TEACHER GUIDE TO THE

2018-2019 Every Student Initiative Field Trips



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Introduction

Please read through this document at least once before arriving at the museum for your field trip.

Every Student Initiative

The Every Student Initiative (ESI) is an ambitious new program to bring every student in Central Illinois to the Peoria Riverfront Museum every year. With hands-on learning through objects, a Giant Screen Theater, Dome Planetarium, and rotating exhibits, the Peoria Riverfront Museum is a great place for students to learn in a new environment. ESI supports the museum's mission to encourage life-long learning in students of all ages while connecting them to their community at large.

The Every Student Initiative is privately funded, allowing donors to help their communities by sponsoring field trips to the Peoria Riverfront Museum.

With the Peoria Public Schools, the Barton Family Foundation has sponsored curriculum-related field trips for every student in grades K-8. The field trips are scheduled throughout the year to coincide with the curriculum the Museum can match best. Each trip includes a visit to the Giant Screen Theater or Planetarium and a guided gallery tour. The specific show and gallery are picked based on the current curriculum during that quarter.

This is an excellent opportunity for students to explore what their community has to offer and experience their classroom curriculum in a unique way.



If you have any questions, comments, or concerns, please contact:

Holly Johnson

Every Student Initiative/Group Tours Coordinator (309) 863-3013

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Museum Policies & Expectations

About this guide:

- This guide is intended to help give an overview of your grade level's specific field trip along with pre and post visit activities to help integrate the trip into the classroom.
- Please review this guide prior to your scheduled field trip to ensure a smooth experience.

Arrival/Check-In:

- Please **confirm your final numbers** (students & chaperones) with Holly Johnson **5 days prior** to your visit.
- Do your best to **ARRIVE ON TIME!** Tours are carefully scheduled, and arriving on time makes the day go easier for both you and your students.
 - "On Time" is defined as arriving **5-10 minutes before your first scheduled program** to allow for transition time (e.g.: check-in, bathroom breaks, etc.)
- Upon arrival, one leader should check in at the front desk to report the final tally of students and adults. It is important that you know your total numbers before coming to the front desk. This will ensure your group starts promptly at your designated time.
- Rolling bins will be provided to your group upon arrival to store items like sack lunches and/or coats. We cannot provide cooling or heating services for lunches.
- A museum host/educator will greet the group in the lobby and give a brief orientation.

Bus Loading/Unloading Zones:

- Buses can load and unload at the front entrance of the museum at 222 SW Washington Street. There is a drop-off lane directly in front of the museum.
- There is no on-site bus parking; buses can park under the Bob Michel Bridge.
 - A bus driver map is available <u>online</u>, or at the front desk.





Group Orientation:

• Upon your arrival at the museum, a staff member will briefly explain the museum rules, review your group's specific schedule, and provide chaperones with maps, activity sheets, and gallery guides as needed.

Chaperone Policy:

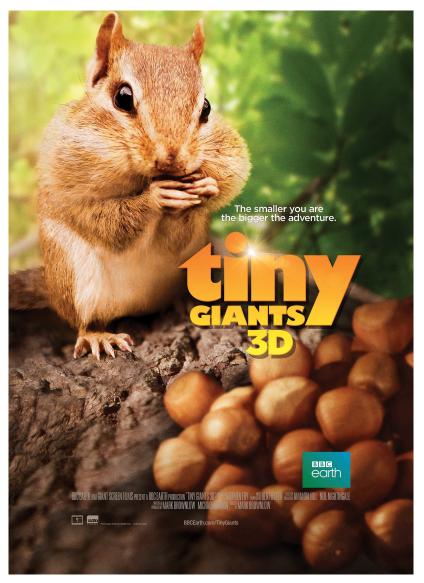
- Peoria Riverfront Museum recommends one chaperone for every five students; all attending adults are considered a chaperone.
- Chaperones arriving separately can park in the museum parking deck for free.
- All chaperones should be made aware of the tour's itinerary.
 - Chaperone guides are available on the museum's website; please make use of these.

