



School Group Experience Guide

The MAX

When it comes to arts and entertainment, Mississippi is a land of legends. Come and see where all their stories come together in one place.

Our Mission

Mississippi's rich arts contributions are often unknown or misunderstood. We enlighten and inspire by sharing stories of creative expression to provide opportunity for all generations to reach their full potential.

Contents

- 2 Booking a Field Trip
- 2 General Guidelines
- 2 Museum Manners
- 3 Frequently Asked Questions
- 5 Experience Logistics
- 6 What to Expect in the Exhibits
- 6 Structural Steel Services, Inc. Hall of Fame
- 7 The Castle Intro Theatre
- 8 The Yates Companies Land Gallery
- 9 The Mississippi Power Community Gallery
- 11 Tommy + Rebecca Combs-Dulaney Home Gallery
- 13 Alexander Family Church Gallery
- 14 John + Beth Clay People + Places Gallery
- 15 Mitchell Companies Global Community Gallery
- 16 Types of Artists in The MAX
- 17 Careers
- 18 Vocabulary

Booking a Field Trip

Before submitting your request, please consult your school's administration and calendar regarding bus maintenance days, testing days, school holidays, and half days. When selecting date and time preferences for your visit, please consider approximate travel time from your school, as well as any guidelines your school may have regarding school bus departure and return times.

General Guidelines

- Advance reservations are required for all groups of ten or more, regardless of size.
- Any group arriving more than thirty minutes late cannot be guaranteed its scheduled program.
- Groups of over twenty-five people must break into smaller groups.
- Family restrooms are available on the main floor of The MAX.

Museum Manners

- The interactive nature of this museum means many exhibits are okay to touch. Please observe the instructional signage as some objects are not touchable.
- Visitors may take photographs for personal use.
- No selfie sticks or tripods.
- Backpacks must be left in the provided bins or on the bus.
- Food, beverages, and gum cannot be consumed in the galleries.
- Only pencils are allowed for sketching or note-taking in the galleries.
- Running, rough play, and climbing are prohibited, for the safety of the collection and other visitors.
- Please keep your voices low and be mindful of others. Cellphones should be put on vibrate or silent.
- Please be mindful of keeping doorways and hallways accessible to other visitors.
- Please follow the instructions of security officers and volunteers in the galleries. The Museum reserves the right to refuse or dismiss any group or individual for misconduct.



Frequently Asked Questions

How do I book a field trip or group visit?

To book your field trip, visit our website at msarts.org. A field trip confirmation with other pertinent information will be sent via e-mail as soon as your request has been processed.

Who is eligible for school group tours?

School tours are for students in Pre-K through 12th grade. Public, private, and home schools are welcome.

How much does a field trip cost?

Our group rate is \$5.00 per person for a group with ten or more students. Both students and adults are eligible for the group rate by paying with the group. One chaperone for every ten students will receive free admission.

How long should we expect to spend in the museum?

School groups should plan to spend a total of two hours on site. Please be sure to arrive on time for your visit. We cannot guarantee the group rate or volunteer assistance in the galleries for groups arriving more than thirty minutes late.

What should we expect in a visit?

Your visit will include a tour of the Hall of Fame, exhibits in the Changing Gallery and Education Showcase, and exhibits in the permanent galleries. A tour of the Governor's Recording Studio can be arranged by request.

Groups over twenty-five students will be split into smaller groups, with chaperones divided amongst them, and will move through the museum in rotations.

When should I book?

School group reservations must be made at least two weeks in advance. We cannot guarantee the group rate or volunteer assistance in the galleries without advanced reservations.

Are there add-ons or customizations available for field trips?

Scavenger hunts are available upon request.

A MAXClassroom add-on can be added to your visit at an additional fee. These workshops are adaptable to meet your specific needs based on age-group and subject desired. These activities engage students with the museum's themes and allow educators to extend the museum experience beyond the visit.

If you'd like to customize the experience to reflect a specific subject matter or curricular standard, contact the Youth Educator prior to your visit.

How many chaperones should I bring?

We require one adult for every ten student (1:10) in your groups due to the interactive nature of the museum.

Can the students and chaperones from my group check in using their MAX memberships?

