NEW! Exhibits
NEW! Think Studios
NEW! SMALLabs

Same great PLAY!

BOOK Today!

GlazerMuseum.org/fieldtrips
813 443 3821

2017-2018 Educator's Playbook

BOOK A Fieldtrip

Glazer Children's Museum
110 W Gasparilla Plaza
Downtown Tampa Florida 33602
GlazerMuseum.org | 813 443 3821

SUPPORTED BY

Children's Board of Hillsborough County
Tampa Bay Watch

110 W Gasparilla Plaza, Downtown Tampa Florida 33602 | GlazerMuseum.org | 813 443 3821
### 2017-2018 Educator’s Playbook

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Education through play is vital for a child’s healthy development as well as an educator’s ability to recognize natural teachable moments that create memories for a lifetime.

*Kelley Parris, CBHC Executive Director*

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Don’t let your kids miss this incredible resource!

*Shawn, Facebook*

The perfect environment for children to learn and experiment.

*Maria, Facebook*

---

So much to explore!

*Jane, TripAdvisor*
At the Glazer Children’s Museum, we’re raising the 
Imagination Generation!

Ignite your imagination with our NEWEST Exhibits and Experiences!

Dream It. Be It.

During a Glazer Children’s Museum visit, children try on many identities to help explore the world around them. Whether they put on a lab coat in our Vet Clinic or leap to stardom in our Twinkle Stars Theater, imaginative play is critical to our Museum experience. At GCM, if children can Dream It, they can Be It.

From STEAM to DREAM

As the world moves full STEAM ahead in curriculum with Science, Technology, Engineering, Arts, and Math, GCM has adopted a DREAM curriculum focusing not only on these core disciplines, but on additional concepts critical to 21st century careers:

- **D**esign Thinking to discover how our world works
- **R**eading skills to explore, grow, and learn
- **E**ngineering to make us better builders of tomorrow
- **A** renaissance of all things Arts & Architecture
- **M**athematical concepts to bind us together, Musical knowledge to keep our toes tapping, and Making a world that we have yet to imagine

**OUR MISSION**

The mission of the Glazer Children’s Museum is to create learning environments where children play, discover, and connect to the world around them to develop as lifelong learners and leaders.

**ACCESSIBILITY**

All themed areas and most exhibits in the Museum are wheelchair accessible. GCM is recognized as an Autism Friendly Business by CARD-USF.

#GCMkids

GlazerMuseum.org/fieldtrips
We’ve Designed a New Field Trip Experience!

GCM introduces Innovative Field Trip Experiences for students Pre K-Grade 8!

All Field Trips provide students with powerful Brain Building Play in over 170 exhibits within 19 themed areas. Field Trip experiences can also include our new design-oriented Think Studios or one-of-a-kind SMALLabs to enrich your curriculum.

Think Studios

Our kid-sized Think Studios invite your students to learn, explore, discover, and challenge themselves. GCM’s Playologists pack each space with tools and materials to help your students unleash their creativity and exercise their imaginations in the pursuit of learning 21st century skills. Go on a Design-Oriented Adventure with a challenge of your choice.

Now students can Dream It, Be It for 6 years in a row and build 21st century skills each visit.

SCOPE + SEQUENCE

PRE K-K  STEM + Social Emotional Learning
GRADE 1  Art + Literacy
GRADE 2  Making
GRADE 3  Conscious Kids
GRADE 4  Innovation Challenges

We link both brain-building play AND quality learning standards to elevate each child to reach their full potential. At GCM, we stretch beyond traditional educational formats to include a child’s most powerful tool, Imagination. Allow your students’ minds to wander with a Chaperone-Guided Field Trip at the Glazer Children’s Museum.

SELECT YOUR FIELD TRIP

Grade level specific experiences, details and pricing are outlined in the following pages.

- Florida State Standards

All GCM exhibits are educator-designed to encourage thoughtful questioning and critical thinking. We take our role as a community resource that helps kids meet Florida State Standards very seriously. Additionally, all of our SMALLab and Think Studio experiences directly address Florida State Standards.

