



Bay Area  
Discovery  
Museum

## **A Guide for Chaperones**

Thank you for chaperoning your school's experience with the Try it Truck!

As a chaperone, you will play an active role in the upcoming Try it Truck visit—*this program will not run smoothly without the active participation of all adult chaperones.*

Please see the tips below to make this a rewarding experience for you and the participating students. We will provide more information and answer any questions the day of your school's program.

## **BADM's Educational Philosophy**

The Bay Area Discovery Museum provides hands-on learning experiences for children in science, technology, engineering, and math, with an emphasis on creative problem-solving. Research shows that children are more engaged in the learning process and take greater agency when they participate in experiences that are:

- Child-directed (kids get to make their own choices)
- Risk-friendly (kids get to try something new that might be outside of their comfort zone)
- Exploratory (kids get to explore materials in an open-ended way and make their own discoveries)
- Active (kids get to move around and use both gross and fine motor skills)
- Imaginative (kids get to engage in pretend play or story telling)
- Exchange of ideas (kids get to collaborate with each other and with adults, sharing ideas out loud)

Because of this, we ask that you support the students in making their own choices and discoveries during this program.

## **Chaperone Role**

1. **Safety:** Your role is to ensure that children are safe and are treating each other and all equipment/materials with care
2. **Support:** Your role is to act as an 'assistant engineer' by offering design support as needed and asking prompting questions to guide students through the 'Think, Make, Try' Engineer Design Process. We will provide you with specific prompts and questions on the day of the program.
3. **Materials:** Your role is to help manage the supplies or materials at the stations, keeping them organized and alerting a staff member if supplies need replenishment.