Museum Rules:

Our goal is to provide a successful learning environment for all students. You can help to create that environment by clarifying our behavioral expectations with your students both before you arrive AND by helping us enforce those expectations during your visit. During your group orientation, a staff member will remind your students of the following rules:

- · Walk in the museum. No running.
- Use indoor voices.
- Many of our exhibits are "hands-on," but some are not. We'll help your students to know the difference.
- No food, drink, candy or gum in the galleries.
- Respect others in your group as well as other museum visitors and staff.
- Teachers and chaperones must stay with their groups at all times.
- Photography is permitted in some galleries. Please ask your host for details.

Element 1: Giant Screen Theater: Tiny Giants 3D



In an adventure of giant proportions, Tiny Giants 3D reveals the astonishing lives of the smallest of animals.

Using the incredibly immersive power of specialist 3D cameras, audiences are transported in a very intimate way into another world to experience the titanic battles these creatures face to survive.

A chipmunk in a wild wood and a grasshopper mouse in Arizona's scorched deserts are both forced to grow up fast when they find themselves alone for the first time. Only by using their ingenious superpowers can our heroes not only stay alive, but also become masters of their universe.

Tiny Giants 3D is inspired by the BBC original television series Hidden Kingdoms. The US premiere of the BBC/ Discovery Channel co-production – renamed Mini Monsters and narrated by Peter Dinklage (Game of Thrones) – aired as a two-hour special on Discovery in May 2014.

For more information, including a digital Tiny Giants IBook and coloring sheets, visit

http://www.bbcearth.com/tinygiants/.

Element 2: Dragons, Unicorns & Mermaids: Mythic Creatures



Dragons, Unicorns & Mermaids: Mythic Creatures

The world is full of stories about brave heroes, magical events, and fantastic beings. For thousands of years, humans everywhere - sometimes inspired by living animals or even fossils - have brought mythic creatures to life in stories, songs, and works of art.

Today these creatures, from the powerful dragon to the soaring phoenix, continue to thrill, terrify, entertain, and inspire us. We seem to catch glimpses of these creatures all around us: hiding beneath the ocean waves, running silently through the forest, and soaring among the clouds. Some symbolize danger. Others, we think, can bring us luck or joy.

Together mythic creatures give shape to humankind's greatest hopes, fears, and most passionate dreams.

The exhibit for the 2018-2019 Kindergarten field trip is *Mythic Creatures*. Kindergarteners will come face to face with creatures from fairy tales, mythology, and tall tales through large fabrications and artifacts.

Students will be guided through the exhibit by a docent through the different sections: Water, Land, Air, and Dragons. Each mythic creature on the tour will be identified by name and a specific story or genre to tie into the unit Nursery Rhymes, Fables & Stories.

Find out more information on this exhibit, please check out the educator guide, found here:

education.amnh.org/mythiccreatures

Feel free to use the Educator Preview Pass to visit the exhibit before the field trip as well. (Found on Page 7)



Educator Preview Pass

Preview the museum before planning your field trip! Educators are invited to come to Peoria Riverfront Museum and visit the galleries and see the Dome Planetarium shows* at no cost.

Print out this pass and bring it and your official school ID to the ticket desk in the main lobby. This pass is good for free admission for one educator.

*Applies to our regularly scheduled public shows only.

INFO BELOW MUST BE FILLED OUT FOR FORM TO BE VALID

Name	
School	Grade(s) Taught
Citv	Email

Peoria Riverfront Museum

Pre-Visit Activity: *Mythic Creatures*

Introduction

The docent tour of *Mythic Creatures* will focus on introducing each mythic creature to the Kindergarteners and identifying some of the types of stories they come from. Not all of the mythic creatures in the game will be in the exhibit. Help your students learn some of the different mythic creatures they'll see with this fun matching game!