SMALLabs

The Glazer Children’s Museum is the world’s first museum to have a Motion-Capture Lab! SMALLab is an embodied learning environment where every learner is up, moving, and collaborating with peers. Team up with a Museum Educator to bring your classroom lessons to life in this unique motion-capture setting where your movements make the experience different each time. Research shows that in SMALLab, there is an 86% increase in student learning and peer collaboration is 6.7 times higher than the normal classroom.

BOOK TODAY!

GlazerMuseum.org/fieldtrips | 813 443 3821 | reservations@glazermuseum.org
GCM provides a ripe landscape for early learners. We understand the science of play and are happy to provide the framework and scaffolding to help your classroom come to life. See your students build a fort, manage a restaurant, shop in our grocery store, and create a masterpiece.

**Think Studios:**
Play all day and add a seasonal Think Studio with your favorite PBS Character and take home project!

Be a Good Neighbor with Daniel Tiger
**August 1–January 31**
Daniel Tiger helps kids become great neighbors. Through puppet making and play inspired by the show, we’ll explore feelings, relationships, and how to be a great friend using some of Daniel’s favorite musical strategies. Ugga Mugga! Also checkout WEDU’s Daniel Tiger visit to GCM, October 3.

**Pricing**

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<thead>
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<th>Fictional Studio + Takeaway</th>
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<tr>
<td><strong>Imagination + Think Studio</strong></td>
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**Book Today!**
GlasherMuseum.org/fieldtrips
813 443 3821

**100 Days of School with Peg + Cat**
**February 1–15**
Count to your heart’s content in our celebration of 100 days of school. If counting is a challenge, Peg + Cat + GCM can help.

**Project Adventure with the Cat in the Hat**
**February 16–March 30**
Go on an adventure with your favorite Dr. Seuss books. Practice keen observation and learn about Florida’s native flora and fauna. Each student will make their own notebook to use for observations. The Museum will celebrate Dr. Seuss’s Birthday February 26–March 2.

**Design and Build with Curious George**
**April 1–May 31**
Curious George, the little monkey who asks questions, shows kids why curiosity is important. Through hypothesis and trial, your students will discover which shapes work best in building.

**Were’ve augmented the curriculum for our littlest learners with even more Social and Emotional Wellness and STEM concepts by combining some of PBS’s exceptional tools with GCM’s robust programs.**

Jennifer Stancil, GCM President and CEO

Want to use PBS Kids as a tool in your own classroom? Visit florida.pbslearningmedia.org to check out their free resources, searchable by grade level and subject.
**GRADES 1-2**

GCM is the ideal setting for each grade level. Based on your group’s educational and developmental needs, choose from three innovative options.

---

**PRICING**

**Ultimate Play Field Trip**

$11 EACH

- Orientation
- 1 SMALLab Experience
- 1 Think Studio
- Museum Exploration
- Lunch time

**Premium Play Field Trip**

$9 EACH

- Orientation
- 1 SMALLab Experience **OR** 1 Think Studio
- Museum Exploration
- Lunch time

**Play Field Trip**

$7 EACH

- Orientation
- Museum Exploration
- Lunch time

---

**BOOK TODAY!**

GlazerMuseum.org/fieldtrips
813 443 3821

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**SMALLab: Color Wheels**

It’s an artist’s studio! It’s a game! It’s painting with motion! In this colorful, movement-based game, students learn about paint and digital primary colors.

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**Think Studios:**

**Palette Play**

Explore the power of color by entering the world of Olivia the Pig, created by the illustrator, Ian Falconer. Explore the impact of black and white charcoal art and see how splashes of color can add drama to your unique masterpiece.

**Creature Collage**

Enjoy the storytelling and artistry of Eric Carle with a project inspired by his books’ famous organic tissue paper collages. Will you take home your own version of Brown Bear or Very Hungry Caterpillar?

**Colorful Me**

Festive watercolors define artist Julia Denos’ book, Swatch: The Girl Who Loved Color. First mix, play, and name your very own color! Then use watercolors to create a bold, beautiful illustration.

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**SMALLab: Getting to Know Time**

Immerse your students in the world of cycles and patterns, where they stretch their arms and legs to manipulate days, seasons, and hours.

---

**Think Studios:**

**Sticky Circuits!**

Test your circuiting skills in this prototyping session where students are free to experiment with a host of materials in creating their own LED throwies. This take-home project lights up and sticks to any magnetic surface.

