books that include characters in these roles, or talk to family members, friends, or neighbors about their careers.