Supplies

Print Outs (Page 8, 2 per group. Each creature should have a match)

Scissors

Flat surface on which to play the game

Optional: Coloring materials for students to color their creatures



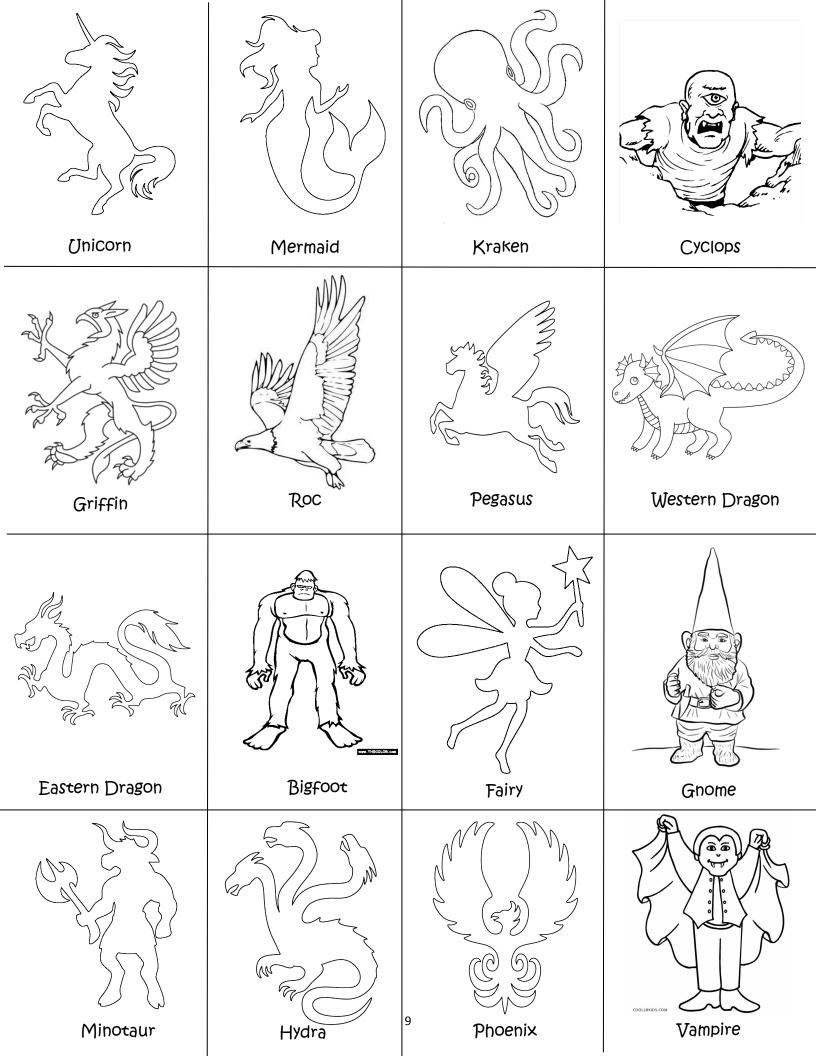
Game Rules

- 1. Mix cut-out squares together until they're all jumbled up.
- 2. Carefully lay out the creatures face-up in a grid, there should be 2 of each creature! (For a slightly more difficult version, face-down so the creatures are hidden.)



- 3. Take turns making matches of all of the different mythic creatures! As the students make a match, have them say the name of the creature out loud. Each player can only make one match per round. (If playing the more difficult version, each player can lift up 2 squares per turn and put them back in the same spot if it is not a match. If they match, the player keeps the two squares and can lift up a 3rd square.)
- 4. The player with the most matches at the end of the game wins!





Post-Visit Activity: Tiny Giants

Introduction

In the movie *Tiny Giants*, we met a chipmunk and mouse that live in two very different environments: the forest and desert! This fun animal sorting activity will help students identify where animals live. For an added fun twist, add mythical creatures so students can identify where dragons, unicorns, and mermaids might live.

Supplies

Print out of animals (Page 10)

Scissors

Large piece of paper

Coloring materials

Rulers



Instructions

- 1. Using the ruler, draw a straight line dividing the large piece of paper in half.
- 2. On the right side of the paper, label it "Forest." Remind the students of *Tiny Giants* and the chipmunk that lived there. Have the students draw a forest scene after identifying what the forest environment is like.
- 3. On the left side of the paper, label it "Desert." Remind the students of *Tiny Giants* and the mouse that lived there. Have students draw a desert scene after identifying what the desert environment is like.
- 4. Take the animal print out sheet and cut out all of the animals (or have this done already.)
- 5. Once both sides of the paper are drawn and colored, it's time to start sorting animals! Identify each animal and if they belong in the desert or forest. Do any of the animals belong in both?