Because of the special nature of field trip visits, students with your group must pay the \$5.00 group rate admission. Chaperones and additional adults may check in under their memberships at the front desk before joining the group for orientation.

Is there a place for my students to eat lunch at the museum?

The MAX has limited table space for students to eat lunch. Our outside courtyard can accommodate large groups of students, while our group lobby can host smaller school groups of thirty or less. Your students may bring their lunch from home, or boxed lunches can be catered in for your group at \$8.00 per person. Thank you for leaving the space better than you found it!

Can my students visit the Museum Store?

Yes! We welcome chaperoned students to visit the museum store during their field trip visits! Your students can visit the Museum Store during their Hall of Fame rotations (for rotating groups). Smaller groups may visit the Museum Store at the end of their field trip.

What is included in a gift bag from the Museum Store?

Each gift bag includes a pencil, sticker, and surprise item. Souvenir gift bags cost \$2.00 each and must be ordered two weeks in advance.

What types of payment do you accept?

Checks, cash, and all major credit cards are accepted as payment for field trips. Payments for field trips must be made in one transaction.

Do you need a tax exemption letter for my school/organization?

We do not charge tax on our admissions because we offer field trips as an educational service to your students. If you order gift bags through the Museum Store, we must have your Mississippi Sales Tax Exemption letter on file for you to receive those goods without tax. Out-of-state sales tax exemption letters do not apply.

Experience Logistics

Drop Off

Buses will drop off students and groups on Front Street at the Group Lobby entrance of The MAX. A MAX Staff representative will be present to gather the group and head towards orientation as well as collect the contact number(s) for the bus driver(s).

Bus Parking

Buses will be able to park in a lot down the street at Singing Brakeman Park. Bus drivers will receive complimentary admission to the museum.

Orientation

The MAX Staff will gather the group in our Group Lobby (or The Paul & Els Van Zyverden Memorial Stage for large groups) to orient the group on navigation of the exhibits and guidelines in the museum. Large groups will be split at this time into rotating groups to start the experience at different exhibits.

Experience Rotations

Large groups will be split into groups and given color coded wrist bands for volunteer identification. The Rotation areas are as follows:

Structural Steel Services, Inc. Hall of Fame

Fred & Sissie Wile Changing Exhibit Gallery

Blue Cross & Blue Shield of Mississippi Multi-Purpose Gallery

Castle Intro Theater

Meridian Coca Cola Bottling Company: Hardy & Dottie Graham Classroom

What to Expect in the Exhibits



The MAX Hall of Fame Gallery, photo by Marianne Todd.

Structural Steel Services, Inc. Hall of Fame

The Hall of Fame Inaugural class contains twenty-eight of Mississippi's most influential artists. In this two-story exhibit, you can expect to be amazed by the accomplishments and global significance of the inductees as well as by the magnitude of the architectural design of the exhibit itself.

As you walk around the gallery, a short film plays on eight wall monitors providing an overview of the world-famous artists that have roots in Mississippi. The film includes interview clips, live performances, photographs, and musical segments. There are also interactive kiosks stationed on the ground floor and around the second floor mezzanine railing that allow visitors to explore stories about the inductees, highlighting their art form, their Mississippi connection, their achievements, and their legacy.

MSCCRS Connections

(CCR.R.7) Integrate and evaluate content presented in diverse media and formats, including visually and quantitatively, as well as in words.

(Cn.11.1) Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding.



Visitors watch a blues musician in The MAX intro theatre, photo by Marianne Todd.

The Castle Intro Theatre

Creativity spans every region of the state, men and women, young and old, every ethnicity and economic background—past artists paired with emerging talents. All reflect the artistic traditions and heritage of Mississippi.

We as humans are inspired by the world around us. Your first experience is a short introduction film that explains the key exhibit themes of land, community, home, church, and ultimately the world. and excites visitors for what lies ahead. A short a film that explores the influence our diverse state has had—and continues to have—on the remarkable individuals who call it home.

MSCCRS Connections

(CCR.SL.2) Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally.

(Cn.11.1) Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding.



In the Land Gallery, visitors take a virtual boat ride, photo by Marianne Todd.

