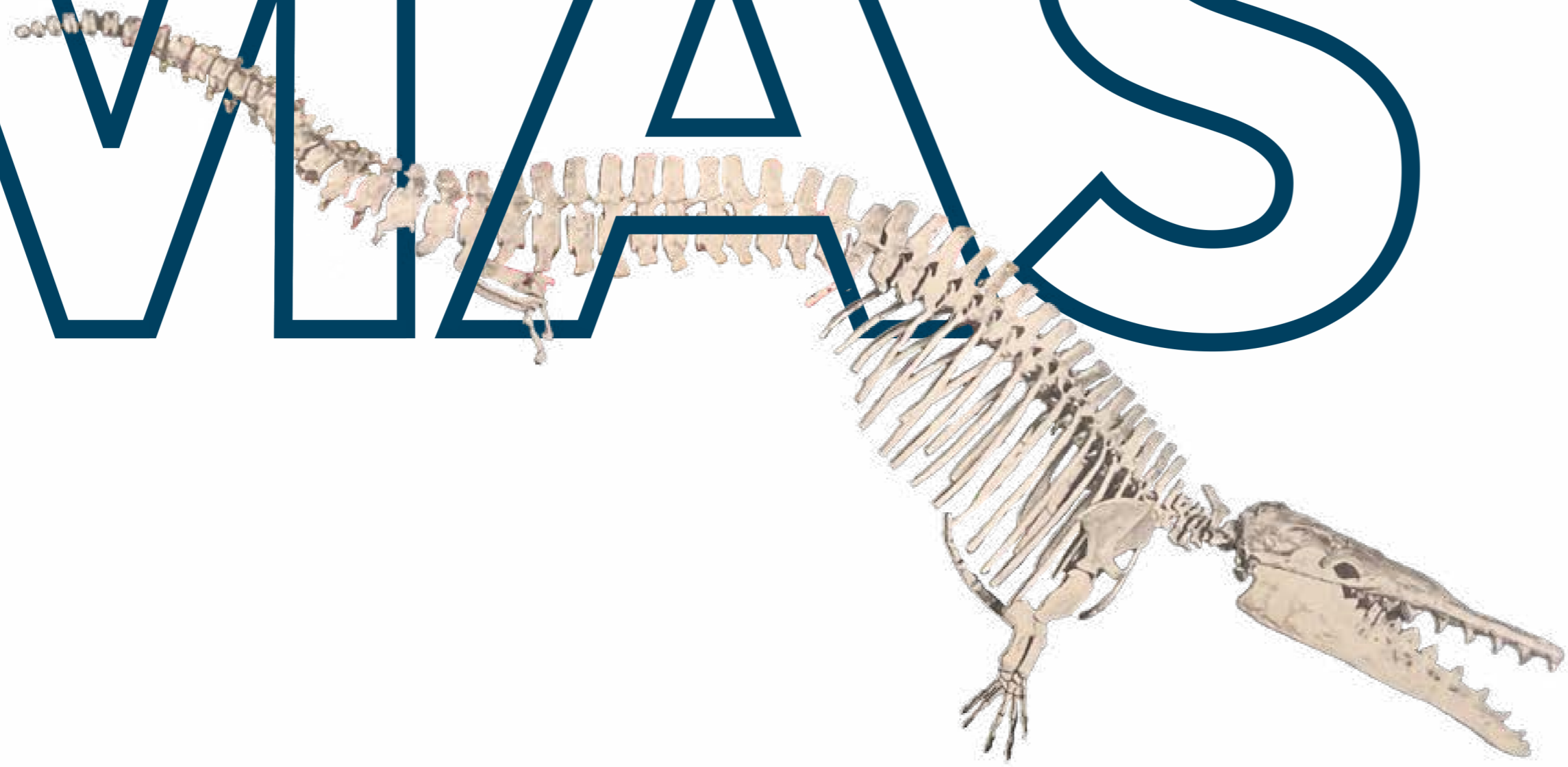


MMAAS



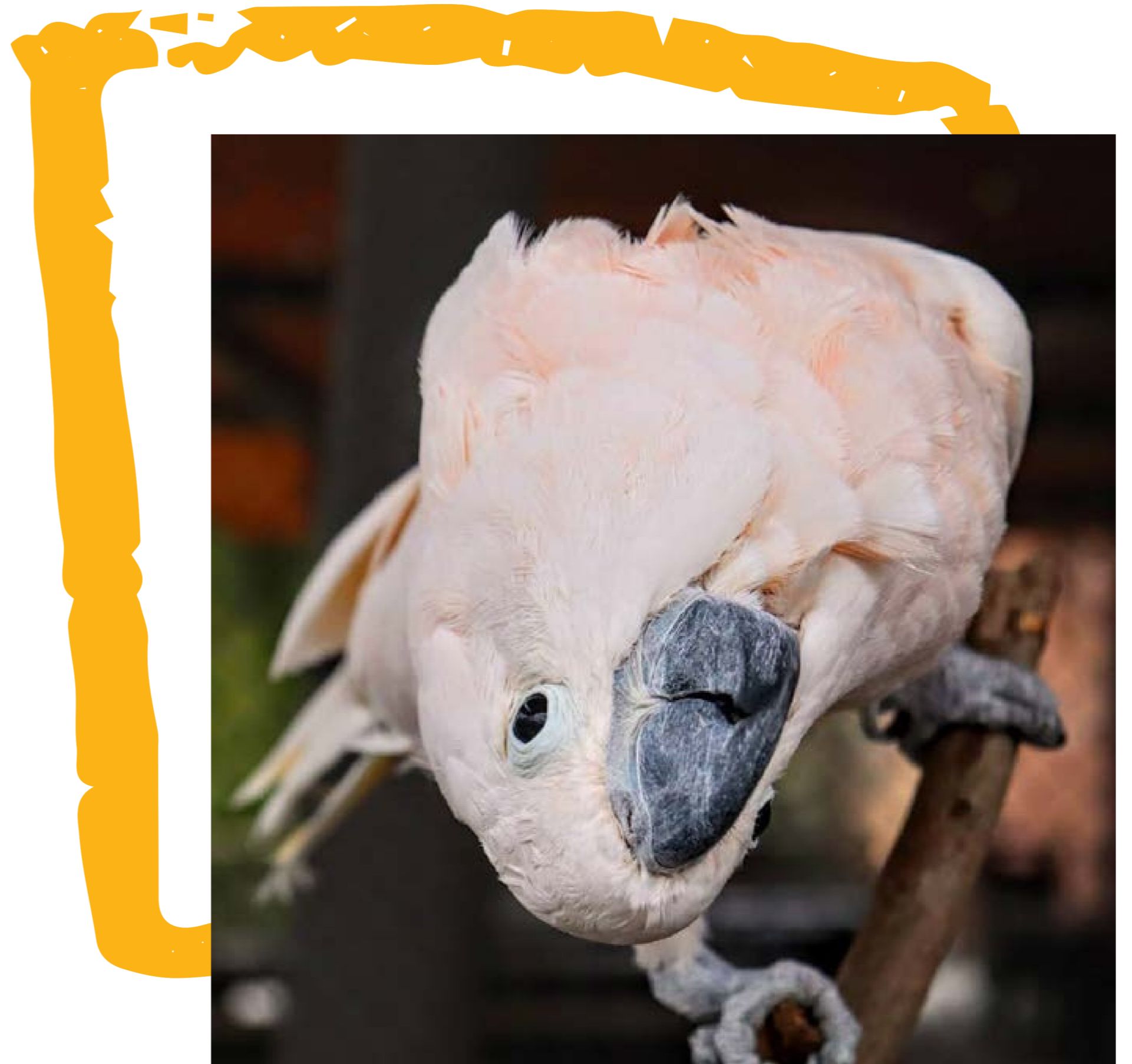
Educator's Guide

It's not just a field trip, it's a MAS field trip.

We offer a diverse selection of programs that focus on STEAM Learning and support the Georgia Standards of Excellence. Just as steam rises when it's produced and can be used as a lifting gas in a balloon, the addition of the creative thinking engendered by the arts to the STEM curriculum can lift our students to greater academic and career achievement. As it has for 65 years, the Museum of Arts and Sciences designs student activities and selects exhibits that incorporate the arts into combinations of the STEM concepts to make STE+aM.

