

# FIELD TRIP GUIDE FOR EDUCATORS



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## Spark curiosity with a Science Mill field trip!

Explore the museum only, or add on options for grades K-8; all are supported by a TEKS-aligned guide to help tailor your visit to students' learning goals and curriculum.

50+ hands-on exhibits

Personalized Avatar tour guide

TEKS-aligned Learning Labs

STEM career focused

Informal, inquiry-based learning



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# Scheduling Your Field Trip



## Field Trip Policies

- All field trips **MUST** be reserved in advance.
- No food or drink in the museum, other than in designated areas such as the café and the outside area.
- Teachers and chaperones are expected to help ensure that students' remain engaged in the field trip experience and their museum behavior is appropriate and safe.

Complete the [registration form](#)

Be prepared to select two preferred dates and arrival and departure times. We will make every attempt to book your 'first choice' date.

You will receive a confirmation email of your booking which will include your invoice within 3 business days. If you do not receive a timely confirmation email, please contact us at [programs@sciencemill.org](mailto:programs@sciencemill.org). **Your group's agenda will be sent 2 weeks prior to your visit.**

School staff admission is free. Teachers should collect chaperone fees ahead of time and include them in the school's payment. Additional family members are welcome and will be asked to pay regular price admission upon arrival.

The requested adult:student ratios are:

- Elementary: 1 staff member or chaperone for every 5 students
- Secondary: 1 staff member or chaperone for every 10 students

STANDARD CLASS TRIP (Groups of 10+ students)	Students	Teachers	Chaperones
Museum Exploration	\$6		
Cross-Curricular	\$6	FREE	\$7
Exploration + Learning Lab	\$11		



# The Field Trip Experience



At the Science Mill, we're all about discovery, creativity and hands-on learning. We've searched far and wide to deliver **the most innovative and powerfully playful exhibits to our community**. Indulge your curiosity as you jump into the exciting world of Science, Technology, Engineering, Art and Math.

When you explore our 50+ exhibits, you won't find lengthy how-to guides or instructions. **This is on purpose**. We want each of our guests to have a unique experience, creating their own Science Mill journey each and every time they visit. If you happen to need assistance, just look around for our highly trained Explainers. They're positioned across the museum to answer your questions and ensure you have a fun-filled day at the Mill.

## Optional Add-Ons



- **3D movie**: a 20-25 minute STEM-themed experience (no additional cost)
- **Cross-Curricular trip**: split time between the Science Mill and the LBJ National Park next door. A science and social studies trip in one! (no additional cost)
- **Learning Labs**: 45 minute, TEKS aligned, hands-on, STEM exploration labs (additional cost)

## Learning Labs



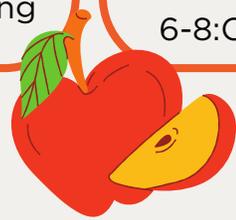
**TECHNOLOGY**  
 K-2: Botley Coding  
 3-5: mBot Course  
 6-8: CPX Designers

**FORCE, MOTION & ENERGY**  
 K-2: Zippity Doo Dah  
 3-5: Zip Away  
 6-8: Zip It!

**ENGINEERING**  
 K-2: Coasting Coasters  
 3-5: Marble Roller Coaster  
 6-8: Roller Coaster Tycoon

**EARTH SCIENCE**  
 K-2: It's a Hard Rock Life  
 3-5: Radical Rocks  
 6-8: It's Groundbreaking

**LIFE SCIENCE**  
 K-2: Gettin' Buggy With It  
 3-5: Under the Lens  
 6-8: Bug Inspired Biomimicry  
 6-8: Caring for our Creek\*



# Be Your Own Avatar

Students will use face morphing technology to **become their own Avatar tour guide**. By using their own facial features, students are capable of seeing (almost literally!) their potential in STEM careers.

## Experience

- Unique grade grouped K-2, 3-5, 6-8 and 9-12 avatar interactions
- Deeper understanding of the science behind the exhibits
- Unlock more avatar customizations through exhibit interactions
- Rating the exhibits on an Emoji scale
- Possibly even see themselves “inside the exhibit”
- Content in Spanish and English

Within this **self-paced learning environment**, students can earn virtual STEM badges through exhibit engagement during their trip.

This Avatar system helps ensure a deeper, more meaningful, age-appropriate synergy within the exhibit experience.

Please prepare your students, as needed, to provide their:

- First name
- First initial of last name
- Birthdate
- Zip code
- Gender
- Eye color



## Before You Arrive

- Divide your students into groups (refer to your agenda for the number per group)
- Check chaperone to student ratio (1:5 for elementary; 1:10 for secondary)
- Make copies of your agenda, museum maps, and the Chaperone Guide
- Communicate expectations and agenda with both students and chaperones
- Review our [exhibits online](#) to find specific connections to your curriculum.
- Provide directions & parking information to your driver(s).
- Payment is due two weeks before your field trip.



## After Your Visit

- Be on the lookout for our Field Trip Survey
- Continue the learning all year long with our in-school programs - Summer Camps, After School Clubs and Labs on the Go. [Click here](#) for more information, or email [programs@sciencemill.org](mailto:programs@sciencemill.org)
- Remember to share your pictures and quotes from your trip using #sciencemill



Let's be  
friends!

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*Tag us in your photos & videos and get the chance to be featured on our platforms!*