EXHIBIT DESCRIPTION

“A Forest Journey” is a flexible traveling exhibit with a maximum area of 1000 sq.ft. Modular units offer multiple set-up arrangements to accommodate a variety of space requirements, from small nature centers to large science museums. The exhibit has a quiet elegance about it and is especially suited for middle- high school audiences. It also has appeal for venues outside the traditional museum setting.

OVERVIEW: This rich and inviting interactive exhibit is inspired by the Harvard classic *A Forest Journey: The Role of Wood in the Development of Civilization* by science writer John Perlin. It sheds new light on the history of the use of wood throughout the world, on forest products (from paper to lifesaving pharmaceuticals) and on the relationship between forests and the benefits of trees.

SIZE:
800 – 1000 square feet

PRICE:
$17,000 plus inbound shipping
($5,000 deposit)

3 month venue

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**BOTANY**

**Tree Life Cycle/Growth**
A zoetrope turns animating the life cycle of a tree: from germination, through sapling, to maturity.

**Hardwoods & Softwoods**
Eight pieces of hardwoods and softwoods that visitors can touch. When visitors rotate the samples of cut wood, the segments demonstrate the hardness and texture built into trunk-shaped pieces.

**Parts of a Tree**
A 3-D model of a tree trunk section including labels and descriptions of the parts of a tree trunk.

**Transpiration**
An interactive tree trunk demonstrates how a tree cycles water through itself. Capillary tubes show water flowing upwards from the soil into the leaves. A knob allows visitors to make the phloem flow down.

**Tree Reproduction**
Small doors with seeds and plant parts lift up to reveal eight examples of how trees reproduce by means of pollination and dispersal.

**FORESTS**

**Four types of Forests**
A world map base, with 4 colored overlays describing the main types of forests: tropical rainforest, temperate forest, boreal and dry forests.

**Erosion**
A game where branches, leaves, and roots deflect marbles representing rain falling down. When a visitor turns a crank, the marbles rush down, showing the erosive effects of unchecked rainfall.

**Conservation**
The interactive illustrates forest conservation techniques with the use of before and after photos depicting how forests look prior to and after preservation techniques are used.

**Forest as Habitat**
An inquiry into the levels of stratification: emergent, canopy, understory, and forest floor, and the wildlife that resides in a forest. Visitors pull out sliders to reveal information about particular animals.

**Tree Evolution**
Graphic with sliders comparing the size of prehistoric and modern trees.

**Trees as Fuel**
How many trees does it take to fuel a fire used to manufacture one item? More than you may imagine. A series of hinged panels with objects such as glass or ceramics reveal the facts about wood burned to make them.

**Early American House**
A model of an Early American house with illustrations of wooden items inside allows visitors to identify just how many things are made of wood in a house.

**Historical Deforestation**
Visitors build a house using smaller logs to discover that building techniques change when large trees are no longer available.

**CULTURAL**

**Contemporary Deforestation**
The visitors learn that logging, farming, mining, grazing, urbanization and oil extraction are contemporary causes of deforestation. The interactive addresses conservation techniques and the causes of global deforestation.

**Lumber Usage**
How much wood does the U.S. use compared with Australia? Visitors move sliders representing various countries to guess at and compare wood usage around the world.

**Tree Products**
A matching game challenging visitors to match different products and the trees from which they are derived from.

**Medicinal Trees**
Medicines can come from trees! Visitors match the different types of medicine derived from different species of trees.

**SCIENCE CONNECTIONS**

**Photosynthesis**
A mechanical game where marbles, representing oxygen and CO₂, are moved through illustrations depicting the process of photosynthesis.

**Leaves Changing Colors**
The interactive illustrates how the lack of chlorophyll in leaves affects the color of the leaves. Visitors move chlorophyll to reveal the bright colors visible in the fall.

**Greenhouse Effect**
A dramatic interactive where visitors increase the green house gases in a hemisphere: as the temperature rises, the results on earth become evident, demonstrating how the sun’s energy becomes trapped in our own earth’s atmosphere.

**Benefits of Trees**
Visitors will learn the economic, social, environmental and communal benefits we receive from trees.