The Museum of Arts and Sciences (MAS) offers curated experiences that go beyond a normal field trip tour. With a Planetarium, Georgia's only NOAA Science on a Sphere®, Mini-Zoo, Nature Trails and a multi-million-dollar art collection, the MAS is one of the finest nationally accredited institutions in the South.

Science. Technology. Engineering. Art. Math.
STEAM Lifts!



Field Trip Options

Select a curator-recommended field trip that supports Georgia Standards of Excellence. Each field trip option includes three 45-minute programs and a 45-minute time slot for lunch, during which time you can also visit the Museum Store. Field trips run from 10:00 AM to 1:00 PM.* Lunch occurs at 11:30 and/or 12:15 depending on your group size. Please select one field trip option below based on your grade level:

Kindergarten

Stayin' Alive (Student capacity: 112)

Students will explore living and non-living objects in order to gain a better understanding of how organisms and objects are grouped. Students will make their own animal creation to take home. Programs include Live Animal Experience, STEAM Activity, and Discovery House. Standard(s) Supported: SKL1, SKL2

It's a New Day (Student capacity: 112)

Students will discover objects in the sky and investigate what causes day and night. Students will make their own paper lantern that shows daytime and nighttime to take home. Programs include Planetarium, STEAM Activity, and Discovery House. Standard(s) Supported: SKE1

First Grade

What Do You Need? (Student capacity: 120)

Students will explore the basic needs of plants and animals, and observe different parts of plants (root, stem, leaf, and flower). Programs include Live Animal Experience, Nature Trail, and Discovery House. Standard(s) Supported: S1L1

Looks Like Rain (Student capacity: 112)

Students will observe weather data and make their very own weather instrument to take home. Programs include Planetarium, STEAM Activity, and Discovery House. Standard(s) Supported: S1E1

Second Grade

Change Happens (Student capacity: 120)

Students will discover how the environment can be changed by weather, plants, animals, and humans. Programs include Live Animal Experience, Nature Trail, and Discovery House. Standard(s) Supported: S2E3, S2L1

Patterns in the Sky (Student capacity: 112)

Students will explore the sky and learn more about the relationship between the Earth, moon, and sun. Each student will make their own art of the moon's surface to take home. Programs include Discovery House, Planetarium, and STEAM Activity. Standard(s) Supported: S2E1, S2E2

Third Grade

Location! Location! Location! (Student capacity: 120)

Students will discover native plants and animals, take a closer look at the Georgia Piedmont habitat, and explore local art and objects. Programs include Live Animal Experience, Nature Trail, and Exhibitions. Standard(s) Supported: S3L1

Fossils (Student capacity: 112)

Students will investigate different fossils to learn how fossils are formed and what they can tell us about the past. Students will get to create and take home their own fossil mold and cast. Programs include Science on a Sphere, Planetarium, and STEAM Activity. Standard(s) Supported: S3E1, S3E2

Fourth Grade

Patterns and Cycles (Student capacity: 112)

Students will observe weather data and patterns, and investigate the water cycle's role in our weather systems. Programs include Planetarium, STEAM Activity, and Science on a Sphere. Standard(s) Supported: S4E3, S4E4

What Goes Around Comes Around (Student capacity: 120)

Students will explore the relationship between the sun, Earth, and moon and the effects this relationship has on animals. Programs include Live Animal Experience, Planetarium, and Science on a Sphere. Standard(s) Supported: S4E2

Epic Ecosystems (Student capacity: 120)

Students will discover the parts of an ecosystem and how energy flows within that system. Programs include Live Animal Experience, Nature Trail, and Science on a Sphere. Standard(s) Supported: S4L1

Fifth Grade

A Shifting Surface (Student capacity: 112)

Students will explore plate tectonics and the effects of these constructive and destructive processes on our surface. Programs include Planetarium, STEAM Activity, and Science on a Sphere. Standard(s) Supported: S5E1

Classification (Student capacity: 120)

Students will explore classification by observing different types of art, plants, and animals. Programs include Live Animal Experience, Nature Trail, and Exhibitions. Standard(s) Supported: S5L1

Middle School

A Shifting Surface (Student capacity: 112)

Students will explore plate tectonics and the effects of these constructive and destructive processes on our surface. Programs include Planetarium, STEAM Activity, and Science on a Sphere. Standard(s) Supported: S6E5

