

Welcome Field Trip Chaperone!

Thank you for helping make your group's Field Trip to the Discovery Museum 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, which encourage the development of complex thinking and scientific process skills, such as:

What do you notice...?

How did you make it do that...?

What could you change...?

What does this remind you of...?

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!

Please note that **Bessie's House** (Ship Room, Train Room, Bessie's Diner, and Backyard at Night) and **Brain Building Together** are not available to group visitors due to the small size of those spaces.

Engaged chaperones are essential for a successful visit to our hands-on museum, therefore other guests and siblings may not accompany chaperones.

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

www.discoveryacton.org/education/field-trips