The Yates Companies Land Gallery

Mississippi art and artists are born from the soil, sands, and red clay of the state and see the land as a source of inspiration, toil, refuge, and nourishment. The land often encourages the first spark of creativity for many, whether artists work the land, travel through it, or simply live among the crop fields, forests, waterways, and towns. The landscape also generously provides some of the raw materials that artists use to create their work.

Upon entering the Yates Companies Land Gallery visitors are immersed into the waterways of Mississippi. An ADA accessible boat is ready for boarding and will take visitors on a simulated journey of several rivers in Mississippi. As you enjoy the view of the water, it slowly transitions into a visual nod of artistic interpretation by various Mississippi artists.

Next visitors will visit where inspiration occurs. the artist studio. The Cabinet of Curiosities takes you inside a sculptor, photographer, potter, and painter's studio. Visitors will view examples of these art forms and are encouraged to open the drawers to see the tools these artists would have used.

After touring the studio, visitors are able to use the tools in the previous exhibit to create art themselves! Two interactive exhibits feature six Mississippi painters and potters by providing an experience that encapsulates the unique perspective and creative process of the artist. Visitors will learn about the styles and methods of the artists through gestural and touch screen interaction. Visitors can even save and share their creation via email and social media.

MSCCRS Connections

(L.K.3A) Students will demonstrate an understanding of what animals and plants need to live and grow.

(E.K.10) Students will demonstrate an understanding of how humans use Earth's resources.

(Cn.11.1) Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding.

(Cr1.2a) Apply knowledge of available resources, tools, and technologies to investigate personal ideas through the art-making process.

The Mississippi Power Community Gallery

Celebrate the neighborhoods, cities, and small towns that supported and inspired the artists of the past, and continue to nourish the emerging artists of today. Explore where people live, work, play, collaborate and create. See how artists “cross-pollinate”, influence and energize one other.

This gallery is divided into four smaller exhibits. Explore music in the Juke Joint, witness media at the TV & Radio Store, rehearse a puppet show at the Town Theater, and learn about how school influences artists every day.

Maxie’s Juke Joint

Set up on the outskirts of town, often in ramshackle buildings or private houses, juke joints offered food, drink, dancing and gambling for weary workers. Juke joints were operated primarily by African Americans in their early years and catered to the rural work forces that were barred from most white establishments by Jim Crow laws.

Visitors can grab a seat at the bar and allow Maxie, owner of the juke joint, to teach them about juke joint artists. Four touchscreens embedded into the countertop allow visitors to listen to stories about the musicians’ experiences at the juke joint and their influence on American music. Throughout the experience visitors can save their favorite artists and email information and songs to themselves to remember this experience.

After learning about various juke joint artists, visitors can engage in creating a fantasy band lineup, to hear their favorite musicians play together on the stage. The band features impossible collaboration between musicians from different eras.

MSCCRS Connections

(CCR.SL.2) Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally.

(Cn10.0a) Demonstrate how interests, knowledge, and skills relate to personal choices and intent when creating, performing, and responding to music.

(Cn11.0a) Demonstrate understanding of relationships between music and the other arts, other disciplines, varied contexts, and daily life



Two young visitors learn about Jimmie Rodgers in the Juke Joint, photo by Marianne Todd.

TV & Radio Store

How has media transformed and transported artists and how were artists influenced by others that they heard on radio and TV? Visitors can discover all of this at the TV & Radio Store.

Come explore the impact of media on pop culture, from puppets to podcasts via the TV store. Three white panels designed with a slight relief to mimic a wall of radios, tv sets, and computer monitors act as a projection surface. Reflecting a range of time periods, and cultural milestones, the content will illustrate how the entertainment landscape has changed over time. The program alternates between displaying the same content across all screens and a breakout mode, in which each monitor showcases a different story.

MSCCRS Connections

(CCR.R.10) Read and comprehend complex literary and informational texts independently and proficiently.

(CCR.SL.2) Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally.

(Cn11.1) Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding.

Town Theater

Theaters can be small community gathering spaces for local artists or large movie houses showing epic films. Visitors can watch a short film about the numerous theaters scattered across Mississippi that have acted as both the cultural “glue” of a community and as a place to make one’s artistic mark. This is not a museum just for adults, our little ones have a chance to explore here as well with our puppet theatre. In a nod to Jim Henson, children will be able to put on plays for their parents on an actual theatre stage using hand puppets.

