Wonderful experience. Our students loved the Museum.
Glazer Children’s Museum
GlazerMuseum.org

2019-2020

Educator Playbook

Choose Your Field Trip
- Pre-K and Kindergarten: 4-5
- Grades 1-2: 6-7
- Grades 3-4: 8-9
- Grades 5-8: 10-11
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PLAY WITH PURPOSE
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.

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

OUR VISION
A community where everyone is included, enabled, and empowered to dream and excel by creating a bright future fueled by imagination because we invested early.
Choose Your Field Trip Experience!

All GCM Field Trips provide students with powerful Museum Play in over 35,000 square feet of interactive exhibits. Extend your Field Trip experience by adding on a design-oriented Think Studio or one-of-a-kind SMALLab to enrich your curriculum. Grade level specific experiences, details, and pricing are outlined in the following pages.

**CHAPERONE-GUIDED Museum Play**

Every GCM Field Trip starts with play! We link brain-building play and quality learning standards to elevate each child to reach their full potential. All GCM Exhibits are curated by educators to encourage thoughtful questioning, critical thinking, and pure imagination.

**SCOPE AND SEQUENCE**

**PRE K-K** STEM and Social Emotional Learning

**GRADE 1** Art and Literacy

**GRADE 2** Science Kids

**GRADE 3** Making

**GRADE 4** Innovation

**GRADES 5-8** Design Thinking, Problem Solving, Citizen Science

**ADD-ON A Think Studio**

Our Think Studios invite students to learn, explore, discover, and challenge themselves. Each Think Studio is equipped with tools, materials, and a GCM Educator to help your students unleash their creativity and exercise their imaginations. Go on a Design-Oriented Adventure with a Think Studio of your choice.

**ADD-ON A SMALLab**

For Grades 1-4

GCM is the first children’s museum to house SMALLab, an embodied learning environment where every learner is up, moving, and collaborating with peers. Team up with a GCM Educator to bring your classroom lessons to life in this unique, Motion-Capture Studio. Research shows that SMALLab experiences increase learning by 86% and peer collaboration is 6.7 times higher than in a traditional classroom setting.

**Florida State Standards**

All GCM Exhibits are curated by educators to encourage thoughtful questioning, critical thinking, and pure imagination. Additionally, all Think Studio and SMALLab experiences directly address Florida State Standards and can be accessed on our website at GlazerMuseum.org/standards.

**BOOK TODAY**

Visit GlazerMuseum.org/fieldtrips

Email reservations@glazermuseum.org

Call 813 443 3821
Think Studios:
We’ve structured the curriculum for our littlest learners with an emphasis on Social and Emotional Wellness and STEM concepts. Our Think Studios are crafted and led by Museum Educators and align with Florida State Standards.

New: Teamwork Rescue Mission
Practice your teamwork skills during a team building rescue mission. Collaborate to see what teamwork looks like, sounds like, and feels like. Reflect on the process to identify your own team goals and draw a picture of your team performing its mission.

Shape it Up with Peg + Cat
Join Peg the Bold and Brave Sir Cat to explore the attributes of 2D shapes. Master circles, triangles, squares, rectangles, ovals, and semicircles, then combine shapes to create your own Peg puppet to take home.

Be a Good Neighbor with Daniel Tiger
Through puppet making and play inspired by Daniel Tiger, explore feelings, relationships to others, and how to be a great friend. Make your own Daniel Tiger puppet, learn how to use your words to describe your emotions and sing along with your classmates.

New: Celebrate Diversity with Sesame Street
Bert and Ernie know their friendship is made stronger by their similarities and differences. Observe and celebrate what makes each of us special and unique, then contribute your self portrait to a class gallery you can take with you.

Design and Build with Curious George
Harness Curious George’s problem-solving style to complete a design challenge in this Think Studio. Watch your students create a blueprint, craft a prototype, and run trials before improving their final design.

Peg’s Pizza Place with Peg + Cat
Practice counting to 100 in this pizza-crafting Think Studio. Take customer orders, group objects by 10’s, and work together to create slices that combine to make a pizza with 100 toppings.

Such an amazing place for the kids to explore!
SMALLab:
**Color Wheels**
It’s an artist’s studio! It’s a game! It’s painting with motion! Learn about, use, and mix digital primary colors in this colorful, movement-based game in our motion-capture studio.

**Think Studios:**
**New: Draw Your World-ish**
Discover your inner artist in this celebration of creativity and resilience inspired by Peter H. Reynolds’ book *Ish*. Read the book, share your ideas, and draw your own ish world in this art-based Think Studio.

**New: Spirals in Nature**
Discover the mathematical beauty of the golden ratio with the book *Swirl by Swirl: Spirals in Nature*, then create your own beautiful spiral art out of colorful paper using cutting and folding techniques. Math and art collide in this Think Studio inspired by nature.

