



Get Ready... Get Set... Helpful Hints for a Successful Museum Visit

A field trip to the Crocker Art Museum is a great idea! Many school groups who come to the Museum participate in docent-led tours, but some teachers decide to plan their own. If you will be the guide for your students and are wondering what you should look at during your tour, here are some ideas for helping them (and you!) have a successful and meaningful visit to the Crocker.

Use the pass! Educators who schedule a tour will receive a free Educator Preview Pass, which admits two people to the Museum. You'll make better use of your scheduled time and experience fewer hiccups during your field trip if you have a plan. Printable worksheets to help you design your own tour are included in this guide.

Less might be more. Don't try to show your class the whole museum during your visit! If you went to a restaurant and tried to taste everything on the menu, you'd have a negative experience and never want to return. Instead, choose a few artworks to really enjoy with your students and encourage them to return to experience more another time. The Crocker All-Stars Curriculum Enrichment Guide provides a good list, or you might choose your own favorites to share.

Engage your students. Looking at art is a skill you can help your students acquire. Include a few engagement activities into your tour, using some of the suggestions in the Curriculum Enrichment Guides or designing some of your own. The "Let's Talk" resource also provides suggested questions for leading a conversation about an artwork. Be sure to bring pencils (no pens!), paper, and clipboards if you need them for your activities.

Use the Digital Crocker. If it's just not feasible to visit the Museum before bringing your class, make a virtual visit. You can also use the online images to let your students preview the artworks. Don't worry about spoiling the surprise; how many people line up to see the actual Mona Lisa even though they've seen images of it countless times? Students enjoy feeling familiar with a piece of art, and the question "What surprises you most about seeing this in person?" can begin a good discussion.

Don't forget the before and after. The "Talk the Talk!" and "Walk the Walk!" guides include some valuable resources for preparing your students for their visit. Providing a way for students to reflect on their experience afterward is valuable too, perhaps with the creative writing project described here, or with a discussion in Crocker Park or back in the classroom. You might even send home a note that says something like, "I went to an art museum today! Ask me about..."

You probably came up with even more ideas as you read through these hints. By keeping your students' needs in mind and doing a little thoughtful planning, you can make your trip to the Museum one of the highlights of your school year. We're looking forward to seeing you at the Crocker!



Get Ready... Get Set... Using the Planning Tools

The following “Museum Visit Planning Guide” can help you plan your class tour. Bring it with you when you visit the Museum for your preview. On the first page, jot down ideas as they occur to you while you look; use the second page to make your plan. Print and complete the page “Our Museum Visit” to guide you during the day of your field trip.

We hope you and your students have a marvelous and memorable visit!



Get Ready... Get Set... Museum Visit Planning Guide

Things to keep in mind as I look

Objectives for our visit, logistical details, etc.

Artworks that grab me!

Note the title, artist, type of artwork, and location.

Activity ideas

How might I engage my students with the artworks?



Get Ready... Get Set... Museum Visit Planning Guide

Final selection of artworks

Probably no more than 10 artworks.

Mapping our tour

Devise a logical route for the visit and list the stops in order.



Get Ready... Get Set... Our Museum Visit

Objectives: What should happen for my students today?

Remember to bring:

Our itinerary in the Museum:

Closure:



Get Ready... Get Set... Gallery Games

Here are a few activities you and your students can use to play with the artworks. Use these as a springboard for your own ideas!

Note: Some of these activities will require clipboards, paper, and pencils, which are not provided by the Museum. Plan ahead for any activities you plan to use.

1. Prepare a set of cards with questions that could pertain to virtually any artwork. Use them as a deck, or put them in a container. As you look at a piece of art, have students draw cards and ask the questions as a whole class, in small groups, or as a think/pair/share activity. You could also use the questions as a quick-write prompt, or have the students sketch their answers. Click here for some suggested questions; add more questions as you think of them.
2. Another set of cards could build vocabulary. Write an art term on each card. In a small gallery room, have each student draw a card and then walk to a piece of art that is an example of that term. Help them discuss their choices with the others at that artwork or with the whole group.
3. Here are a few more think/pair/share activities:
 - Have students compare two artworks near each other in the Museum, naming three things that are alike and three things that are different about them.
 - Before you discuss an artwork, ask each student to think of a title for the work. On your signal, they turn to a partner and share.
 - Ask each student to select one of the artworks in a gallery and then try to “sell” it to a partner. Encourage them to be convincing!
4. Ask students to look carefully at a painting that depicts action and then ask them to draw or write about what they imagine will happen next.
5. Go on an art scavenger hunt: Give the students a list of things to look for in the Museum and have them check them off as they find them or write down the title of the piece that goes with each item. Encourage them to share their findings at moments during the tour or at the end. A list of suggested items to hunt for is included in this guide. You could also use this list to prepare an Art Bingo game using the blank card included here. You could provide a sticker to each student who completes the list or gets a “bingo”.
6. Have students work in pairs to invent a story about the people in a painting or a conversation they might have. For a still life, have students imagine one of the objects could talk. What would it say?



Get Ready... Get Set... Gallery Games

7. Assign your students to be art detectives. Give each of them a card, and have them be on the lookout for something specific. For example, if you've made a word wall of art terms in your class, have them come back with a new word to add. Older students could make note of a topic they wish to research further - a certain artist or technique or art movement, for example.
8. "I Spy" is a fun game to play in the Museum, especially if you have a few extra minutes to fill during or at the end of your tour. Have the students sit on the floor, and describe one of the artworks within sight. When a student correctly guesses the artwork you're describing, he or she takes the lead for the next round. Play as many rounds as time and interest allow.



Get Ready... Get Set... Scavenger Hunt Items

Here are some suggestions to get you started; add any others you think of. Customize this list for your museum visit, or have your students use it to create bingo cards.

- Painting that includes an animal
- Art object larger than you
- Painting with two different shapes
- Painting without a frame
- Sculpture made of wood
- Sculpture made of metal
- Still life painting
- Painting with all three primary colors (red, yellow, blue)
- Artwork that looks delicate
- Landscape painting
- Portrait of someone who lived long ago
- Artwork from another country
- Painting with thick paint
- Painting with diagonal lines
- Artwork that makes you feel sad
- Photograph
- Kind of art you've never seen before
- Painting that shows a specific season
- Artwork made of more than one material
- Painting with your favorite color
- Artwork that doesn't look like art
- Painting that shows action
- Painting that includes a building
- Artwork that is not very colorful
- Very old artwork
- Contemporary artwork
- Painting with no objects you recognize
- Painting with a peaceful feeling
- Artwork that is also a useful object
- Artwork that includes food
- Artwork that you would collect

Get Ready... Get Set... Bingo

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		FREE SPACE		