



Welcome Field Trip Chaperone!

Thank you for helping make your group's Discovery Museum Field Trip a success!

As you will find, learning at the Discovery Museum looks a lot like playing.

Kids know just what to do here! The students' inquisitive nature emerges and their creativity and imagination flourishes as they naturally role play, make observations, question what they see and experience, and test and share their own ideas.

Sometimes adults worry that they will need to supply answers or give instructions.

We find this is not needed, or even desirable. What is helpful is to play alongside the students, share in their discoveries, and help to focus students' attention on what is happening in front of them.

A great strategy is to ask open-ended questions that encourage language development and higher-order thinking, such as:

What do you notice...?

What are you working on...?

What could you change...?

Have you done anything like this before...?

We are here to help you get started.

When you arrive, we will welcome you on the bus and then guide you and your group of 5 students into the museum. Your small group will then explore inside the Museum and outside in Discovery Woods. There is a lot to see and do!

Due to the small spaces in **Bessie's House** (Ship Room, Train Room, Bessie's Diner, and Backyard at Night), we ask that you visit that area one chaperone group at a time.

Check out photos and exhibit descriptions on our Field Trips page:

www.discoveryacton.org/fieldtrips

Teacher Name: _____

Chaperone Name: _____



CHAPERONE PLANNER

Date: _____

Bus departs school: _____

Enter museum: _____

Exit museum: _____

Bus departs museum: _____

My Team of Student Scientists:

1. _____
2. _____
3. _____
4. _____
5. _____

Teacher's Top Priorities for Us to Explore:

Engaging Questions:

- What do you notice?
- What are you working on?
- What could you change?
- Have you done anything like this before?

