



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 to have an orientation. Your small group will then explore inside the Museum, and outside in Discovery Woods. There is a lot to see and do!

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

www.discoveryacton.org/fieldtrips

Teacher Name: _____

Chaperone Name: _____



FIELD TRIP PLANNER

Date: _____

Bus departs school: _____

Enter museum: _____

Exit museum: _____

Bus departs museum: _____

My Team of Student Scientists:

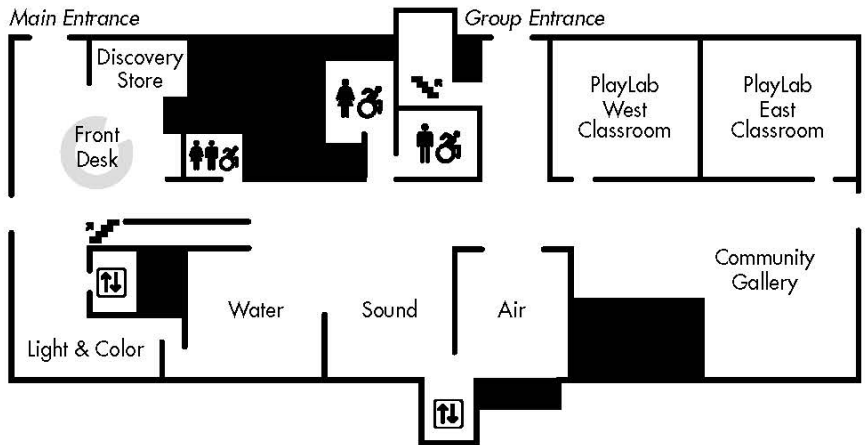
1. _____
2. _____
3. _____
4. _____
5. _____

Teacher's Top Priorities for Us to Explore:

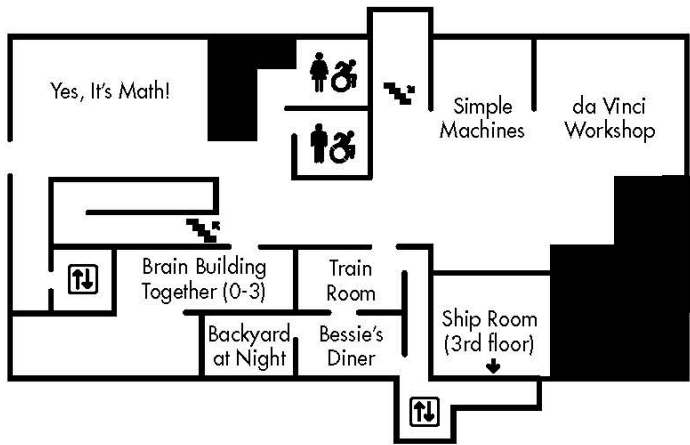
Engaging Questions:

- What do you notice?
- How did you make it do that?
- What could you change?
- What does it remind you of?

FIRST FLOOR



SECOND FLOOR



DISCOVERY WOODS