**Pledge for the Planet**

Learn about native plants, local birds, and insects. Then get your hands dirty creating seed balls to take home or plant at school. Find daily ways to pledge to make the planet healthier while contributing as a citizen scientist.

**Budding Inventors**

Make a mash-up of tech, food, and special circuitboards! Students create cool and innovative connections with circuits.
SMALLab:
Gaming the System
What’s in a game? Whether digital or analog, all games have specific components. We’ll launch the game Particle Predator to start your students on a path to learn how rules break down, games build up, and your actions can have unexpected outcomes.

SMALLab:
Making Fractions Fun
Move and feel fractions in our state-of-the-art game environment. When you use your body to understand, manipulate, and play with fractions the concepts are likely to stick with you!

Think Studios:
Musical Inventors
In this musical journey around the world, students learn about the Landfill Harmonic Orchestra in Paraguay and then envision, design, and create their own musical instruments from recycled materials to take home.

Textile Artisans
Discover the art of weaving using a variety of fibers, from traditional materials to modern. Learn how to upcycle materials and make art from things that might otherwise end up in a landfill. Manage your own mini-weave and take home your creation.

Pottery Pursuits
What can ceramics tell us about a culture? Explore the Taino arts and symbols of the Caribbean by designing and decorating your own small pinch pot while learning about the family traditions of the Taino tribes.

Think Studios:
The Rube Goldberg Challenge
Teams compete in this fierce, friendly, and creative session. Attempt to make the most complicated machines complete some simple tasks.

The Amazing Tampa Bay Boat Race
Use the scientific principles of buoyancy, water displacement, and engineering to design and test a boat. Then visit KidsPort to see which boats are the fastest, steadiest, and most seaworthy.

Trip the Finch-Fantastic
Collaborate in small groups to program and experiment with a Finch Robot. Dance, draw, explore the world and more! The sky’s the limit with Carnegie Mellon University’s little Finch.
We Train Educators!

As GCM celebrates its 7th anniversary in downtown Tampa, the children in our community have grown up right alongside us. Now more than ever, GCM is providing opportunities for Tampa’s pre-teens and teenagers. Join us for a Grades 5-8 Field Trip designed specifically with them in mind.

**Weather Wow + Clouds Galore**

$10 EACH

GCM’s weather experience with Bay News 9 combines our SMALLab and an exploration of the elements — including the most amazing live wind map ever — with exclusive Bay News 9 meteorologist-led lessons. Then participate in Citizen Science surrounding the study of clouds with a Museum Educator in Curtis Hixon Park. Consider grabbing lunch downtown or a picnic in the park!

**Exploring Downtown Tampa**

$10 EACH

Walk the banks of the Hillsborough River with one of our Museum Educators. Learn about the history of Tampa and hang your hat on our city’s urban design. Then learn about urban landscaping and the art and architecture involved in building and designing on a large scale. Consider grabbing lunch downtown or a picnic in the park!

**Grades 5-8**

Are you interested in Professional Development Opportunities? GCM is your resource! Work with Museum Educators and University Academy of Sciences trainers to earn professional development credit. Many resource materials are free and the Museum will coach you throughout the year. To learn more, contact education@glazermuseum.org

**CryptoClub**

Educators and math enthusiasts – learn to be a CryptoClub leader! Cryptography, the science of secret messages, is an intriguing STEM topic and is now available as a GCM Educator Workshop. Learn how to use games, treasure hunts, and other informal activities to engage students in cryptography and mathematics such as decimals and percents, division with remainder, common factors, negative numbers, and pattern recognition.

**Science Action Club**

Become a Citizen Science educator by starting a Science Action Club at your school! Play games and activities, explore science, and observe clouds with your students. Receive a free educator kit, guide, science journals, and all the equipment you’ll need for your club’s 12 sessions. All you will need is one tablet or smartphone to upload your student’s findings and data to GLOBE Observer, an international network of scientists and students working together to study how clouds affect Earth’s environment.

**Grades 5-8 Field Trip**

$10 EACH

GCM’s weather experience with Bay News 9 combines our SMALLab and an exploration of the elements — including the most amazing live wind map ever — with exclusive Bay News 9 meteorologist-led lessons. Then participate in Citizen Science surrounding the study of clouds with a Museum Educator in Curtis Hixon Park. Consider grabbing lunch downtown or a picnic in the park!

