



EDUCATIONAL ACTIVITIES

relating to your tour!

The following **suggested educational activities** are provided to you as a way to augment your your experience and report to your administration how your tour is meeting the **National Core Arts Standards'** four pillars; *Creating, Performing/Presenting/Producing, Responding and Connecting*. Parents and administrators would be interested to know how much your students learn from their travel experience. Feel free to use these ideas as listed or as a springboard for other educational activities in which to engage your students.

These ideas are designed for you to choose just one at a time. If you travel with your group on a regular basis, you are able to choose different activities for variety if you wish.

Education is not just in our name, it's our objective + pledge to you!

PRE-TOUR

Team Research Presentation - *Connecting, Anchor Standard #11: Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding*

- Divide your students into teams of 3-5 persons per team
- Select a topic for each student to research as it relates to what they will see & experience (*ie: iconic landmarks, background of a dance company, symphony, show that they will see*)
- Each team will gather photos and fun facts about their topic and create a 3-5 minute presentation for your Tour Parent Meeting, or to each other in class prior to your departure. Encourage them to be creative in how they will present their information
- Use in your grading as "extra points" since tour participation is optional!

Benefits:

- Encourages teamwork
- Students analyze in more depth and will more appreciative when they experience the source of the topic
- Provides a platform to speak and make eye contact with listeners
- Parents and administrators have documentation of the educational value of the travel experience

DURING TOUR

Option A: Photo Collage - *Connecting, Anchor Standard #10: Synthesize and relate knowledge and personal experience to make art*

- Divide your students into teams of 3-5 persons per team
- Each of them takes a photo of themselves in front of iconic locations during the tour
- Find a historical fact about this landmark
- Post the photo on your club website and identify the information gathered
- You can make this a competition and recognize the team with the most interested and creative photos
- Use in your grading as "extra points" since tour participation in optional

Benefits:

- Encourages teamwork
- Pairs creativity with learning historic values
- Provides a platform to collect and combine information about their experience for recall
- Parents and administrators have documentation of the educational value of the travel experience

Option B: Scavenger Hunt - *Presenting, Anchor Standard #4: Select, analyze, and interpret artistic work for presentation*

- Create a list of items for your students to find and identify either in photos or audio recordings. Provide for bonus, items that students may find that are not on your list.
- Students may get ideas from other students - why not!? It allows each student to find and name more items!
- Upon returning from the tour, establish a date for students to turn in their findings in whatever creative manner they wish to present to you
- Use in your grading as flat "extra points" since tour participation in optional

Benefits:

- Provides opportunity for students to engage and identify what they see and hear during the tour experience
- Pulling together the information allows for recall which enriches their experience
- Parents and administrators have documentation of the educational value of the travel experience

POST TOUR

STEAM Activity - *Presenting, Anchor Standard #6: Convey meaning through the presentation of artistic work*

- May participate as individuals or in teams
- Students select and present photos/recordings of iconic landmarks, posters, jobs, people in the city, etc.
- They will explain how they represent advances in *science, technology, engineering, arts, and math*
- Upon returning from the tour, establish a date for students to turn in their findings in whatever creative manner they wish to present to you
- Use in your grading as "extra points" since tour participation in optional

Benefits:

- If your school is one that has a strong focus on STEAM, this is a great way to engage students on all topics.
- Students determine and identify that many of these topics overlap and are part of our every day world