

## The Guild Members Haunt and Help

Since 1933, The Children's Museum Guild has supported and promoted the museum. In the early years, the Guild's main function was to assist the museum during a busy growth period and to help meet the demand for additional adult volunteers.

In 1946, the Guild broadened its goals to include raising money for the museum. The Guild's early fundraisers included events such as dances and fashion shows. These

an anticipated 65,000 visitors will have the choice of touring with the lights on or off.

Guild members plan, create, design, construct, and staff the Haunted House. Through the Haunted House and other efforts, Guild members collectively contribute more than 36,000 volunteer hours each year and the Guild has raised millions of dollars for the museum; however, fundraising is not the only focus. Guild members have assisted in nearly every area of the museum's growth and development.



were precursors to the longest-running and most lucrative Guild fundraiser, the annual Haunted House. The first Haunted House, built in 1963, was a tremendous success with 26,000 visitors. The Guild has continued this rich tradition, and in 2010 the Haunted House was cited as one of the Top 10 in the nation by Rand McNally.

Plans are now underway to build the Guild's upcoming Haunted House, where

### Current Guild projects include: Haunted House

Active Guild members serve on one of several Haunted House committees, which are responsible for every aspect of the Haunted House including designing and building the house, creating costumes, coordinating publicity and marketing, selling sponsorships, and staffing special events such as Feast with the Witches, Late-Night Adventures, and Scout Late Nights.

### Hospital Outreach

The Hospital Outreach teams make monthly visits to area hospitals and shelters to bring a little of The Children's Museum to children ages 5 to 13.

### Jolly Days Winter Wonderland

Each December, a group of Guild members helps staff Santa's Shop, takes photos, supervises the crafts area, and assists at the Yule Slide.



### Reach for the Stars

The Guild coordinates and funds this scholarship program for museum youth volunteers. Interested youths apply and are interviewed by a panel of judges.

### Strategic Planning

Composed of active and associate Guild members, the strategic planning committee works on future planning and evaluates ideas for possible fundraisers.

### Exhibit Assistance

The Guild contributes and implements special programming to enhance traveling exhibits, adding activities for museum visitors.

### Children's Literacy Outreach

The Children's Literacy Outreach committee is charged with publishing and distributing a series of six children's books. Each book directly relates to a major icon or artifact at the museum. *Carousel to the Stars*, *The Mystery of the Grindlecat*, *Bucky*, the

*Dinosaur Cowboy*, *Martimus at Midnight*, and *Reuben Rides the Rails* are the first five books in the series.

### infoZone

This special branch of the Indianapolis-Marion County Public Library is located inside The Children's Museum. Active Guild members facilitate infoZone story hours and workshops and interact with young visitors as they explore books and computers.

### Curious Scientific Investigators (CSI)

Each Tuesday morning during the school year, active Guild members on the CSI team assist third graders from Wayne Township and IPS in collecting data and making observations as they begin to unravel a scientific mystery. Once students return to their classrooms, they test their ideas to determine results and draw conclusions. The CSI program is modeled in part after a popular long-running program at the Boston Museum of Science.