Patterns and Cycles (Student capacity: 112)

Students will observe weather data and patterns, and investigate the water cycle's role in our weather systems. Programs include Planetarium, STEAM Activity, and Science on a Sphere. Standard(s) Supported: S6E3, S6E4

What Goes Around Comes Around (Student capacity: 120)

Students will explore the relationship between the sun, Earth, and moon and the effects this relationship has on animals. Programs include Live Animal Experience, Planetarium, and Science on a Sphere. Standard(s) Supported: S6E1, S6E1

Epic Ecosystems (Student capacity: 120)

Students will discover the parts of an ecosystem and how energy flows within that system. Programs include Live Animal Experience, Nature Trail, and Science on a Sphere. Standard(s) Supported: S7L4, S7L5

High School

A Shifting Surface (Student capacity: 112)

Students will explore plate tectonics and the effects of these constructive and destructive processes on our surface. Programs include Planetarium, STEAM Activity, and Science on a Sphere. Standard(s) Supported: SES2, SG4

Epic Ecosystems (Student capacity: 120)

Students will discover the parts of an ecosystem and how energy flows within that system. Programs include Live Animal Experience, Nature Trail, and Science on a Sphere. Standard(s) Supported: SB5, SEV1

What Goes Around Comes Around (Student capacity: 120)

Students will explore the relationship between the sun, Earth, and moon and the effects this relationship has on animals. Programs include Live Animal Experience, Planetarium, and Science on a Sphere. Standard(s) Supported: SAST1, SAST2

Patterns and Cycles (Student capacity: 112)

Students will observe weather data and patterns, and investigate the water cycle's role in our weather systems. Programs include Planetarium, STEAM Activity, and Science on a Sphere. Standard(s) Supported: SES5

Other

The Classic (Capacity: 280)

Experience our three most popular programs suitable for large groups and mixed ages: Live Animal Experience, Planetarium, and Discovery House.

Early Explorers (Capacity: 120)

This field trip is designed for preschoolers. Students will take a trip to space in our Planetarium and explore our most interactive area - The Discovery House. This is a three-floor section that includes our mini-zoo where students will experience a live animal encounter with one of our zoo keepers. *This field trip runs from 10:00-11:30 with the option to stay for lunch afterwards.

Accessibility and Inclusivity Experience (Capacity: 25)

This field trip option aims to provide students with learning and/or physical disabilities unique and inclusive programming designed to educate students with tactile-focused experiences. Learn about different species in an animal experience using pelts, feathers, and textures of animals. Explore the moon with a cratering activity, and experience an environmental science program on animal tracks and leaf identification.

Self-Tour (Capacity: 40)

This field trip option is great for homeschool groups or mixed ages looking to explore the Museum at their own pace. Your group will be provided with our self-tour guide to enhance your experience. *This field trip option can occur anytime during Museum hours (10-5), however, we do recommend arriving before 3pm to allow for at least 2 hours of exploration.

Field Trip Preview

Check-In & Payment

- Check in is at 9:30AM. Please have a school/group representative visit the Front Desk to check in and provide final numbers for students, staff, and chaperones/parents.
- Once the representative has checked in you will be asked to provide payment. Payment must be made in one transaction (check, card, or cash). NOTE- parents attending the field trip that are not included in your numbers and paying separately from the school must wait until the museum opens at 10:00 AM, as individual transactions cannot be made before that time. Additionally, parents may miss out on their child's first program at 10:00 AM, as there is no late seating. Please ensure that attending parents are aware of this policy. Please review the details below about our fees.
- Please call the MAS if you are experiencing delays. Late arrival may shorten or forfeit programming as your field trip begins promptly at 10:00 AM.
- Early arrival allows students to unload from the bus and have a bathroom break before programming begins.
- Upon arrival, the Group Tour Coordinator will ask you to form groups based on programming schedules and numbers, and will hand you a daily schedule. (please note: some groups may have multiple classes in them.)