MSCCRS Connections

(CCR.SL.4) Present information, findings, and supporting evidence such that listeners can follow the line of reasoning and the organization, development, and style are appropriate to task, purpose, and audience.

(Pr5.1) Develop and refine artistic techniques and work for presentation.

(Cr1.1a) Engage in exploration and imaginative play with materials.

The School

Educational institutions and other learning environments are the backbone of any community. Teachers and other role models have provided many artists with mentoring, opportunities to thrive, and encouragement to take the creative spark and nurture it into an artistic life. Have a nostalgic experience by opening a locker to find what Mississippi school students are creating in their art classes.

Our school years, especially our high school years are awkward for many of us. Learn how famous Mississippians overcame their fears in the tabletop interactive. After, visitors can email their experience to themselves.

MSCCRS Connections

(CCR.SL.1) Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on others’ ideas and expressing their own clearly and persuasively.

(CCR.SL.2) Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally.

(CCR.SL.3) Evaluate a speaker’s point of view, reasoning, and use of evidence and rhetoric.

(Cn11.1) Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding.

(Re7.1) Perceive and analyze artistic work.



Mississippi writers are featured in the Library Exhibit in the Home Galler, photo by Marianne Todd.

Tommy + Rebecca Combs-Dulaney Home Gallery

Focus on early influences and creative processes rather than an artist's eventual achievements or fame, and reflect the unexpected connections and relationships of one's place to creativity. The Home celebrates artists in their earliest environments, where they were first shaped and inspired. Explore the many interactive experiences in the Front Porch, Living Room, Kitchen, and Library exhibits.

Front Porch

The porch is a symbol of all the home venues at which people gathered, from apartment house stoops to front lawns. Look out into the "community" from the front porch and witness the impressive projections on the sheets drying in the yard. The visual projections will immerse viewers in kinetic imagery of the natural environment, interspersed with fragments of human interaction and interior home life, that brings the memories to life. Visitors will also learn about activities performed on the front porch and can learn how to weave via a weaving interactive.

Children spend a lot of time outdoors, running jumping, and playing. Here they can spend time in the yard learning about gardening in the garden interactive. They can also put art together through a play block interactive. The play blocks are double sided, depicting artwork by two Mississippi artists of outdoor scenes.

MSCCRS Connections

(L.K.3B) Students will demonstrate an understanding of the interdependence of living things and the environment in which they live.

(1.G.1) Distinguish between defining attributes (e.g., triangles are closed and three-sided) versus non-defining attributes (e.g., color, orientation, overall size); build and draw shapes to possess defining attributes

(Cn11.1) Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding.

(Cr1.1a) Engage in exploration and imaginative play with materials.

The Sitting Room

Designed to reflect the oral histories and memories of time spent together as a family, listening to music on the radio, playing songs on the piano, reading the local paper, and telling stories, this room includes recollections on how home life impacts artistic inspiration and creativity. One at a time, spotlights will illuminate the objects representing an artist as a first-person audio anecdote plays through speakers. Personal recollections and stories will shed light on what home means to these artists and how it plays into their work.

MSCCRS Connections

(CCR.SL.2) Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally.

(Cn11.1) Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding.

Kitchen

The kitchen is a space of creation: crafting slow-cooked, homegrown meals only found in Mississippi; passing down recipes; cooking with multiple generations of family; and the wonderful communal feeling of sharing food by dining together and conversing over a table. Well-known chefs and food writers in Mississippi lived in kitchens as children and watched people cook and understood the powerful nature of food bringing folks together. An extraordinary interactive awaits visitors in this room where they will get to know local chefs through their stories, their signature dishes, and the places they've chosen and created to share their cooking.

MSCCRS Connections

(L.K.3A) Students will demonstrate an understanding of what animals and plants need to live and grow.

(L.K.3B) Students will demonstrate an understanding of the interdependence of living things and the environment in which they live.

(CCR.SL.2) Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally.

(Cn11.1) Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding.

