

## DCM Exhibitions – Staff Training Materials

### Fantasy Festival (PART B)

#### Exhibition Particulars:

- *Fantasy Festival* supports **dramatic play** in three environments: a castle, a ship and a stage. Staff should facilitate role-playing through encouragement and also approach – be ready to jump in and play a role yourself to get things going! Creative play, fantasy play and symbolic play are highly encouraged in Fantasy Festival.
- The exhibition has **two lifts** to allow those who need assistance to access the upper levels of the ship and the castle. Staff will receive separate training on the operation of these lifts.
- **Puppet Shows:** There are pre-recorded scripts and separate puppets for staff to use in a puppet theater built into the back of the stage. Staff will receive separate training on giving these programs.
- **Bleacher Seating:** Staff will receive separate training on setting up bleacher seating.
- **Search for the Royal Seal:** Search-and-find activity sheets have been developed for both older (red lettering) and younger children (green lettering). They are kept at the treasure hunt map activity in the center area of the exhibit. Two versions of each search have been created: an “A” set and a “B” set. The “B” set has a lion emblem printed in the lower right corner and the “A” set does not. Either the “A” versions or the “B” versions must be out at the same time. Familiarize yourself with the searches and know the answers so you can help visitors. The searches lead visitors to a small chest inside of which is a seal. Visitors insert their papers and stamp the seal emblem onto their sheets to take home with them.
- **Costumes:** There are sets of costumes in each of the three areas. These will need to be regularly returned to their places. Staff will receive separate training about a cleaning and repair schedule.
- **Graphic label copy** throughout *Fantasy Festival* contains useful background information for activities. Staff in the exhibition should familiarize themselves with label content.
- **Props:** Two-dimensional and magnetic props are provided to enhance the scenic backdrop.
- **Map Table:** Ships and landforms are provided to encourage the development of navigational skills. Monitoring and replacing these exhibit props is critical, to ensure that all visitors receive the same experience.

#### Component Descriptions:

##### *Discovery Castle*

In Medieval times, castles were homes of kings, barons and knights who ruled over their land. Many people, such as ladies-in-waiting, soldiers and servants, lived in the castle with the owner of the land. The people who lived outside the walls of the castle worked for their ruler who, in turn, protected them.

Ground Level:

- A. **Puppet Theater & Shadow Wall** – On the lower level of the castle is an open window with a curtain and a ledge, which serves as the platform for a puppet theater for visitors to use. Visitors can cluster just outside the window to view a puppet show. Adjacent to the window are hand puppets as well as shadow puppets. Characters are castle inhabitants – members of the family,

servants, knights, horses and dragons. These activities promote creativity as well as communication and collaboration.

### Engagement Tips & Tools

- Use Conversation Cards to facilitate an inquiry-based approach to learning.
- Use products from the retail store that correlate with the Fantasy Festival experience.
- Use finger puppets to show visitors how to make an appropriate entrance and exit on the puppet “stage.”
- Use peeper puppets to demonstrate how to develop characters and storylines for a puppet show.
- Use a shadow puppet book to show visitors a variety of shadow puppets they can make with their hands.

- B. Decorate the Throne Room** – In the Throne Room visitors find a throne waiting to be decorated for the royal family. A variety of accoutrements including emblems (coats of arms), finials (decorative ornaments for the top of the throne), tassels, and jewel-like objects are located in a decorated trunk nearby. These items fit into recessed holes found on the throne. In addition, several wall hangings and carpet pieces are available for visitors to use in decorating the Throne Room.

### Engagement Tips & Tools

- Use Conversation Cards to facilitate an inquiry-based approach to learning.
- Use products from the retail store that correlate with the Fantasy Festival experience.
- Sit on the Royal Throne and read an enchanting story to visitors using character voices and expression. During the read aloud, ask visitors to predict the problem and solution in the story.
- Encourage visitors to play the role of a king or queen, and help them decorate the throne room using the exhibit props provided.

- C. Castle Costumes** – Costumes of several different people who might have lived in the castle in Medieval times are available in the Throne Room wardrobe. Visitors may try on the costumes and role-play the part of the character (such as king, queen, princess, jester, or wizard). The costumes may be worn throughout the castle or in the room. A large mirror is available for visitors to use. This activity promotes imaginative play, creativity and communication.

### Engagement Tips & Tools

- Use Conversation Cards to facilitate an inquiry-based approach to learning.
- Use products from the retail store that correlate with the Fantasy Festival experience.
- Present costume jewelry from the royal families “collection of jewels” to visitors, and help them design an outfit for suitable for royalty.

- D. Castle Mouse House** – The Mouse House is a four-foot-high nook designed for the youngest visitors to Discovery Castle. Resembling the pantry of the castle, the intimate space features a set of bins and baskets that children use to organize and sort pretend fruits, vegetables and other staples. A mouse maze is featured on another wall of the Mouse House. Parents or

caregivers have full view of children inside the Mouse House, or they may select a book and sit inside to read to their children.

