

**Mid-America Science Museum** strongly encourages active chaperoning.

**Chaperones are responsible** for the behavior of the students they accompany.

**Although the Museum is self-guided**, chaperones are required to remain with students at all times and be available to them.

**Teacher and chaperone** involvement in the visit can greatly improve the students' experiences.

**Group size** should be no more than 10 students per one adult.

## The Rules

1. Speed limit is WALK.
2. Students must stay with their assigned chaperone and group members at all times.
3. Only fish food is allowed in the creek.  
No trash or human food!
4. Food, drink, gum and candy are not allowed in exhibit halls.
5. Respect others in your group and other museum visitors.

Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

School name \_\_\_\_\_

Student names:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_

*Your schedule was created specifically for your group. If you miss an event, we will not be able to reschedule.*

**Schedule for the day**

Lunch time/location \_\_\_\_\_

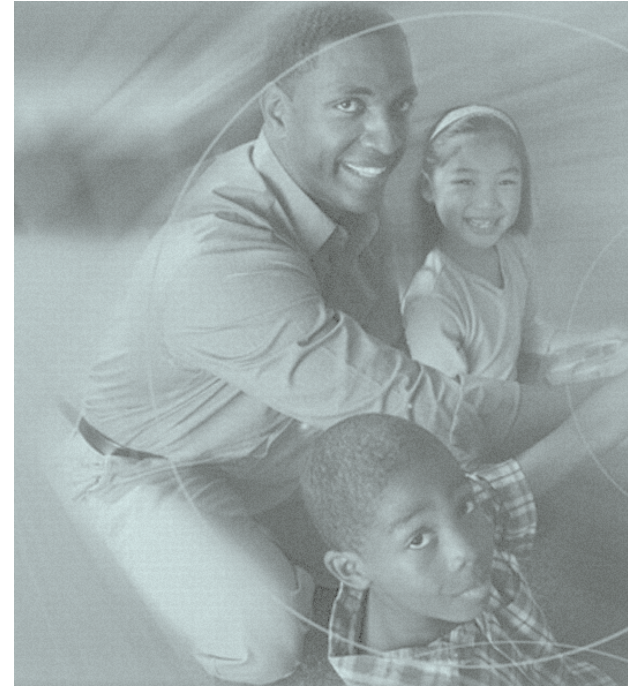
Virtual reality ride time \_\_\_\_\_

Museum Store time \_\_\_\_\_

Tesla Coil demonstration time \_\_\_\_\_

Departure time \_\_\_\_\_

# Chaperone Guide



Play!

Explore!

Learn something!

Thank you for being a great chaperone!

# Trip Tips

**Let** students try an exhibit before they read the exhibit sign. Playing is a good way to learn. Don't forget that you can play as well. It's important that students see adults participating in and having fun with science.

**Use** your teacher as a resource. Talk to your teacher about the purpose and goals of the field trip. Do not hesitate to find him or her if you need help interacting with your group or are having behavior issues with a member of your group. Write down the name and cell phone number of your group leader in case of an emergency.

**Ask** students open-ended questions to help them explore. You don't need to know the answers! Help students find their own answers and discuss the exhibit with others in your group.

- *What can you do with these . . . ?*  
encourages experimentation & creativity
- *What happens when . . . ?*  
encourages prediction
- *Why do you think it happened . . . ?*  
encourages theorization
- *What do you think . . . ?*  
encourages self-confidence
- *What could you use to do that . . . ?*  
encourages resourcefulness
- *What is another way to make it do this . . . ?*  
encourages creativity
- *What did you notice . . . ?*  
encourages observation
- *How could we find out about that . . . ?*  
encourages exploration & research

**Count** your students before you move to another exhibit area.

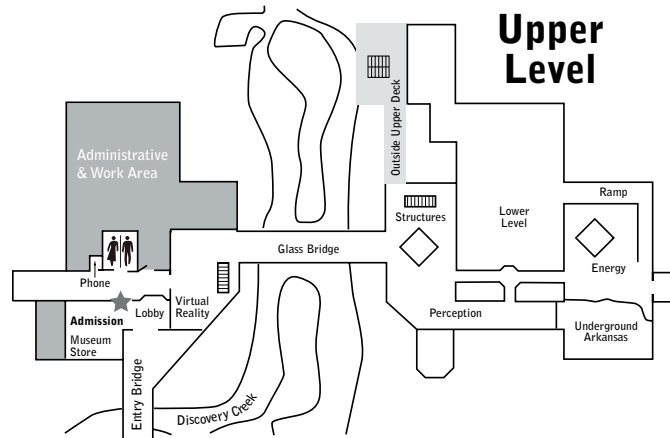
**+ information & first aid** are available at the Museum Store or from any staff member. If you have any questions, a staff member or volunteer will be glad to assist you.

# Things to see and do upper level

**Museum Store** Stagger entry to avoid overcrowding and long lines. Your source for creative gifts.

**Virtual Reality Simulator** Experience a virtual reality thrill ride. Programs vary throughout the year. Tickets must be purchased from Museum Store.

**Structures** Discover what it feels like to be a building as you learn how to withstand the force of gravity. Lift a corbel, move a building wall, build arches and supporting structures for buildings and bridges.



**Perception** Explore optical illusions with mirrors. Create multiple identical images, combine two faces into one, defy gravity by walking on air, and much more. 'Trap' your shadow on phosphorescent wall. Discover how cameras perceive the world in the walk-in camera. Make multi-colored shadows and test your peripheral vision skills.

**Underground Arkansas Cave** Trek through a gigantic indoor cave filled with awesome twists, turns, tunnels, and slides. Remove shoes and loose items, such as cell phones, before entering the cave. Stagger entry to avoid overcrowding.

**Energy Island** Experiments demonstrate the characteristics, behavior and effects of energy.

# lower level

**Tesla Coil & Van de Graaff Demonstration** Experience the power of "caged lightning" as you watch 1.5 million volts of electricity spark from the world's most powerful conical Tesla Coil! Take a turn at having your hair raised by the Van de Graaff generator. Show times are posted at the Tesla Coil and will be announced during your orientation.

**Matter Island** Investigate the properties and states of matter by exploring water works, liquid walls, ice sculpture, mercury maze, and many other exhibits.

**Life** Create tornados, build mountains and rivers at the erosion table, crawl through a worm, view fish in the 35,000 gallon aquarium, and size up the mastodon skeleton and sauropod foot prints.

**Nature Trail** Take a short walk on this beautiful nature trail. Keep an eye out for birds, woodland creatures, native plants, fish and other aquatic animals in the Discovery Creek. Walk only on paved walkways. Do not play in creek or on rocks.