**Playing with Color**
Enter the world of *Olivia the Pig*, a Caldecott Honor Book, and explore the power of color in this literary Think Studio. Use charcoal crayons to illustrate like Ian Falconer and experiment with the addition of color to change and intensify your work.

**SMALLab:**
**Turn the Hands of Time**
Immerse yourself in the world of time and all things clock-based. Stretch your arms and legs to turn the hands of a clock and race to match digital and analog time in our motion-capture studio.

**Think Studios:**
**New: How Your Body Works**
Step into this Think Studio to learn about the muscular, skeletal, and nervous systems in your body. Visualize the movements of your spine while learning yoga poses and create a working replica of your spine to take home.

**Exploring Circuits**
Learn the basics of electrical circuits in this playful Think Studio. Explore conductive and insulating materials then design and build circuits to light a bulb, turn on a switch, or run a motor. Finally, create your own LED throwie to take home.

**Pledge for the Planet**
Become a citizen scientist and contribute to the efforts of preserving Florida wildlife! Learn about native plants, birds, and insects. Then get your hands dirty creating native seed balls to take home or plant at your school.

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**Pricing**
- **Play Field Trip**
  - $7 Each Student
  - Orientation
  - Museum Play
  - Lunchtime

- **Premium Field Trip**
  - $9 Each Student
  - Orientation
  - Museum Play
  - Think Studio or SMALLab
  - Lunchtime

- **Ultimate Field Trip**
  - $11 Each Student
  - Orientation
  - Museum Play
  - Think Studio and SMALLab
  - Lunchtime

Field Trip pricing applies for a minimum of 15 students.

**Book Today**
Visit [GlazerMuseum.org/fieldtrips](http://GlazerMuseum.org/fieldtrips)
Email reservations to [reservations@glazermuseum.org](mailto:reservations@glazermuseum.org)
Call 813 443 3821
SMALLab: Working the System
Explore systems thinking and the real-world application of a holistic approach after watching the Cats of Borneo, a short animation detailing the long-term impact of spraying a pesticide. Work together to master a game based on your understanding of parts in a system.

SMALLab: Fractions are Fun
Explore fractions in our motion-capture studio. When you use your body to understand, manipulate, and play with fractions, not only do the concepts really stick, but fractions become fun!

Think Studios:
New: Build a Book
Learn the ancient art of book binding and create your own using paper from near and far. Decorate your book using a variety of tools and take it home to fill with all your creative ideas.

New: Kusama’s Dots
The legendary Japanese artist Yayoi Kusama is world renowned for her Obliteration Rooms that immerse visitors in thousands of colorful polka dots. Learn about her works and then create your own shoebox obliteration room.

Musical Inventors
In this musical journey across the world, learn about the Landfill Harmonic Orchestra in Paraguay to envision, design, and create your own instruments from recycled materials. Then come together to perform like an orchestra.

Think Studios:
New: What Floats Your Boat?
Learn about buoyancy, gravity, weight, and density before building your own boat to float in our port. Your prototype will be tested by the elements for its seaworthiness and durability, then face off against a staff engineered 3D printed boat.

Amazing Roller Coaster Adventure
Turn potential energy and gravity into kinetic energy as you build a working roller coaster from start to finish. Include a launch, a loop, a turn, and a hill. Run tests, identify problems and re-design your roller coaster as you go.

Bridge Building Challenge
Work with a team to design a bridge that is both structurally sound and visually appealing. Your prototype will be stress tested with weights and pressure to determine the limits of its durability.

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GCM’S EDUCATOR PLAYBOOK GlazerMuseum.org/Fieldtrips
Grades 5-8

The Art of Sky Watching
$11 Each Student
Get inspired by the sky in this Field Trip that meshes art and science. Learn about the wonders of Florida weather, track storms in our motion-capture studio, and participate in the worldwide SkyDay Project by taking sky pictures from GCM’s terrace or Curtis Hixon Waterfront Park. Upload your photos to the website and create nature-inspired watercolors in a Think Studio.

Lifelong Leaders
$11 Each Student
Learn the different styles of leadership and practice using those skills while tackling a variety of engineering challenges. Identify and discuss the strengths and weaknesses of each style as you move through the challenges. Reflect on your own strengths and then identify areas where you can become a better leader. Finally, put your skills to the test in our motion-capture studio.

Escape from the Museum
$12 Each Student
Test your creativity and problem solving skills with this Escape Room Challenge designed by Museum Educators. Learn the basics of cryptography and employ your mathematics and design thinking skills. This adventure will take you throughout the Museum, into our motion-capture laboratory and even into Curtis Hixon Waterfront Park as you mastermind your escape. Maximum of 60 students.

Custom Field Trips
$13 Each Student
GCM can help bring your curriculum to life. Contact our Education Team to design a custom Field Trip for your group. Your visit will include two Think Studios and one SMALLab to fit your needs. Examples of Custom Field Trip topics include states of matter, water conservation, and careers.