### Engagement Tips & Tools

- Use Conversation Cards to facilitate an inquiry-based approach to learning.
- Use products from the retail store that correlate with the Fantasy Festival experience.
- Offer a plush dog to visitors as a “royal pet” and help them to decide the name, age and any special skills their new companion may have.
- Select a book from the Castle Mouse House and act out the storyline with visitors.

**E. Castle-Climbing Structure** – The castle-climbing structure provides a large-motor-skill climbing opportunity for children of all ages. The structure allows children to access the upper level of the castle. Adults have visual access to their children while they are in or on the structure.

Upper Level:

**F. Defend the Castle: Ball Drop (“Oil”) & Ball Recovery** – At this activity, visitors work together to operate a recovering and dumping system using pulleys and buckets. A pulley system brings a bucket of foam balls (“boiling oil”) through the floor to the upper level of the castle where the balls are loaded into a large cauldron to be spilled on the “invaders” below. Visitors will participate in the activity from both ends – filling the bucket at the base of the activity, hoisting the balls to the top of the castle, unloading balls to fill the cauldron, and dropping the balls. A graphic panel accompanies the activity to explain this common form of defense in Medieval times. The activity promotes cooperation and collaboration.

**G. Castle Blocks on the Round Table** – On a round table is a set of wooden castle building blocks. The blocks are a variety of sizes and shapes, providing visitors with opportunities to design and build miniature castles. Images of several castles, along with tidbits of information, are displayed on the wall nearby. This activity is developmentally appropriate for a range of ages, with older children perhaps building more complex structures than their younger counterparts. Adults and children can work together to build castles.

### Engagement Tips & Tools

- Use Conversation Cards to facilitate an inquiry-based approach to learning.
- Use products from the retail store that correlate with the Fantasy Festival experience.
- Use dry erase boards and dry erase markers to sketch out a castle design with visitors before they attempt to construct it with the castle blocks. Adapt conversation as needed based on age of visitor.

**H. Telescope** – Visitors may use the telescope to view other parts of *Fantasy Festival*. (Note: the lenses do not magnify what is seen.) A nearby graphic displays the International Code Flags. Visitors may use the images of the flags on the graphic to decode the word spelled across the front of the ship.

**I. Flag Decoding Challenge** - Visitors may use the flag legend on the second level of the Castle, to decode the message communicated through the flags hanging above the Ship. The message

translates to “AHULL” – to ride out a storm with no sails and helm held in the direction the wind is blowing.

### **Stage & Proscenium**

A “proscenium” is the arch that separates a theater’s stage from the auditorium. It serves as an imagination picture frame or an invisible wall through which an audience experiences a theatrical production.

- J. Costumes** – Visitors can try on and use a variety of costumes for any number of plays they may choose to act out on the stage area. This activity promotes flexibility and adaptability, as well as creativity and innovation. Visitors can try on occupational, historical and character costumes, among many other options offered.

### Engagement Tips & Tools

- Use Conversation Cards to facilitate an inquiry-based approach to learning.
  - Use products from the retail store that correlate with the Fantasy Festival experience.
  - Present and offer costume props to visitors to help complete their costume. Demonstrate how visitors can incorporate props into their plays.
  - Encourage visitors to view themselves using the tall mirror. Ask them to describe their new distorted features in the mirror.
  - Present and offer costume jewelry to visitors to add to their dress-up experience. Ask them to imagine what type of person, character, or figure would wear such jewelry.
- K. Visitor Sound & Light Board** – This electronic device features two audio buttons and three lighting buttons. Visitors can select from a variety of sounds to use with the plays they are producing. Each audio button has five sounds (10 total) ranging from barking dogs to chirping birds to traffic noise. The lighting controls enable visitors to choose stage lighting features such as intensity or color. This activity promotes creativity as well as communication, critical thinking and problem solving.
- L. Create a Scene (Step 1) & Pull-Down Scenes (Step 2)** – These activities give visitors the opportunity to use their planning skills and imaginations to develop a skit or play that can then be performed on the stage. Two scenarios of plays can be developed at the top of the kiosk. The scenarios correspond to the two pull-down backdrops at the stage – a city scene and a nature scene. Visitors determine how a play might be developed with either of these backdrop scenes and, using the miniature 2-D props found on the bottom ledge of the kiosk, map out the scene. Below the two scenarios is a blank space that can become anything the visitor chooses – outer space, under water, nighttime, etc. Visitors use their imaginations to block out this space using miniature props on the ledge. Once planning is complete, visitors can bring their plans to life using the full scale 2-D props available for the stage and act it out.

### Engagement Tips & Tools

- Use Conversation Cards to facilitate an inquiry-based approach to learning.
- Use products from the retail store that correlate with the Fantasy Festival experience.

- Bring out the play book and help visitors select a play. Assign roles, select costumes and perform their version of the play. Jump in and play a role yourself!
- Use a prop microphone to encourage visitors to perform on the stage. Start a talent show, encourage visitors to perform a play, or use it to announce the beginning of a “special performance” to other visitors.

