



THE QUESTIONEERS

READ. QUESTION. THINK. PLAY!

A TRAVELING EXHIBITION CREATED BY DUPAGE CHILDREN'S MUSEUM



DuPage
Children's
Museum®

Bring the Beloved Questioners Characters and Their Unique Learning Experiences to Life at Your Institution!

The inquisitive characters Ada Twist, Rosie Revere, Iggy Peck, Sofia Valdez, and Aaron Slater celebrate diversity, creativity, curiosity, bravery, and resilience in the STEAM-based exhibit — The Questioners: Read. Question. Think. PLAY!



In the best-selling Questioners book series written by Andrea Beaty and illustrated by David Roberts, each story highlights problem-solving, communication, perseverance, risk-taking, and the role of caring adults in children’s lives. These topics are the very core of children — and adults — developing a lifelong love of learning and discovery. This exhibition demonstrates a commitment to inclusion while delivering exceptional Arts and STEM experiences with great care to integrate early math.

- EXHIBIT AT A GLANCE
- 1500 – 2500 sq. ft. modular/flexible
 - Diverse, Multicultural
 - Bilingual, English and Spanish
 - Branded Characters
 - STEAM
 - Literacy
 - Early Math
 - Early Learning
 - Social Emotional Learning
 - Accessible



Inspire a new generation of curious thinkers and dreamers to follow their passions, overcome adversity, and achieve greatness within their communities and beyond.

BE A QUESTIONER

Questions are posed, challenges identified, and problem-solving begins! Miss Lila Greer’s classroom is the gathering place and launching point for collaboration, curiosity, and creativity.

BE AN ENGINEER LIKE ROSIE

Try and try again! Engineer rockets, test your flying (or falling) contraptions, and pilot a life-size cheese-copter! “Brilliant flops” lead to continued experimentation, inspiring creativity and perseverance.

BE AN ARTIST LIKE AARON

Tell your own stories using story blocks and imagine being a part of Aaron’s world by adding yourself to his illustrations. Early literacy skills blossom through storytelling as young artists develop empathy and creative expression flourishes.

BE AN ARCHITECT LIKE IGGY

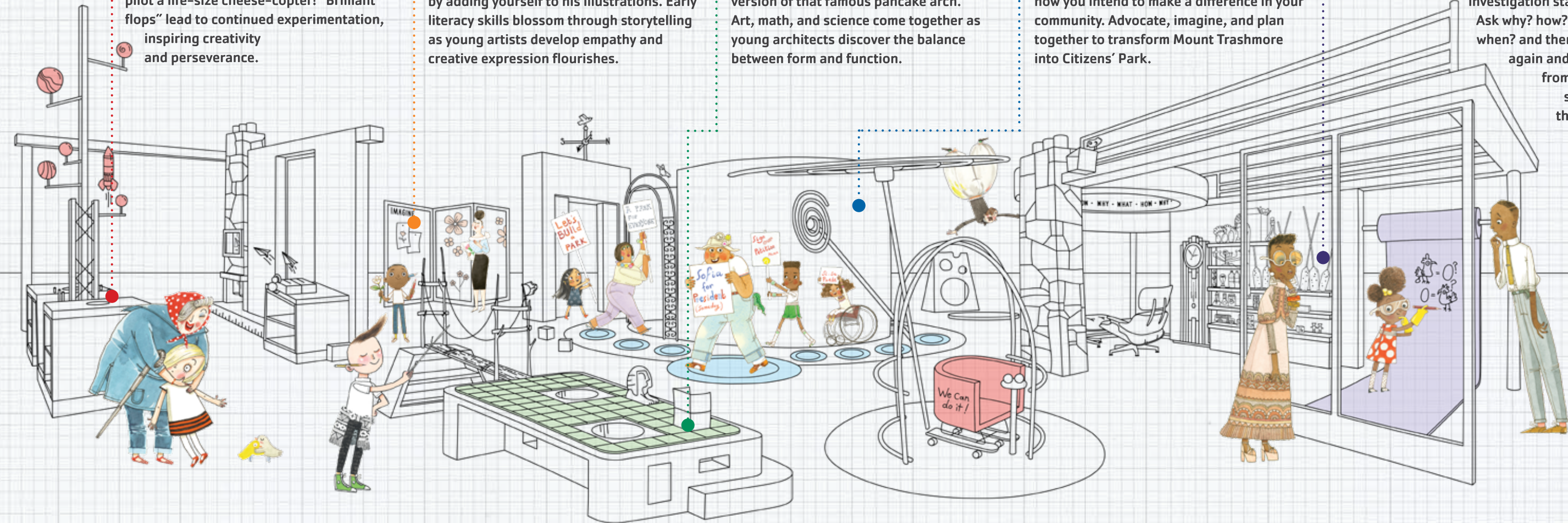
Build whimsical bridges, design buildings, and figure out how to construct a gigantic version of that famous pancake arch. Art, math, and science come together as young architects discover the balance between form and function.

BE A LEADER LIKE SOFIA

Explore how one person’s bravery can change the world, and declare to others how you intend to make a difference in your community. Advocate, imagine, and plan together to transform Mount Trashmore into Citizens’ Park.

