## FUN FACTS



The Statue of Liberty's torch was once a navigational aid to ships entering the New York harbor. In the mid-1980's, after years of corrosion, a new copper torch coated with gold leaf for protection, was constructed.



Breathtaking structures that have graced the New York City skyline include the Empire State Building, the Chrysler Building, and the Twin Towers of the World Trade Center. Although the Twin Towers are no longer standing, they shall forever be in our hearts and minds!



Drums have been traced back to ancient times. In Africa, drums were often used as speech. A pattern of beats played in a certain way could communicate vast amounts of information. Cool huh?



A crow's nest is a structure in the upper part of the mainmast of a ship, that's used as a lookout point. In early ships it was simply a barrel or basket lashed to the tallest mast. Imagine that?!



Kick The Can is a game that involves a can. someone to be "it". and hiding. The object of the game is for the person hiding to kick the can before the person who's "it" steps on the can and describes the hider's location. Check it out for yourself!



Candy Sticks are made from sugar cooked in water, along with added flavors and ingredients. Hard candies like sticks and drops were available in the 1650's, however, they were costly and considered luxury items.



A board game generally has two types of play. One is strategy, where you block or capture your opponent. The other is racing, where you begin at one point and hurry to the end. Sometimes it's a combination of both!



When electric toy trains first appeared, they quickly gained popularity and grew in sophistication. They were often equipped with lighting, the ability to change direction, and even emit a whistling sound. Toot toooot!!



The history of dollhouses dates back about 400 years. Once referred to as "baby houses", these displays were specifically designed for adults. Unlike the dollhouses of today, they were completely off limits to children. Weird, huh?!?