## **Ship**

Below Deck:

- M. Cannon Shoot/Target** – Visitors may load and shoot two cannons, aiming for a single target located on the exhibit floor along the side of the ship. The target is centered in a netted area apart from the visitor floor space with a barrier on either side to keep visitors out of the area of the target shooting. An accompanying graphic notes the importance of trajectory when taking aim at the target.
- N. Ship Mouse House** – Like the Castle Mouse House, the Ship Mouse House is found on the lower level and is designed for younger children and their adults. The space resembles the “galley” of the ship. An “under the sea” mural game occupies one wall of the Mouse House. Another wall displays books for browsing and reading.

### Engagement Tips & Tools

- Use Conversation Cards to facilitate an inquiry-based approach to learning.
- Use products from the retail store that correlate with the Fantasy Festival experience.
- Offer a plush cat to visitors as a shipmate and help them to decide the name, age and any special skills their new companion may have. Explain how cats are great at hunting vermin and can protect food stored below the ship.
- Select a book from the Ship Mouse House and act out the storyline with visitors.

Above Deck:

- O. Cargo Net Climb** – Featuring a four-foot-wide net, this large-motor-skill activity provides alternative access into the ship. (The other entry is through the back of the ship.)
- P. Load the Ship** – This activity features a pulley system with a basket and “cargo” that needs to be loaded onto the ship. The pulley system requires a cooperative effort among visitors in order for the system to be successfully operated. One line of the pulley moves the system back and forth, and the other moves it up and down. The unit pivots to provide access to both the dock and to the opening in the ship deck for the cargo area below. Without the cooperation of a team, the system does not work. Visitors will soon discover this and collaborate to make the system work with others in the area or with staff. This is a problem-solving and communication activity, as well as a large-motor-skill activity.

### Engagement Tips & Tools

- Use Conversation Cards to facilitate an inquiry-based approach to learning.
- Use products from the retail store that correlate with the Fantasy Festival experience.

- Offer a plush sea creature for visitors to use as cargo, and show them how to lift and lower the bucket into the bottom of the ship. Begin a discussion about other items a pirate may need to load in or out of a ship.

**Q. Ship's Wheel and Compass** – Visitors take turns at the ship's wheel steering the ship. A compass accompanies this activity. Visitors may choose a destination and turn the wheel while referencing the compass that moves a silhouette of the ship in the corresponding direction.

#### Engagement Tips & Tools

- Use Conversation Cards to facilitate an inquiry-based approach to learning.
- Use products from the retail store that correlate with the Fantasy Festival experience.
- Offer a compass to visitors and show them how to determine which direction is north. Point out the important symbols on the compass and explain what they mean. Ask the visitors where they would like to sail, and what direction that might be in relation to Las Vegas.
- Offer a telescope to visitors so that they can see what may be ahead of them. Ask how and when a pirate may use this special tool.

**R. Longitude and Latitude** – This activity invites visitors to find locations on a world map using longitude and latitude coordinates.

#### Engagement Tips & Tools

- Use Conversation Cards to facilitate an inquiry-based approach to learning.
- Use products from the retail store that correlate with the Fantasy Festival experience.
- Bring out a globe and work with visitors to locate the equator and prime meridian. Ask them what similarities and differences they see between the map and the globe. Ask them where they are from, and help them find that location on the globe.
- Present a treasure map to visitors and ask them how they think they can use it to locate treasure. Ask them to identify similarities or differences between the traditional maps in the gallery and the treasure map.
- Hide treasure coins for visitors to find around the gallery. Give them clues regarding where they may locate the treasure.

**S. Pipe Communication** – Visitors below deck in the “hold” as well as those “topside” can communicate verbally with each other through a pipe communication system.

**T. Telescope** – Visitors can look through a telescope and swivel it to see other areas of the exhibit.

**U. Knot Tying** – Several stations around the ship provide information and instructions to guide visitors in tying specific boat knots. Types of knots include: constrictor, clove hitch, cleat hitch, sheet bend, and anchor bend.

#### Engagement Tips & Tools

- Use Conversation Cards to facilitate an inquiry-based approach to learning.
- Use products from the retail store that correlate with the Fantasy Festival experience.

- Bring out a loose rope if visitors are struggling with the attached ropes at any of the knot exhibits. Show them how to complete the challenge and then help them try it themselves. Allow them to create their own unique knot.

**V. Shipboard Costumes** – There are many “roles” to be filled on the ship, from the captain to the deck hands. Visitors may choose from several different costumes while they undertake their positions on the ship, including captain, first mate, quartermaster, boatswain or powder monkey. The costumes are found in a chest on the ship’s deck near the helm. This activity promotes imaginative play and role-playing.

#### Engagement Tips & Tools

- Use Conversation Cards to facilitate an inquiry-based approach to learning.
- Use products from the retail store that correlate with the Fantasy Festival experience.
- Offer a plush pet parrot to visitors to sit on their shoulder while they navigate the seas. Help them choose a name for the parrot and create a story about how they acquired their companion.

**W. Flag Raising** – Visitors can raise different flags up the ship’s flagpole using a pulley system. This activity promotes communication, collaboration, and visual literacy. A nearby graphic includes images of the flags and their meanings.