

# TEACHER'S GUIDE TO FIELD TRIPS AT THE CHILDREN'S MUSEUM OF SONOMA COUNTY

Thank you for choosing the Children's Museum of Sonoma County for your school field trip. We look forward to sharing a morning of hands-on science, creativity, and exploration with you and your students!

The Children's Museum of Sonoma County is located at 1835 West Steele Lane in Santa Rosa. From Route 101, take the Guerneville Road / Steele Lane exit and go west. Move over to the right lane. Once you pass the Cleveland Avenue intersection, continue straight onto West Steele Lane for about 0.5 mile. The Children's Museum will be on your right.

Please note that the Children's Museum has limited bus parking. Busses may be asked to park down the street at Coddington Mall if they are waiting for students.

## GENERAL INFORMATION

- Group visits are allocated 2.5 hours of time in the museum, based upon your reservation. If you expect to arrive late, please let us know. However, if your group arrives late, we cannot guarantee an extension to your visit.
- We require one adult (18+ years old) for every four children and we ask that chaperones actively supervise the field trip students. Please encourage chaperones to ask open-ended questions to help students think creatively about the activities and exhibits. We also ask that cell phones be used only for taking pictures. Please assign each chaperone a small group of students ahead of time.
- We prefer that payment be made on the day of the visit. We accept checks, credit cards or cash and ask that payments be consolidated into one transaction for the whole group. Additional discounts (such as coupons, admissions vouchers, Museum memberships) do not apply to field trips. If you need to make special arrangements for payment, please contact us prior to your visit.
- Upon your arrival, please note:
  - Buses:
    - STAY ON THE BUS – a museum staff member will greet you.
    - A short orientation will occur on the bus.
  - Private Vehicles:
    - Your group will be greeted by a staff member who will direct you to a meeting area.
    - A staff member will give a short orientation before your field trip will begin.

- Groups must eat in the picnic area or other designated lunch space. Food and drinks other than water are not permitted in the Museum's exhibit areas. In consideration of guests with allergies, we ask that guests do not bring food that contains nuts. To facilitate snack and lunch time, the Museum provides storage bins for each classroom. Please note that we do not have food available for purchase.
- In order to allow us to better interact with the group, please have the students wear nametags.

#### RULES FOR STUDENTS

- Be safe. Always walk, and keep your feet out of the water.
- Be friendly. Take turns and share.
- Be kind to the exhibits. We share all of our things with many children and need your help to keep them in good shape.
- Children, stay with your adults at all times (and adults, stay with your children at all times).
- If you need help, find a museum staff member in a green apron.

### EXHIBIT INFORMATION

There is so much to see and do at the Children's Museum of Sonoma County! As your students explore the Children's Museum, they will interact with exhibits designed to stimulate their creativity, encourage critical thinking, and engage with scientific concepts.

#### *Mary's Garden*

There's plenty of room to play outside at the Children's Museum! When students visit Mary's Garden, they can experience the stages of a butterfly's life cycle, see pollinators visiting native plant species, and visit numerous exhibits.

#### *Russian River Exhibit*

Fish for salmon, sail a boat, or hop from rock to rock in our Russian River.

#### *Water Tables*

What happens when you mix water, pressure, and pipes? Children learn about fluid dynamics and engineering skills! One exhibit also uses Pelton wheels and pumps to demonstrate how hydroelectricity is generated.

#### *Garden*

Young gardeners help plant seeds, water plants and learn about worms! Children use their senses of smell and touch to explore the fragrant and hardy plants in the garden.

#### *Imagination Playground*

Stack a tower, roll a ball down a ramp, knock it all down... then build it back up again! Your students can use their imaginations to build forts, houses, cars, and more with our durable and soft blocks.

### **Wild Zone**

Inducted into the National Toy Hall of Fame in 2008, this toy provides hours of imaginative play, unscripted fun, and helps children develop their imaginations. What is it? A stick! The Wild Zone is full of sticks, hay bales, logs, and fun.

### ***Ella's Art Studio***

Paint, paper, glue, and glitter—experiment with many different materials in our art studio.

### ***Science and Imagination Gallery***

#### **Tree House**

Gather some apples, put them in a basket, and use a simple machine called a pulley to help hoist them up to friends in the tree house.

#### **Nuts and Bolts Hardware Store**

Plumb pipes in the walls, attach siding, and build some structures.

#### **Medical Lab**

Touch real medical equipment in our lab and put yourself in a doctor's shoes as you help your patients stay healthy.

#### **Crocodile Clinic**

Take a look at our friendly crocodile's smile at the dentist's office! Brush, floss and examine the patient to help him keep that healthy smile!

#### **Jesse's Train Station and Victorian House**

Tickets, please! Train tracks circle the Science and Imagination Gallery. Walk through the Victorian House and play "I Spy" with its shadow boxes full of old-fashioned things on your way to the observation platform.

#### **Flavortown Diner**

May I take your order, please? Take an order from a customer, cook up a healthy pretend meal, and deliver it to waiting guests in the diner.

#### **Bee Haven**

See real bees make honey and work in their hive! Use the microscope to zoom in on the details of a flower or a pollinator and use props to act out the lifecycle of a honeybee.

#### **Wind Tube and Marble Run Wall**

Use the forces of air and gravity to make things go. Create a flier to zoom through the wind tube or move pieces of track to send your marble rolling down a path on the wall.