

Chaperone Guide

Check-in Process:

Please enter through the front entrance or Group Entrance and check in with a staff member. They will direct you on where to meet your group. Please note: **all chaperone payments must be made as one collective payment with the group.** Siblings must pay general admission. Museum memberships do not apply to chaperone admission.

When supervising children at the Museum, please:

- Stay with the children that have been assigned to you; know their names and make sure they know YOUR name.
- Keep your group together in one exhibit area at a time. Please do not allow children to move on their own within the Museum.
- Help children learn and explore. Please supervise and interact- stay present.
- Show respect for others. Encourage children to pick up after themselves, share, and take turns.
- No rough play! Help children play safely and use walking feet and inside voices in the Museum.
- No food or drink other than water is permitted in Museum exhibits.
- The Center for the Young Child (1st floor) and daily programming are closed to field trips. The clay studio is closed to school groups, however the rest of the Art Studio is open to explore.
- HAVE FUN!

Play Matters!

- Play is how kids learn and build muscles.
- Play helps kids solve problems and teaches them to get along with others.
- Play makes us happy and helps them imagine what they can become.

Tips for Supporting Play:

- Be present. Watch, listen, and notice children's interests and strengths.
- Ask open-ended questions and welcome many answers.
- Get down on the children's level and follow their lead in play.

Gift Shop: Children must be supervised by their chaperones in order to enter the Gift Shop.

Lunches: The Museum does not have indoor spaces for groups to eat lunch or snack, even in the case of inclement weather. School groups are not allowed to eat in the café or classrooms. Picnic tables and grassy areas are available in our neighboring Gates Crescent Park.

Supporting Play and Learning at the Children's Museum of Denver at Marsico Campus

- **Altitude (Ages 3+):** Both adults and children can experience the thrill of risk-taking and the feeling of accomplishment as they ascend 3 ½ stories through the center of our Museum pyramid. As you climb, you will encounter a swaying mountain gondola, a rope bridge and an ice-capped summit – complete with views of downtown Denver to the east and the Rocky Mountains to the west.
 - There is only one entrance/exit point to Altitude, on the first floor. Stay close to this location to help track children in your group as they enter or exit the climbing structure.
 - Children must be 40" or taller to enter the climber and must wear helmets.
- **Assembly Plant (Ages 4+):** Screwdrivers, safety glasses, clamps and saws fully equip you to design and build one-of-a-kind creations out of clean recycled goods. Children and grown-ups can sit at an individual workshop with blueprints and real tools and gather all sorts of funky materials for their very own architecture.
 - Allow plenty of time for children to experiment and try out new skills such as turning a screwdriver, or holding a nail. These are challenging fine motor skills and children may need you to model and support them. Support children's independence and safety by closely supervising tool use.
 - Demonstrate for children how to safely hold the tools, and closely support and supervise your group while they are working in the Assembly Plant. Two group work stations are available near the back wall of the exhibit where your group may sit together.
- **The Art Studio (Ages 2+):** Whether painting, drawing, making a mosaic, sewing or just tinkering with materials, this experience in creativity lets children actively make, change and do.
 - Encourage children to explore and experiments with materials in any way that interests them. Art is a wonderful way for children to try things out without risk and to express their independence, wonder and curiosity.
 - Ask children to describe their own creations. Don't assume you know what the child is making, or that they intended to "make" anything. They may have just been enjoying the tactile experience and marveling at the ways they could change the material. If you want to find out more, try questions like, "Tell me about that!"
 - Some artwork created will need to dry before taking home. Have children write their names on their artwork. This will ensure ease of exit when returning to pick up dried artwork.
- **Big Backyard (Ages 3-5):** With costumes, a colossal ant tunnel and giant bird nests, this exhibit will show you how our outdoor friends live. Become an ant gathering food or turn into a bird looking for worms, and discover the amazing natural world around you!
 - Encourage children to dress up in different animal costumes and talk about where each animal might find its food, water, and shelter.
 - To help with hoarding of materials and social conflict, consider issuing a challenge that requires group collaboration, such as "I think a big storm is coming! Quick, let's see if we can get all the acorns into the hollow tree to keep them dry."
- **Bubbles (Ages 3+):** Create, observe and experiment with soapy concoctions. Crank out enormous bubbles, fill bubbles with vapor mist and see the world from inside a giant bubble.
 - Encourage children to observe how bubbles behave, and then make predictions or test ideas about their bubbles: "How big do you think the next bubble will be?" "How might we make a tiny bubble?" "Can we find a way to attach one bubble to another?"
 - Simply narrating children's play – describing what you see – lets children know you see and value their efforts, and helps expand their vocabulary and extend their thinking. For example, you might say: "I see you made your bubble attach to another one!" or "When you pulled the rope slowly, the bubble around you lasted longer than it did before."
- **Energy (Ages 2+):** Children will embark on a thrilling adventure to find, collect and use energy resources to power amazing things. From launching rockets and hot air balloons to racing objects using muscle power and creating a solar symphony using light - Energy is all about encouraging children to explore and solve problems like scientists and engineers.
 - The glowing blue spheres inside the rock walls represent energy from the Earth. Help children work together to gather them and load them into the central fuel hopper.
 - Encourage children to observe different rockets in flight and invite them to compare and contrast differences in distance, height, and other aspects of flight. Model language such as "higher", "faster" and "further".