(Re7.1b) Recognize and share how a variety of media artworks create different experiences

Writer's Library

The process of writing is highly mental, intense, and requires solitude. This area allows visitors to enter the minds of these writers, to experience the process seen in a hand-edited manuscript, the worn nub of a pencil, the old typewriter, the books gathering dust on the shelves around a writer's desk. Visitors will hear audio discussions highlighting the author's work process or inspirations as they pertain to a particular work (serving as an introduction to an excerpt from the work). The library also houses another kid-friendly interactive. A flipbook interactive exposes children and their parents alike to children books written and/or illustrated by Mississippians.

MSCCRS Connections

(CCR.SL.2) Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally.

(Cn10.1) Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding.



The church was an important influence on many of the artists represented in The MAX, photo©Ron Blaylock Photography.

Alexander Family Church Gallery

Faith remains a vital element of Mississippi culture, community and creativity. Diverse religious traditions have given hope, sparked rebellion, encouraged social activism, and provided churchgoers with venues for artistic expression.

Learn the diverse ways in which houses of worship and similar institutions have had, and continue to have, an impact on Mississippi arts and culture through a short film that explores the influence gospel music has had and continues to have on religious and secular performers alike.

MSCCRS Connections

(CCR.SL.2) Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally.

(Cn10.1) Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding.



In the People + Places Gallery, guests can learn about locations in Mississippi that have inspired creativity in artists, photo©Ron Blaylock Photography.

John and Beth Clay People + Places Gallery

Whether working alone or within collaborative groups, artists have put Mississippi on the map. Artists and their environments—in which they live, work and inspire one another—are front and center. Some areas—such as Oxford—have evolved into important creative and intellectual centers, while more “hardscrabble” environments—like Parchman Farm—spawn creativity from labor, sweat, and dirt.

The Artist Interpretation Listening Stations consists of three booths that allows visitors to sit and listen to a curated collection of audio stories about three organizations in Mississippi that promote the arts. Stories are recollected from artists represented by The Craftsmen’s Guild of Mississippi, Thacker Mountain Radio, and the Mississippi Art Colony.

The Cultural Trails Interactive brings attention to sites associated with Mississippi artists and entertainers by giving visitors a way to explore a set of curated recommendations across the state that are related to museum content. Visitors will later be able to access their preferences via a mobile-friendly website and have the option of purchasing a printed souvenir guide in the museum store.

MSCCRS Connections

(CCR.SL.2) Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally.

(L.K.3B) Students will demonstrate an understanding of the interdependence of living things and the environment in which they live.

(Cn11.1) Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding.



Learn about Mississippi artists who have influenced other artists worldwide, photo by Marianne Todd.

Mitchell Companies Global Community Gallery

Explore Mississippi's rich artistic contributions and creative impact on art & artists worldwide. Through reality or stereotype, the distinct characteristics of Mississippi have permeated our international creative and popular culture, and in literature, music, food, film, television, fine arts, craft traditions, and performance. Here Mississippi reveals its lasting creative influence on artists across the globe. The area will make connections, start dialogues, encourage relationships, and showcase the breadth of Mississippi's creative power.

In the final area of the Mississippi Arts & Entertainment Experience, visitors will be welcomed into an impressive cinematic presentation with several short films, each featuring an iconic artist representative of one of the five Hall of Fame genres. Each film will take visitors on an emotional and inspiring journey from the familiar to new revelations of Mississippi's lasting creative influence on artists across the globe, through a diverse set of thematic lenses and connection types.

MSCCRS Connections

(CCR.SL.2) Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally.

(Cn10.1) Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding.



Types of Artists in The MAX

Visual Art: Painter, sculptor, photographer, Printmaker, Designer, Crafter, Videographer, filmmaker, Architecture, Ceramist

Performing Art: Actor, Puppeteer, Dancer, Choreographer, Musician, Operatist, Media Mogul

Music: Singers, Songwriters, DJ's, Producers, Mixers, Instrumentalists, Musicians and composers in the genres of Blues, Country, Jazz, Folk, Opera, Pop, R&B, Rap, Gospel

Cultural Arts: Weaver, Chef, Woodcarver, Gardener, Stained Glass Artist, Quilter, Instrument Maker, Luthier, Fashion Designer, Vernacular Artists