BE A SCIENTIST LIKE ADA

Investigate cause and effect and why a clock goes “tick tock” at hands-on investigation stations. Ask why? how? what? when? and then why? again and again from Ada’s special thinking chair.



IGGY PECK, ARCHITECT

Iggy has one passion: ARCHITECTURE. Either from his imagination or inspired by famous structures around the world, nothing is too complicated for Iggy to construct. He uses many unusual materials to build with — including pancakes and dirty diapers! Banned from building in school, second grade becomes a bore until one day a fateful field trip lets Iggy Peck show the world his true talents!

BE AN ARCHITECT WITH IGGY:

- Construct a suspension bridge from the park to the island.
- Create your own buildings.
- Build a pancake arch.
- Puzzle together a sphinx.
- Design Blue River Creek using homes and people.
- Explore all the materials in Iggy's Dream Table to build your fabulous creations!



ADA TWIST, SCIENTIST

Ada Twist's head is full of questions. She has always been endlessly curious. When her fact-finding missions and elaborate scientific experiments go too far, her frazzled parents banish her to the Thinking Chair where Ada wonders and thinks. She explores any mystery, riddle, puzzle, or quest with all the traits that make for a great scientist.

BE A SCIENTIST WITH ADA:

- Define a question to investigate.
- What details do you see?
What do they make you wonder...
- Make observations and collect data.
- Experiment with the curious collection on Ada's shelves.
What happens if...?
- Mix different colors in Ada's soda bottles.
- Draw your fabulous questions and curious thoughts.
- Record what you know on Ada's great paper roll.
- Think and read in Ada's Great Thinking Chair.



SOFIA VALDEZ, FUTURE PREZ

Sofia is a dreamer, a doer, a real-life go-getter. She has all the traits of a leader and activist and understands the importance of standing up for what you believe in to make a difference. No one can do everything, but everyone can do something...even if you are in second grade!

BE A LEADER WITH SOFIA:

- Immerse yourself in the steps needed to... be bold... be brave!
- Pick one die from the shelf and roll it.
- Count forwards and backwards to make great strides.
- Inspire your fellow citizens, make a speech, and build a park alongside Sofia!



ROSIE REVERE, ENGINEER

Rosie dreams of becoming a great engineer. Where some people see trash, Rosie sees inspiration for her inventions. Afraid of failure, she hides away her inventions until a fateful visit from her great-great-Aunt Rose (AKA Rosie the Riveter!), who shows her that the first flop isn't something to fear — it's something to celebrate. And you can only truly fail, if you quit.

BE AN ENGINEER WITH ROSIE:

- Engineer your own paper airplane.
- Test planes, rockets, balls and scarves.
- Measure how high or how far things can fly.
- Pilot Rosie's cheese-copter.



AARON SLATER, ILLUSTRATOR & MISS LILA GREER'S SECOND-GRADE CLASSROOM

Aaron loves listening to stories and dreams of one day writing stories himself. But when it comes to reading, the letters just look like squiggles to him. Just like 15-20% of all people, Aaron has dyslexia. He has difficulty identifying how speech sounds relate to letters and words. Because Aaron struggles with writing, he lets his art lead the way, and it helps him discover what he wants to say.

BE AN ARTIST WITH AARON:

- Tell your own stories using Aaron's visual story blocks.
- Add yourself to Aaron's illustrations.

EXPLORE YOUR PASSIONS IN THE CLASSROOM:

- Identify scents with Ada.
- Build a chalk castle with Iggy.
- Design your own protest sign with Sofia.
- Engineer a project with Rosie.
- Illustrate your ideas with Aaron.



YOUNG QUESTIONEERS

Taking inspiration from Citizens' Park, your youngest guests can practice early math, pretend play, and fine motor skills in Young Questioneers!

SHARE JOYFUL DISCOVERIES WITH YOUR INFANTS AND TODDLERS:

- Count and sort bees in their buzzing hives.
- Sort ducks by size.
- Host a picnic while sorting pretend food by color or type.
- Sell cheese from the giant cheese kiosk.



EXHIBIT SPECIFICATIONS

FEE

\$75,000 + incoming shipping

SIZE

1500 – 2500 sq. ft.
Modular | Flexible to fit space

AVAILABILITY

Booking NOW!

CONTACT

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or 630.637.7645



DUPAGE CHILDREN'S MUSEUM

...where learning comes in to play!®

WHERE LEARNING COMES IN TO PLAY!

For nearly 35 years, DuPage Children's Museum has responded to the early learning developmental needs of children and families by using the power of play as the basis for constructing knowledge. Our efforts — focused on creativity, impact, and inclusion — protect the integrity of childhood by advocating for equitable access to interactive learning opportunities that support each child's unique learning potential.



BOOK TODAY!

Bring the Beloved Questioneers Characters and Their Unique Learning Experiences to Life at Your Institution!

To find out more about this award winning exhibit, please contact Kimberly Stull at 630.637.7645.

THE QUESTIONEERS

By Andrea Beaty

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