- **Fire Station No.1 (Ages 3-6):** Drive a real fire truck! Put on your hat and sound the siren! Fire Station No.1 is the fire safety exhibit with a real fire truck, a 911 call center, dispatch station and even a pole. Be a community hero and rush off to save the day!
 - Encourage children to think about the roles related to rescue safety and firefighting, such as firefighters, dispatch officer, homeowner, etc. and play out their understanding of what a person in that role might say and do.
 - Point out “Wendy”, the firefighter shown in the photographs above the costumes, and read the text on the signs about her. Mention that it’s easy to see that Wendy is a friendly, helpful person in the picture, and that she’s still friendly and safe when she’s covered in all her firefighting gear (represented by the mannequin next to the costumes). Let children know that they should always go toward a firefighter for help.
- **Joy Park (Ages 2+):** Imagine a dynamic, natural space filled with caves and canyons, hills and valleys, ruins and forts, bridges and streams. Then picture children whizzing by on zip lines, rolling down hills, cart-wheeling through a meadow, building dams and spelunking through a cave. This is Joy Park, a 30,000 outdoor exhibit where children are invited to get dirty, explore together and learn about the environment through play.
 - The water feature in Joy Park is typically running from April-October. If you visit during that time, plan to bring towels, water shoes, and dry clothing for each child in your group.
 - Joy Park can get very sunny! Sunscreen, sunhats, and a reusable water bottle for each child are strongly recommended.
 - Joy Park encourages appropriate risk-taking. Encourage children to climb, build, dig, and try something they haven’t before, like riding the zip line.
 - Along with running and jumping, Joy Park is also a great place for quietly reflecting and observing. Use all your senses. Ask your child what they see, hear, smell, and feel while in Joy Park. Did you see that rabbit? What does the water feel like on your feet? What does the air smell like in winter?
 - Joy Park is a wild, messy, outdoor space. Children have the potential to get wet and dirty.
 - Adults are responsible for the safety of their children, and Joy Park is a big place. Please make sure you can always see and hear each child in your group.
- **Kinetics! (Ages 2+):** Discover the fundamentals of force and motion in a life-sized marble run! Balls cascade down ramps, roll along tracks, travel through tubes and launch overhead.
 - Ask open-ended questions such as, “I wonder what would happen if we lowered that end of the ramp?” or “Can you find a way to make the ball get up and over that hill?”
 - Follow children’s lead as they design pathways and avoid immediately correcting them even if you know the design is flawed. Let them test their design and problem-solve on their own. Learning is richer when we stretch our brains and figure it out ourselves!
- **My Market (Ages 2-5):** Shop for local produce in our refreshed farmer’s market! Fresh Colorado fruits, vegetables and dairy are on the menu at our market stand. After browsing our selection, take your finds over to a retro kitchen to cook up a meal for your friends!
 - Play along! Observe children’s play to learn “their story” and then engage with their chosen role. Offer to help the farm-stand worker bag your produce, or load the scale and help children read the weight.
 - Head over to the farmhouse kitchen and invite young chefs to whip up something delicious for you to sample.
- **Ready Vet Go! (Ages 2-6):** *Note: This exhibit is mobile. You may find it in different places throughout the Museum depending on room availability. On some days, Ready Vet Go may not be available.* Put on a lab coat and stethoscope and take on the role of veterinarian, groomer, trainer or pet “parent”. With real animal x-rays, an exam table and all the necessary tools, you can nurture the neighborhood pets back to health.
 - Support the rich imaginative role play in this exhibit by taking on a role yourself. Bring your dog in for his shots, or make an appointment at the reception desk.
 - Introduce new information, related to children’s play, to help enrich their understanding, such as pointing out that an x-ray is a picture of the bony structures inside our bodies.
 - Talk about how it feels to visit the doctor or dentist for children, and what helps them to feel safe.
- **Water (Ages 2+):** In this irresistible “hands-in” water lab, children and adults can explore the properties of water and participate actively in their own learning by making a rainstorm, creating a geyser, directing a river and making music with this extraordinary substance!
 - Help focus children’s exploration and observation by asking open-ended questions that draw their attention to specific features or phenomena. Great questions often start with: “Do you notice...”, “Have you seen...”, “Look at the way...”
 - Children playing in this exhibit are likely to get wet.