Accessibility and Scholarships

Accessibility
The Glazer Children’s Museum strives to be inclusive for all. We are intent on creating accessible programs, exhibits, and spaces where the diverse needs and abilities of our guests are accommodated. All themed areas and most exhibits in the Museum are wheelchair accessible. GCM is certified as an Autism Friendly Business by CARD-USF and has a limited number of adaptive materials to borrow during your visit. To learn more about our inclusive initiatives, please visit GlazerMuseum.org/accessibility

Mission Mondays
GCM reserves Monday Field Trips exclusively for groups with special needs. Mission Monday Field Trips can be customized to address the specific needs of an individual group. Instead of booking online, please call our Field Trip Coordinator at 813 443 3830 to book your Mission Monday experience.

Title 1 School Scholarships
Close to 5,000 Title 1 students per year visit the Museum for free as a part of our Social Responsibility Initiative. This funding is available on a first-come, first-served basis and you must apply online. Please do not book a Field Trip and then apply for a scholarship afterward; you must apply for the funding up-front. Sponsored Field Trips are limited to one per school year, are available Tuesday-Wednesday, and generally include a Think Studio or SMALLab. Apply today at GlazerMuseum.org/schoolscholarships
Play by Play Planning

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. Further cement what students learn by booking a SMALLab or Think Studio experience to support your curriculum and promote critical thinking.

Field Trip Hours
Tuesday-Friday 9:30am-2pm
Mondays are reserved for special needs groups. See our Mission Monday program (page 13).

Time Slots
10am-1pm | 10:30am-1:30pm | 11am-2pm
9:30am-12:30pm for groups with Thnk Studio or SMALLab experiences

Field Trips typically last 3 hours

Arrival
Drop-off and Orientation
Upon arrival on Gasparilla Plaza, your bus must pull into the drop-off area to unload your students. A member of our Guest Services team will greet your bus, offload your students, and direct your group to the Museum’s orientation space to participate in a Welcome Presentation.

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 $1.25 per hour and is regulated by the City of Tampa. Special Event rates do apply at the city’s discretion. When bus parking is no longer available on the Plaza, our Guest Services team will hand out a map to other recommended parking locations.

Check In
Please make sure you know your final student and chaperone counts at this time and designate a person to check in immediately upon arrival as students are offloading. Your list of school-approved chaperones should also be available. After check-in and during the entirety of your stay in the Museum, all adults are expected to prominently display their Chaperone and Educator stickers.

Chaperones
All school-year chaperones must be at least 18 years old. Each adult should be responsible for no more than 8 students during your visit. All Educators and any Chaperones required to meet our 1:8 adult to student ratio are free. All additional chaperones are $10 each. Please note: If Chaperones arrive with younger children not attending the Field Trip, the adult must check-in on their own and pay general admission for themselves and their child, as we do not consider them a chaperone.

Museum Memberships and Play Day Passes
Memberships and Play Day Passes cannot be used for Field Trip admissions.

Lunches
GCM will store packed lunches and coolers in a non-refrigerated area. We recommend your students pack their normal lunch boxes which can be stacked easily on the carts we provide. For safety reasons we are unable to help unload oversized coolers. When it is time for lunch please stop by the Guest Services desk. If your entire group is not eating at the same time, it is important to communicate this while offloading the buses so that we can store the lunches accordingly. Enjoy lunch in Curtis Hixon Waterfront Park, but please remember to use the trash cans on the grounds and return the carts to the Museum. If it rains, lunches are permitted inside and will be scheduled by Guest Services. Want to buy GCM provided lunches? Ask Reservations for details.

Departure
Return to Guest 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.

Field Trip Countdown

After Booking
• Watch for an email and attached invoice from reservations@glazermuseum.org within a few days of booking. Contact Reservations at 813 443 3821 if you do not receive it or if you have questions or revisions.

3 Weeks Before
• Confirm your transportation arrangements.
• Recruit chaperones, collect fees, and discuss rules and expectations.
• Send out student permission forms and information about costs.

2 Weeks Before
• Decide if your students will wear coordinated shirts.
• Communicate attire to your students’ families.
• Assign your students to groups of 8 or fewer for your chaperones.

1 Week Before
• Watch for your final confirmation email. This will include a schedule for your day.
• Confirm your trip by clicking on the link in the confirmation email.

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 name tags if your students and chaperones will be wearing them.

Field Trip Day
• Call 813 443 3821 to confirm you are on your way or delayed.
• Do frequent head counts and be prepared to describe any child in your group.
• Let any Museum Staff Member or Playologist know of any questions.
• Remind your students of the Museum’s rules and to have fun!
BOOK A Fieldtrip

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Email reservations@glazermuseum.org
Call 813 443 3821

Don’t let your kids miss this incredible resource.