

# Adult Explorer Guide

Thank you for joining us! *This day at Modesto Children's Museum would not be the same without you!* You can make today a day of creativity, curiosity, and lifelong learning by remembering these important tips:

## Play along!

**Don't stand back and watch – get involved!**

Be an active, engaged co-learner by asking questions, trying things, playing along, and exploring!

## Play smart!

**Stay together with your students and walk, please!**

**One a time, feet first only down the slide.**

**Ages 3 and under only in the Little Rainbows exhibit**

**Keep shoes on at all times.**

## Play right!

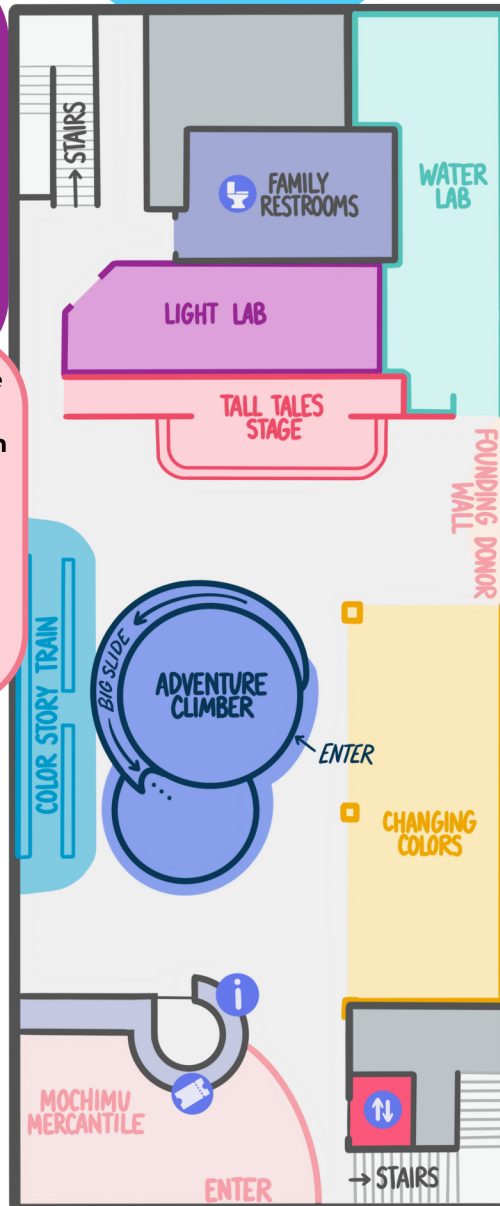
**Model constructive play.**

It is your role to slow students down, ensure tools are used correctly, and check that spaces are cleaned & reset as you leave – **part of play is picking up!**

**On the white wall near the entry, place one of the magnetic prisms under the white light, then rotate it.** What happens?

**Visit the interactive table in the room.** Try dragging shapes from the colored bars on the screen's edge into the shape. What do you see happen in the room around you?

**LIGHT LAB**



## WATER LAB

**Pull back on one of the silver levers at the start of the table,** then use your eyes. What do you see? What does the lever do? You may need to keep it pulled!

**Touch the top of the mushroom-shaped "water bell" –** what happens? Can you find a way to touch the metal bar inside while keeping one of your hands dry?

**Place a ball top of one of the fountains** What do you see? What does it make you wonder? Try placing a ball on the orange ramp and let it roll into the big fountain. What happens?

**TALL TALES STAGE**

**Use the screen next to the stage to select a digital backdrop, then help students pick & put on costumes.** Can they turn their costumes and backdrop into a story? What happens first? Then what? How does it end?

**Part of play is picking up!** Please rehang costumes for others!

**COLOR STORY TRAIN**

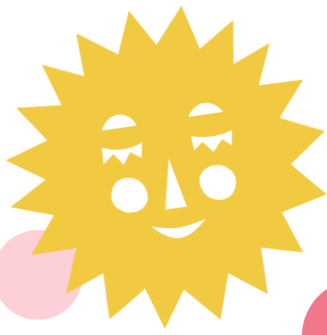
**Find the colorful lines on the interior wall of the train. Follow one color, peeking into the round windows.** What do you see? All of the pictures on any one color line have something in common. Can you figure out what it is?

**Turn one of the black nozzles on the outside end of the train.** What happens? Can each of your students find their favorite color and create a class color wall?

**Find the Challenges posted at the four entrances to the "almond orchard" labyrinth.** Can your "bees" buzz their way through the almond maze by completing the challenges?

**Bees are pollinators! The pollen they carry between flowers creates seeds, allowing new plants to grow.** Visit the hive and work together to test gravity, motion, and speed!

**POWERFUL POLLINATORS**



Restrooms, drinking fountain, water bottle refill station, and our **Calm Room** are located on the Second Floor.

## MSR MAKER LAB

The MSR Maker Lab is a flex space of rotating experiences and evolving activities. Stop in, but **please remain an active, engaged co-learner in this dynamic, kinetic, and active space.**

## AIR LAB

Find the tall, cylindrical Wind Tube, and press the silver button to activate it. Can we see the wind? If not, how do we know it's there? Have students place their hands in the tube. What do they feel? Then, insert scarves. What happens?

At the wall of intertwined tubes, help students collect scarves and bunch them up tightly in their hands. Then, push through the clear flap in the green boxes and release the scarves upward. Where do they go? What do you see? If a scarf gets stuck, problem-solve! How can you get it moving again? Experiment and explore!

The "Bernoulli Garden" lets two students balance balls on hoses and "race" through obstacles to the finish line. What tips and tricks do students discover for keeping the ball floating?

## LITTLE RAINBOWS

Little Rainbows is **reserved for children ages 3 and under** and their caregivers. Please do not enter this space if your students are over age 3.

This visit to MoChiMu wouldn't be the same without you! *Thank you* for all of your help today.

– The MoChiMu Education Team



Before students enter the Climber, be sure you have reviewed the rules below about how to climb and slide.

Note that there are two ways into the Climber (on the First Floor and Second Floor) and two exits – the Big Slide and Little Slide. You may wish to climb, too, to stay together!

Talk about your students' feelings before and after they climb. How does it feel to be so high up? To make it to the top? To slide? Did they feel calm? Scared? Excited? Proud?

The Adventure Climber is meant to be challenging – it is a tool for growing independence and bravery. Some students may opt out or climb down – that's okay!

## CLIMBER RULES

- Please **keep shoes on** to climb.
- Sliders must come down the slide **one-at-a-time, feet-first in a forward-facing, seated position.**
- Do not climb up the slide.**
- Ages 4 and up** only. (Adults can climb, too!) Read all posted rules!

**Visit the Fresh Produce stand.** Can you name any of the fruits and vegetables here? Which have you tried? Which are new to you? Have you ever been worried to try a new food, but liked it once you tried it?

**In the Café, pick a job to try out!** Be a dishwasher, a cleaner, a chef, or a café manager. What tools does each job use? How is each job important?

**Part of play is picking up!** Make sure students become store managers, helping to restock shelves by sorting and matching... and **model constructive play by being part of the clean-up.** Please leave the store better than you found it!

ADVENTURE CLIMBER

VALLEY PROUD

# SECOND FLOOR