BOOK A Fieldtrip AT THE Glazer Children's Museum

NEW! Exhibits
NEW! Think Studios
NEW! SMALLabs

Same great PLAY!

THE PIGEON COMES TO TAMPA!
A Mo Willems EXHIBIT
Art © 2018 Mo Willems
2018-2019

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

Bring your favorite books to life through Literacy, Illustration, and Imaginative Play!

- Create art inspired by the work of Mo Willems
- Sound like Elephant and Piggie in a hilarious phone booth
- Put on a wearable bus and take a ride around the exhibit
- Use the laundromat washing machine to uncover Knuffle Bunny
- Make Elephant and Piggie dance using animation
- Dress up a Naked Mole Rat and send him down the runway
- Launch hot dogs to The Pigeon and cookies to the Duckling
- Stack blocks to create a terrible monster or funny friend

Spend an exciting day with the characters of beloved children’s book author and illustrator Mo Willems, including The Pigeon, the wily city bird best known for his antics in Don’t Let the Pigeon Drive the Bus!

The Pigeon comes to Tampa! A Mo Willems Exhibit is co-organized by the Children’s Museum of Pittsburgh and The Eric Carle Museum of Picture Book Art.
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. During a GCM 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 experience. Dream it. Be it. Daily at GCM.

Curriculum
FROM STEAM TO DREAM

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

- **Design Thinking** to discover how our world works
- **Reading** skills to explore, grow, and learn
- **Engineering** to make us better builders of tomorrow
- **A renaissance of all things Arts & Architecture**
- **Mathematical** 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 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.

ACCESSIBILITY

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

Play with Purpose from Pre K–Grade 8!

All Field Trips provide students with powerful Brain Building Play in over 170 exhibits within 20 themed areas. Extended Field Trip experiences can also include design-oriented Think Studios or one-of-a-kind SMALLabs to enrich your curriculum.

SMALLabs

Now with Virtual Reality

The Glazer Children’s Museum is the world’s first museum to have this 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.

Think Studios

Our Think Studios invite your students to learn, explore, discover, and challenge themselves. GCM’s Educators 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 Think Studio of your choice.

Brain Building Play

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.

SCOPE + SEQUENCE

PRE K-K
STEM + Social Emotional Learning

GRADE 1
Art + Literacy

GRADE 2
Making

GRADE 3
Conscious Kids

GRADE 4
Innovation Challenges

GRADES 5-8
Design Thinking and Citizen Science

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.

BOOK TODAY!

GlazerMuseum.org/fieldtrips | 813 443 3821 | reservations@glazermuseum.org
Think Studios:
We’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.

Florida PBS Learning Media
Want to use PBS Kids in your own classroom? Visit florida.pbslearningmedia.org to check out their free resources, searchable by grade level and subject.

New! 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 semi-circles and then create your own Peg take-home using these shapes.

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! Play with Pigeon
Recognize and mimic the emotions of Pigeon from Mo Willem’s popular book Don’t Let the Pigeon Drive the Bus, a Caldecott Honor Book, in this literary Think Studio. After acting out Pigeon’s feelings, use handprints, paint, and crayon to share your feelings and create your own Pigeon to take home.

Nature Adventure with Cat in the Hat
Go on an adventure with Cat in the Hat, our favorite Dr. Seuss character. Practice keen observation and learn about Florida’s native flora and fauna. Create your own observation notebook, then sketch and press Florida fauna in your take-home book.

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.

New! 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.
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 laboratory.

**Think Studios:**
**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 color to change and intensify your work.

**New! Story Quilt Art**

**New! Cranes for Peace**
Learn the legend of origami cranes and read Molly Bang’s *The Paper Crane*. Then fold your own paper cranes: one to take home and one to leave behind for GCM’s 1,000 Cranes for Peace Installation.

**SMALLab:**
**Turn the Hands of Time**
Become immersed 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 laboratory.

**Think Studios:**
**Squishy 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 Florida Citizen Scientist! Learn about native Florida plants, birds, and insects. Then get your hands dirty creating seed balls to take home or plant at school.