**Exploring Downtown Tampa**

$10 EACH

Walk the banks of the Hillsborough River with one of our Museum Educators. Learn about the history of Tampa and hang your hat on our city’s urban design. Then learn about urban landscaping and the art and architecture involved in building and designing on a large scale. Consider grabbing lunch downtown or a picnic in the park!

**BOOK TODAY!**

GlazerMuseum.org/fieldtrips | 813 443 3821
reservations@glazermuseum.org

**Glazer Children’s Museum**

**GlazerMuseum.org**

**EXPLORE! Educator Tours**

**Rent the Museum**

STEM Night, Science Fair, or Faculty Meetings

To learn more, contact education@glazermuseum.org
GCM offers a variety of innovative and educational daily programs to engage visitors of all ages.

Here’s a list of our special weeks and events for 2017-2018.

All September, 2017
10% Off September Field Trip Visits
Booktember

December 1-8, 2017
Geek Week

January 19 + May 10, 2018
10% Off January Field Trip Visits
TedEd Club

January 22-26, 2018
10% Off January Field Trip Visits
Pirate Days

February 26-March 2, 2018
Seuss-tastic Week

March 14, 2018
Pi Day

All April, 2018
Citizen Science
Educators, Be a Great Play Leader!

Watch your students work as a team, problem solve, and learn during a Glazer Children’s Museum Field Trip! Enhance math, science, and literacy concepts through interactive play and exploration as a group.

Help lead a strong visit by asking your group open-ended questions. Their answers may reveal an opportunity to strengthen concepts and discoveries.

• What do you think will happen next?
• Why do you think it works that way?
• What do you think that is for?
ARRIVAL
Greeting and Orientation
Please pull into the drop-off area on Gasparilla Plaza to unload your students. A member of our Education Team will greet your bus, direct the offloading of students and lunches, and begin a Museum Orientation with your group.

Parking & Buses
Bus parking is available on Gasparilla Plaza on a first-come, first-served basis. Cars and vans park in the adjacent Poe Parking Garage on the corner of Ashley Drive and Cass Street. Standard parking is $1.20 an hour and is regulated by the City of Tampa. When bus parking is no longer available on the Plaza, we direct buses to nearby Perry Harvey Sr. Park or Blake High School Parking.

Check-In
The lead chaperone will check-in with a Visitor Services representative during the Museum Orientation. The remaining balance and a list of school-approved chaperones are due at this time.

After completing the check-in, the Lead Educator will distribute chaperone stickers and be required to split students into smaller groups to enter the Museum.

Chaperones
All chaperones must be at least 18 years old. Each chaperone is assigned to a maximum of 10 students. Students with special needs may have a personal chaperone at no additional cost. Groups must stay together at all times.

Teachers and 1 Chaperone for every 10 Students: Free
Additional Chaperones $10 Each

LUNCHES
GCM will store packed lunches in a non-refrigerated area until your group is ready for lunch. When it is time for lunch please stop at the Visitor Services desk and they will bring your lunches to you on rolling carts. Enjoy lunch in Curtis Hixon Park, but please remember to use the trash cans on the grounds and return the carts to the Museum.

Lunches are permitted inside during inclement weather.

Box Lunches +$4.50
Refuel for a long day of play with a box lunch provided by Subway. Please order box lunches at least 7 days prior to your visit using the order form provided with the invoice.

DEPARTURE
Return to Visitor Services 15 minutes prior to your departure time to pick up lunch boxes and coolers. All children must leave the Museum with their assigned chaperone at their designated time slot.

Cancellation Policy
30+ Days before confirmed Group Visit date, 100% refund.
29-14 Days before confirmed Group Visit date, 75% refund.
13-8 Days before confirmed Group Visit date, 50% refund.
7 Days before confirmed Group Visit date, No refund.

PLAY BY PLAY
All GCM Field Trips are chaperone-guided play opportunities available Tuesday-Friday. Boost the fun by participating in daily programs or attending pop-up presentations throughout the Museum. Cement what students have learned in the classroom by scheduling SMALLab or Think Studio experiences to support your curriculum and promote critical thinking.

