Resetting the Mindset of Field Trips: The Unfield Trip

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Impact Statement

The Amazeum exists to spark and nurture the creative spirit in all of us.
Museum as a Platform

Layer on the Learning
<table>
<thead>
<tr>
<th>Trips</th>
<th>Guests</th>
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<tbody>
<tr>
<td>352</td>
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<td>344</td>
<td>28,036</td>
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</tbody>
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ChiPs (Check In Person)

Unfield Trip Agenda

- Lunch at Amazeum? [ ] Yes [ ] No [ ]
- Time: [ ]
- Groups may only eat outside. There are no indoor eating areas.
- Exit Plan
  - Departure Time: [ ]
  - Location: Nickelodeon hallway [ ] Cubby hallway [ ] Outside [ ]

KEY POINTS

- 1. Stay Together….Play Together
  - Teachers will divide their students into smaller chaperone groups. Chaperones must supervise their small groups at all times.
- 2. Gentle Touch
  - This is a hands-on museum where we encourage as much interaction as possible with all our exhibits. We ask that you use a gentle touch on exhibits and share with our younger guests.
- 3. Look For Us
  - Please call Amazeum team members to help deepen your experience. This is not a guided tour. We will have team members wait you in to start you off, but from there you are free to move at your own pace.
- 4. Certain Areas Are Unavailable
  - The Hershey's Lab Workshop is only available with a reservation before your Unfield Trip, there are clearly marked ladder areas, and the 3D Tinkering Hub is recommended for 2nd grade and older. The Market and T-Hub allow only a certain amount of students—plan accordingly and be courteous to other students who want to play there.
- All Bathroom/Picture/Gift Shop breaks should be done BEFORE line-up & not at a distance.
- Left Side of Lobby: "We ask that the adults and students keep to the left side of the lobby—making sure that the doors are cleared for other guests. Thank your...."

Amazeum Program Add-Ons:

- Hershey's Lab Workshop [ ] Amazeum AIR [ ]
  - Times: 9:30 10:30 11:30 12:30
  - Number of Tablets: [ ]
- STEAM Studio Workshop [ ] Other Notes:

ChiPs Reflection

- How did it go overall? awesomely smooth [ ] good [ ] pretty okay [ ] needed to be better [ ]
- Did you forget anything? Yes [ ] No [ ]
- Did you stick to the script? Yes [ ] No [ ]
- Did I share the information with the leads and my team? Yes [ ] No [ ]

Did you feel:

- [ ]

Other Notes:
Facilitation

• Capture learning moments
• Engagement through play and inquiry
• Support the adults and other guests
• Zinglits
• Pop-ups
“During our dig deeper with the steam field trip we went to the tectonic table. We had just visited the tinkering hub and did scribble machines so we continued on vibrations. They had so much fun building and asked so many questions and we tried to figure out if they could answer their own questions without me just telling them. It was great to watch their eyes light up as they built scribble machines. When we visited the tectonic table they tried to build a tower that could withstand the vibrations and not fall. I loved all their ideas and watching them figure out what they needed to make it work. Best part is they had no idea they were learning. power of play is powerful.” --- Nikkie
MY STUDENTS ENJOYED THE UNFIELD TRIP

MY STUDENTS WERE ENGAGED DURING THE UNFIELD TRIP

MY STUDENTS EXPRESSED CURIOSITY AND WONDER DURING...

MY STUDENTS WERE LEARNING THROUGH PLAY DURING THE...

MY STUDENTS LEARNED A LOT FROM THE UNFIELD TRIP

Measuring Impact

1 Evaluator
Becky Carroll, Redwing Research

2 Postcards
Provide opportunity for feedback and reflection.

3 Daily Interactions report
Floor staff writes stories about Unfield Trips after each shift.

4 Surveys/Interviews
Teachers, chaperones, students
Investment in Team

MIRIAM!

Team collaboration

Creative ways to thank team

Thank all team
Connections to Learning

Value of Play  Educator Night Out

Partnerships

Innovations

Kindergarten
Literacy Unit Connections to Amazeum Exhibits

Art Studio-Unit 1: A Colorful Time with Rhythm and Rhyme
- Light Tables: Reflect- How did the color change?
- Activity: Color Mixing (Mouse Paint)

Weather & Nature-Unit 5: The Great Big World
- Topographic Map: Reflect- What happened when you touched the sand?
- Activity: Salt Drawing (Me on the Map)

Sensory Friendly Day
Monday, February 25
10 am - 5pm
Sensory Tools, Dance Class, Sensory Friendly Pop-Ups and more.
Scott Family Amazeum

Sarah Weeden

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