**Maker Mania**
Use a variety of conductive materials like bananas, marshmallows, or Play-Doh to create your own distinctive computer keyboard. Then, play the piano, drums, or a game of Pac-Man with your new keyboard. Whichever you choose, this Think Studio is sure to please.
**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**
Master fractions in our state-of-the-art motion-capture laboratory. 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:**

**Music Inventors**
In this musical journey across the world, learn about the Landfill Harmonic Orchestra in Paraguay and then envision, design, and create your own musical instruments from recycled materials.

**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 traditions of the Taino tribes.

**New! Trash to Treasure**
Turn everyday recycled materials into treasure in this art-inspired Think Studio. Use the ancient Greek art of mosaic, piecing together colored bottle caps, buttons, screws, and cardboard to create your own montage.

**GRADE 3**

**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
Grades 5-8

Many children in our community have grown up visiting GCM. Now more than ever, GCM is providing opportunities for Tampa’s pre-teens and teenagers. Join us for Grades 5-8 Field Trips designed specifically with them in mind.

**Escape from the Museum**
$11 EACH
Test your creativity and problem-solving skills with this museum-designed Escape Room Challenge. 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.

**The Wonders of Wacky Weather**
$11 EACH
From hurricanes to tornadoes, Florida has some interesting weather. Explore the elements and experience a live wind map in our motion-capture studio. Learn about NASA’s CERES satellites and take weather readings and cloud observations in Curtis Hixon Waterfront Park to submit to NASA’s ground-truthing project!

**Custom Field Trip**
$11 EACH
GCM can help bring your curriculum to life. Contact our Director of School and Youth Programs at education@glazermuseum.org to design a custom Field Trip for your group. Your field trip will include two Think Studios and one SMALLab to fit your needs. We can design Field Trips that are customized to your class on topics including leadership, states of matter, water conservation, and more.

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**Scholarship Opportunities**

At the Glazer Children’s Museum, we believe that every child deserves the chance to play with purpose and develop as a lifelong learner and leader. We are proud to offer school scholarship opportunities to ensure the Museum can serve as a resource for all students in our community.

**Title 1 School Program**
Title 1 Schools in Hillsborough County Educators, apply today for a Sponsored Field Trip. Funding is available for Title 1 Schools on a first-come, first-served basis. Sponsored Field Trips are limited to one per fiscal year, are available on Tuesdays and Wednesdays, and must include a Think Studio or SMALLab. Download an application today from GlazerMuseum.org/fieldtrips.

**Mission Mondays**
GCM is proud to introduce Mission Mondays, a new initiative that awards Free Field Trips to Grade 2 students in Renaissance Schools in Hillsborough County. Mission Mondays help students build their STEM identities by investing early in their path of lifelong learning. Each Field Trip includes a custom, STEM experience that addresses Florida State Standards for up to 100 students, lunch, and a stipend for the school to use on transportation. Educators must administer a short pre- and post-Mission Monday test to all attending students. Funding is available on a first-come, first-served basis. Download an application today from GlazerMuseum.org/fieldtrips.

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**BOOK TODAY!**
GlazerMuseum.org/fieldtrips | 813 443 3821 | reservations@glazermuseum.org

**APPLY TODAY!**
Visit GlazerMuseum.org/fieldtrips
Landmark studies by the Kaiser Family Foundation and Common Sense Media illustrate that today’s kids from Grades 3 and up spend nearly 11 hours multitasking on media a day. With more time out of school than in, Museums have a pivotal role to play in enhancing out-of-school time with activities, clubs, and events that speak to kids’ digital citizenship and help them embrace their passions through connected learning opportunities in the community.

New this Fall thanks to GTE Financial, GCM introduces our Afterschool Learning Lab with rotating programs and club activities for groups to experience in a new afterschool setting. In these weekly clubs, kids can create, design, tinker, engineer, and explore 21st century skills in Museum classrooms and Exhibit Areas.