FIELD TRIP HOURS
Tuesday-Friday: 9am-12pm | 10am-1pm | 11am-2pm
Mondays are reserved for special needs groups. Enjoy a day at the Museum with no groups in-house. A limited number of adaptive materials are available to borrow.

BOOKING + DISCOUNTS
Visit in September or January to receive 10% Off!
Memberships and Play Day Passes cannot be used for Field Trip admissions. A 50% deposit is required when completing a reservation.

Title 1 Schools Partnership Program
Title 1 schools can apply for a sponsored Field Trip by downloading an application from GlazerMuseum.org/fieldtrips. Funding is limited and available for Title 1 schools on a first-come, first-served basis. Title 1 School sponsored Field Trips are limited to one per school year and classes must participate in a Think Studio.
Field Trip Countdown

AFTER BOOKING
- Watch for your confirmation email and invoice within a few days of booking.
- Contact Reservations at 813 443 3821 or reservations@glazermuseum.org if you do not receive your invoice.
- Carefully review your confirmation letter and call us immediately with questions or revisions. Take special note of the forms that must be completed prior to arrival.

3 WEEKS BEFORE
- Confirm your transportation arrangements.
- Recruit chaperones and distribute rules and expectations.
- Send out student permission forms and information about costs.

2 WEEKS BEFORE
- Decide if your students will wear coordinated shirts and communicate to families.
- Assign your students to groups of 10 or fewer. Each chaperone is assigned to a maximum of 10 students.
- Make arrangements for lunch. GCM boxed lunches must be ordered at least 7 days prior.

FIELD TRIP WEEK
- Let your students know what to expect and what will be expected of them.
- Compile a list of approved chaperones expected to participate in your Field Trip.
- Create nametags if your students and chaperones will be wearing them.

FIELD TRIP DAY!
- Turn in a list of school-approved chaperones to the Educator greeting your Field Trip.
- Do frequent head counts and be prepared to describe any child in your group.
- Let any Museum Educator or Playologist in a safari vest know of any questions, comments, or concerns.
- Remind children of the rules of the Museum and have fun!

AFTER YOUR VISIT
- Ask the children what they liked most about the field trip.
- Tie in the field trip experience to your school curriculum.

BOOK TODAY!
Thank you for considering a Field Trip to GCM. Please gather the following information before contacting Reservations:

GlazerMuseum.org/fieldtrips | 813 443 3821 | reservations@glazermuseum.org

SCHOOL

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<th>School Address</th>
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<tr>
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FIELD TRIP

GRADE LEVEL |
- Pre-K |
- Kindergarten |
- Grade 1 |
- Grade 2 |
- Grade 3 |
- Grade 4 |
- Grade 5 |
- Grade 6 |
- Grade 7 |
- Grade 8 |

EXPERIENCE |
- Imagination + Think Studio |
- Imagination Field Trip |
- Ultimate Play Field Trip |
- Premium Play Field Trip |
- Play Field Trip |
- Weather Wow + Clouds Galore |
- Exploring Downtown Tampa |

O Pre-K O Kindergarten O Grade 1 O Grade 2 O Grade 3 O Grade 4 O Grade 5 O Grade 6 O Grade 7 O Grade 8

O Imagination + Think Studio O Imagination Field Trip O Ultimate Play Field Trip O Premium Play Field Trip O Play Field Trip O Weather Wow + Clouds Galore O Exploring Downtown Tampa

Notes:

# Pre-K Field Trip

$7 (Pages 8-9)

# Kindergarten Field Trip

$6

O Grade 1 O Grade 2 O Grade 3 O Grade 4

O Ultimate Play Field Trip $11 (Pages 10-13)

O Premium Play Field Trip $9 (Pages 10-13)

O Play Field Trip $7

O Weather Wow + Clouds Galore $10 (Page 14)

O Exploring Downtown Tampa $10 (Page 14)

TIME SLOT

O 9am-12pm O 10am-1pm O 11am-2pm

Pricing:

- # _Children_ x _Cost_ $
- # _Box Lunches_ x $4.50 $
- # _1:10 Chaperones: Children + 10_ Free
- # _Extra Chaperones_ x $10 $

Total $

GlazerMuseum.org/fieldtrips | 813 443 3821 | reservations@glazermuseum.org