



## CAMP-IN CHAPERONE TIPS

Thank you for your help. Your guidance and energy are sure to enhance the Overnight Adventure experience for your students. Below are some tips for your role as chaperone. Get ready for an adventure!

### BEFORE ARRIVING AT THE MUSEUM

- Eat dinner before you arrive at the Museum because only an evening snack is served.
- Wear comfortable shoes and layered clothing. You will be doing a lot of walking, and the temperature varies considerably throughout the Museum.
- Along with your other overnight gear, bring a flashlight. Once the lights are out, it's pretty dark in the Museum. We ask only adults, not students, to bring flashlights. The children will be instructed to wake an adult if they need anything during the night.
- You'll be very busy during the Camp-in, so please **do not bring electronic devices**. We also ask the children to leave these at home.

### ENTERING AND EXITING THE MUSEUM

- Use the entrance and exit indicated on your agenda for check-in and check-out.
- If you need to leave the Museum at any other time, you must use the door located by the Security Subpost, behind the Museum Shop on the north side of the Museum. (The outside door is labeled Staff & Volunteer Entrance.) **All other doors are alarmed** during the Overnight Adventure. You must also be wearing the wristband supplied to your school coordinator.

### PARKING

- If you are parking your car overnight, please use our underground parking garage, on the north side of the building.
- Depending on which doors are being used for check-in and how much gear you have, you may want to unload near the check-in doors before parking your vehicle for the night. Please review the agenda to determine what works best for you.

### AT THE MUSEUM

- **Be present!** Camp-ins are tons of fun for the kids but should also be a lot of fun for teachers and chaperones. Jump in and explore with them!
- Your group leader will probably assign you a small group of kids to chaperone. Make sure to keep an eye on these kids and their behavior at all times.
- Use the Overnight Adventure agenda and map. Tell your campers what they will be doing and when they will have a snack. If you don't have an agenda, check with your leader or ask the Camp-in staff for a copy.
- The Museum is a large building with lots of exciting exhibits to see. Take some time to decide with your campers what to explore during your free time.
- Make sure you and your campers wear your nametags throughout the Camp-in.
- The Museum is very dry, so **drink lots of water** and encourage the campers to do so as well.



- Where will you sleep? That's part of the fun! You'll be assigned to sleep in the diorama halls. Check your Camp-in agenda and map. The floors are carpeted, but they certainly won't be as comfortable as your bed. You are welcome to bring sleeping pads, but air mattresses and cots are not allowed.

#### **CONDUCT—WE NEED YOUR HELP!**

- Do your best to help keep the campers attentive and involved in the activities.
- Please make sure your campers always stay with you or another adult and remain in areas of the Museum that are open. Open galleries can be found on the agenda.
- Also, please have your campers ...
  - walk, never run
  - keep shoes on until they are in bed
  - take the stairs, not the elevators or escalators
  - clean up after themselves
  - be considerate of others, especially after lights out.

#### **IF YOU HAVE AN EMERGENCY**

Emergency calls may be received by the Museum's Security Subpost at 303.370.6343. Be prepared to give the camper's full name, group leader and group/school, and your location in the building.

We want our chaperones have a great experience too, so please let the Camp-in coordinator know if there is anything you need or if you have any concerns.

#### **THANK YOU!**