**CRYPTOCLUB**  **SCIENCE ACTION CLUB**  **PLUS: MATH MAKING CODING ROBOTICS**

Encourage your students to participate in afterschool programs to further their learning. **Students who regularly participate in quality afterschool programs:**

- Develop strong social skills
- Get excited about learning
- Improve work habits and grades
- Have higher graduation rates
- Explore career paths and gain workforce skills

**LEARN MORE!**
GlazerMuseum.org/all

**Educator Opportunities**
Are you interested in Professional Development Opportunities? GCM is your resource! Work with the Museum’s certified Educators to explore important curriculum and earn professional development credit. Many resource materials are free or low cost and include year-long coaching. To learn more, contact education@glazermuseum.org

**Start Your Own 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 math such as decimals and percents, division with remainder, common factors, negative numbers, and pattern recognition.

**Create a Science Action Club!**
Become a Citizen Science educator by creating a Science Action Club at your school! Play games and activities, explore science, and delve into one of three available curriculums: Clouds, Bugs, and Birds. We have a limited number of available Scholarship kits. Each kit includes an Educator’s Guide, science journals, and all the equipment needed for your club’s 12 sessions. You will need one tablet or smartphone to upload your students’ findings and data to share with international scientists and citizen scientists working together around the world.

**Host your School’s Event at GCM!**
We take our partnership with the local school districts seriously and love bringing your groups into the Museum for special events. Last year we hosted STEM nights, Hillsborough Head Start Training, Hillsborough County Magnet Schools Kickoff Meeting, Ted Ed Talks, Robotics, and the Hillsborough County Elementary Stempalooza.

**BOOK YOUR EVENT TODAY!**
To learn more, contact education@glazermuseum.org
Exhibit Snapshot

Ignite your imagination with over 170 interactive and educational exhibits within 20 themed areas. Visit GlazerMuseum.org/exhibits to view images of GCM today!

Level 1

- **Tugboat Tots**
  - Captain a tugboat and fish off a dock
  - Ages: 0-3
  - Concepts: Literacy, Motor Skills

- **KidsPort**
  - Get wet and make waves in Tampa’s Port
  - Ages: 2-10
  - Concepts: Math, Science

- **Cruiseship**
  - Climb aboard a ship and dig for treasure
  - Ages: 1-10
  - Concepts: Science, Teamwork

- **Light Cloud**
  - Explore light and sound through art
  - Ages: 0-10
  - Concepts: Art, Music, Science

Level 2

- **Get Moving**
  - Race, jump, and climb
  - Ages: 4-10
  - Concepts: Math, Exercise

- **Gadget Garage**
  - Explore the art of gadgets and robotics
  - Ages: 4-10
  - Concepts: Engineering, Science, Design

- **Water’s Journey + Ocean Sandbox**
  - Climb through the water cycle or shape sand to create a moving underwater world
  - Ages: 4-10
  - Concepts: Science, Exercise

- **Forts**
  - Construct an epic fortress and reading spot
  - Ages: 1-10
  - Concepts: Math, Design, Teamwork

- **Global Cafe, Pagoda + Drum Hut**
  - Explore cultures from around the world
  - Ages: 1-10
  - Concepts: Art, Music, Geography

- **Twinkle Stars Theater**
  - Perform or direct the perfect dramatic tale
  - Ages: 1-6
  - Concepts: Literacy, Teamwork

- **Engineers’ Workshop**
  - Create and test the best paper airplane
  - Ages: 1-10
  - Concepts: Engineering, Science

- **SMALLab**
  - Engage in a motion-capture experience
  - Ages: 4-10
  - Concepts: Math, Literacy, Teamwork

- **Art Smart**
  - Paint, dance, sculpt, and innovate
  - Ages: 1-10
  - Concepts: Art, Dance

- **Firehouse**
  - Slide down a firepole and drive to the rescue
  - Ages: 1-6
  - Concepts: Health, Teamwork

- **Pizza Place**
  - Cook up something for your friends
  - Ages: 1-6
  - Concepts: Nutrition, Teamwork