Writing: Poet, Playwright, Journalist, Novelist, Historian, Editor, Author, Scriptwriter

Careers

Careers in Museums

Interpreters and Translators
Educators
Graphic Designers
Administrators
Human Resources
Curators
Finance
Development
Exhibit Developers
Marketing

Careers in Visual Arts

Directors
Architects
Interpreters and Translators
Commercial and Industrial Designers
Artists
Interior Designers
Fashion Designers
Floral Designers
Designers
Multi-Media Artists and Animators
Photographers
Merchandise Displayers and Window Trimmers
Set and Exhibit Designers
Graphic Designers

Careers in Music

Directors
Producers
Composers
Arrangers
Technical Directors
Radio Operators
Sound Engineering Technicians
Instrumentalists
Music Directors
Singers
Lyricists

Careers in Performing Arts

Directors
Choreographers
Interpreters and Translators
Producers
Actors
Dancers
Singers
Media and Communication Equipment Workers
Broadcast News Analysts
Technical Directors
Radio Operators
Talent Directors
Film and Video Editors
Music Directors and Composers
Set and Exhibit Designers
Camera Operators
Public Relations Specialists

Careers in Writing

Interpreters
Writers
Authors
Novelists
Translators
Broadcast News Analysts
Copywriters
Media and Communication Workers
Poets, Lyricists, and Creative Writers
Technical Writers

Careers in Culinary Arts

Producers
Chefs
Master Bakers
Pastry Chefs
Caterers
Restaurateurs
Food Critics
Hospitality Management
Sommeliers

Vocabulary

Achievement: something important that you succeed in doing by your own efforts.

Arts: subjects you can study that are not scientific, for example history, languages etc.

Community: a group of people who have the same interests, religion, race etc.

Creativity: the ability to use your imagination to produce new ideas, make things etc.

Culture: the arts and other manifestations of human intellectual achievement regarded collectively.

Entertainment: things such as films, television, performances etc that are intended to amuse or interest people.

Environment: the people and things that are around you in your life, for example the buildings you use, the people you live or work with, and the general situation you are in.

Iconic: someone famous who is admired by many people and is thought to represent an important idea.

Influence: the power to affect the way someone or something develops, behaves, or thinks, without using direct force or orders.

Interactive: an interactive computer program, television system etc allows you to communicate directly with it and does things in reaction to your actions.

Juke Joint: a bar featuring music on a jukebox and typically having an area for dancing.

Legacy: something that happens or exists as a result of things that happened at an earlier time.

Performance: an act of staging or presenting a play, concert, or other form of entertainment.

Theatre: plays as a form of entertainment

Visual Arts: art such as painting, sculpture etc that you look at, as opposed to literature or music.

Dear Parents,

I am delighted to announce that we will be going on a field trip to

Mississippi Arts + Entertainment Experience (The MAX)
2155 Front Street
Meridian, Mississippi 39301
601-581-1550



2155 Front Street
Meridian, MS 39301
601-581-1550
mssarts.org

Our field trip is scheduled for

Date _____ Time _____

Parents and Students, please remember we are representing our school/organization when we attend The MAX. Please be sure to remind your children of the importance of good behavior and respect for themselves and others.

There are a few things chaperones and teachers need to know.

- For every 10 students that come in the museum, one free ticket is given to the required chaperone or can be used as a scholarship ticket for one of the students.
- There MUST be one chaperone for every 10 students.
- Additional Chaperones are welcome and may pre-pay the school, and the school cuts the check.

If you are signed up to be a chaperone, here are a few things to remember:

- The adult chaperones assist in monitoring and managing behavior within The MAX. They should also help facilitate learning and stay with the group at all times.
- Please be advised that your group will be sharing The MAX with others at the time of your visit.
- Be mindful that the exhibits on display contain artifacts. In order to preserve the collection, please do not touch the artifacts, but please use the interactives.
- Groups of more than 25 must break into smaller groups, museum staff will coordinate the rotations.
- Visitors may take photographs for personal use. No selfie sticks.
- If at any time someone in your group needs assistance, please contact one of the museums employees.
- Most importantly Have Fun! When you experience the exhibits, you encourage the students in your group to learn and to enjoy them as well.