Programming

- At the time of booking, you will choose one Field Trip Option (see above) for your school. All of our field trips support the Georgia Standards of Excellence and are organized by grade level.
- Each program typically runs 40-45 minutes long. A staff member will assist you in moving from program to program, as well as seating.
 - The MAS is ADA accessible and can assist groups with children or adults on the spectrum and/or with disabilities (see accessibility and accommodations section). Please let us know ahead of time in order for us to provide the best services.
 - Lunch will be held at 11:30AM and/or 12:15PM depending on your group size.
 - Eating/drinking is not allowed inside the building.
 - There is no indoor eating space. Lunch will be located at the picnic area next to the caboose. In the event of rain you will be guided to use our covered pavilion.
 - Your group is welcome to order food to be delivered to the Front Desk, however, a group representative must be present to receive it.
 - You may choose to shop at the Museum Store during lunch. The store offers a wide range of items for kids and adults. There are budget friendly items available for as low as \$3. We also offer a penny squishing machine next to the store. Please limit the store to 10 students at a time.
 - Field Trips run from 10AM-1PM. There is no guided programming after 1PM, but your admission is good all day until closing at 5PM.



For more information please visit our FAQ page!

Booking Your Experience at MAS

Scan the code to be taken to the field trip inquiry form



Booking

- Book early! Our busiest time of year is March, April, and May. Please book at least one month in advance of your anticipated field trip date.
- To begin the field trip booking process, fill out the field trip inquiry form at www.masmacon.org/educators/on-site-field-trips. The MAS Group Tour Coordinator will contact you within 5-7 business days with more information and booking instructions. Please check that all information on the inquiry form is correct before submitting to ensure a smooth booking process.

Field Trip Requirements

- Minimum group size is 15 students
- Maximum group size is 280 students
- **One chaperone/teacher per every 10 students is required.** Designated chaperones are admitted for free. Additional parents and adults will be charged admission. Teachers and designated chaperones must be with their group at all times.

Fees*

- Students: \$9/student
- Teachers, Bus Drivers, & Designated Chaperones: FREE
- Parents/Additional Adults: \$10/person

Home School groups receive 1 free adult per family, \$10 for each additional adult.

All Parent/Additional Adult payments must be paid with the school. The school is responsible for collecting parent payments.

The Museum accepts payment before, after, or on the day of your visit in the form of a check, cash, or card.

Quotes/Invoices

A quote/invoice will be provided upon being approved for your field trip. You may request to update this **one** time before your visit. If needed, an invoice can be sent after your visit with the numbers you brought that day.

Payment

Payment is due within 30 days (before or after) of the field trip date. Please note that no refunds under the amount of \$25 will be issued. Make arrangements to pay for students, parents, and additional adults all together to expedite the check-in process. All Parent/Additional Adult payments must be paid with the school. The school is responsible for collecting parent payments. **NOTE- parents attending the field trip that are not included in your numbers and paying separately from the school must wait until the Museum opens at 10:00 AM, as individual transactions cannot be made before that time. Additionally, these parents may miss out on their child's first program at 10:00 AM, as there is no late seating. Please ensure that attending parents are aware of this policy.**

*Please note: MAS Memberships do not apply to school field trips for any attendees.

The MAS is for everyone! If students or adults in your group require special accommodations, please let us know. The MAS building is ADA accessible with spaces available in programming areas for wheelchairs and an elevator to access all three floors of the Discovery House.

Visually Impaired Focused Field Trips

The MAS has been working to create programming for students with visual impairments. If your group is interested in this experience, please contact the Group Tour Coordinator for more information.

Visually impaired-friendly exhibits:

- The MAS has begun to include braille exhibit labels for certain installations.
- The Artists' Garrett (Top Floor of the Discovery House) includes toys and exhibits that students can touch and use.
- The Scientist's Workshop (Basement of the Discovery House) includes rocks and exhibits that students can touch.
- The Science Hall includes meteorites that students may touch.

Sensory-Heavy Areas & What to Expect

- Live Animal Experiences: Programs may include several other guests and some animals may produce loud, sudden noises.
- Mini-Zoo: Some animals may produce sudden, loud noises that make students uncomfortable.
- Light Box (3rd Floor of the Discovery House): The Light Box produces several bright colors using your silhouette. This may be triggering for students with epilepsy and/or overwhelming for students with sensory sensitivity.
- Planetarium: During these shows it can become very dark, very loud, and may include flashing lights that can be difficult for students with epilepsy or sensory sensitivity. If a student needs to leave during the program they will not be allowed back in for safety reasons.

Accessibility and Accommodations