- **Hospital**
  - Explore the human body and healthy living
  - Ages: 2-10
  - Concepts: Science, Health

- **Vet Clinic**
  - Nurse an animal back to health
  - Ages: 1-10
  - Concepts: Science, Health

- **Publix**
  - Work and shop at a supermarket
  - Ages: 1-6
  - Concepts: Math, Teamwork, Spanish

- **Central Bank**
  - Try your math skills to launch a rocket
  - Ages: 4-10
  - Concepts: Math, Literacy

- **Farm**
  - Learn where your food comes from
  - Ages: 3-7
  - Concepts: Math, Science, Nutrition

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 will you be when you grow up?
Play by Play at GCM

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 Mission Monday visits (page 15) and special needs groups. A limited number of adaptive materials are available to borrow. For more information, contact education@glazermuseum.org

TIME SLOTS
9:30am-12:30pm, 10am-1pm, 10:30am-1:30pm, 11am-2pm Field Trips typically last 3 hours

BOOKING + DISCOUNTS
Visit in September and earn a Free Think Studio or SMALLab!

ARRIVAL
Drop-off and Orientation
Upon arrival on Gasparilla Plaza, please pull into the drop-off area to unload your students. A member of our Guest Services team will greet your bus, off-load your students and lunches, and direct your group to the Museum’s orientation space to watch a welcome video.

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, our Guest Services team will hand out a map to other recommended parking locations.

Check-In
While your group watches a welcome video, the Lead Educator will check in the group. Please know your final admission count at this time. Your list of school-approved chaperones should also be available. After check-in and during the entirety of your stay in the Museum, all grown-ups 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 stay. Students with special needs may have a personal chaperone at no additional cost. All Educators are Free. Any other Chaperones required to meet our 1:8 adult to student ratio are also 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.

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. When it is time for lunch please stop by the Guest Services desk and let them know. They will bring your lunches to you on rolling carts. If your entire group is not eating at the same time, it is important to communicate this while off-loading the buses so that we can store the lunches accordingly. Enjoy lunch in Curtis Hixon Waterfront Park, but please remember to use the trashcans on the grounds and return the carts to the Museum. If inclement weather arises, lunches are permitted inside and will be scheduled by Guest Services.

Want to buy GCM 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 your reservation email and attached 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 reservation email and call us immediately with questions or revisions.

3 WEEKS BEFORE
- Confirm your transportation arrangements.
- Recruit chaperones, collect chaperone fees, 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 8 or fewer. Each chaperone is assigned to a group.

1 WEEK BEFORE
- Watch for your final confirmation email. This will include a schedule for your day if you booked a Think Studio or SMALLab.
- 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 nametags if your students and chaperones will be wearing them.

FIELD TRIP DAY!
- Let us know you’re on the way!
- Call us to confirm your admission count at 813 443 3821.
- Do frequent head counts and be prepared to describe any child in your group.
- Let any Museum Staff Member or Playologist in a safari vest know of any questions, comments, or concerns during your trip.
- Remind children of the rules of the Museum and to have fun!

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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FIELD TRIP

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<td>Imagination + Think Studio $7</td>
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<td>Imagination Field Trip $6</td>
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<td>Grade 1</td>
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<td>Grade 4</td>
<td>Escape from the Museum: $11</td>
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<td>Grade 5</td>
<td>The Wonders of Wacky Weather: $11</td>
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<td>Grade 6</td>
<td>Custom Field Trip: $11</td>
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<td>Grade 7</td>
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TIME SLOT

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PRICING

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<td>$10</td>
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BOOK Today!
GlazerMuseum.org/fieldtrips | 813 443 3821 | reservations@glazermuseum.org
BOOK A FIELDTRIP

NEW! Exhibits | NEW! Think Studios | NEW! SMALLabs | BOOK AN EDUCATOR’S TOUR TODAY!

813 443 3821

NEW!

Wonderful experience. Our students loved the Museum.

Photo By Darlene Barlows Photography