


KID Museum

Social Narrative for Davis Library

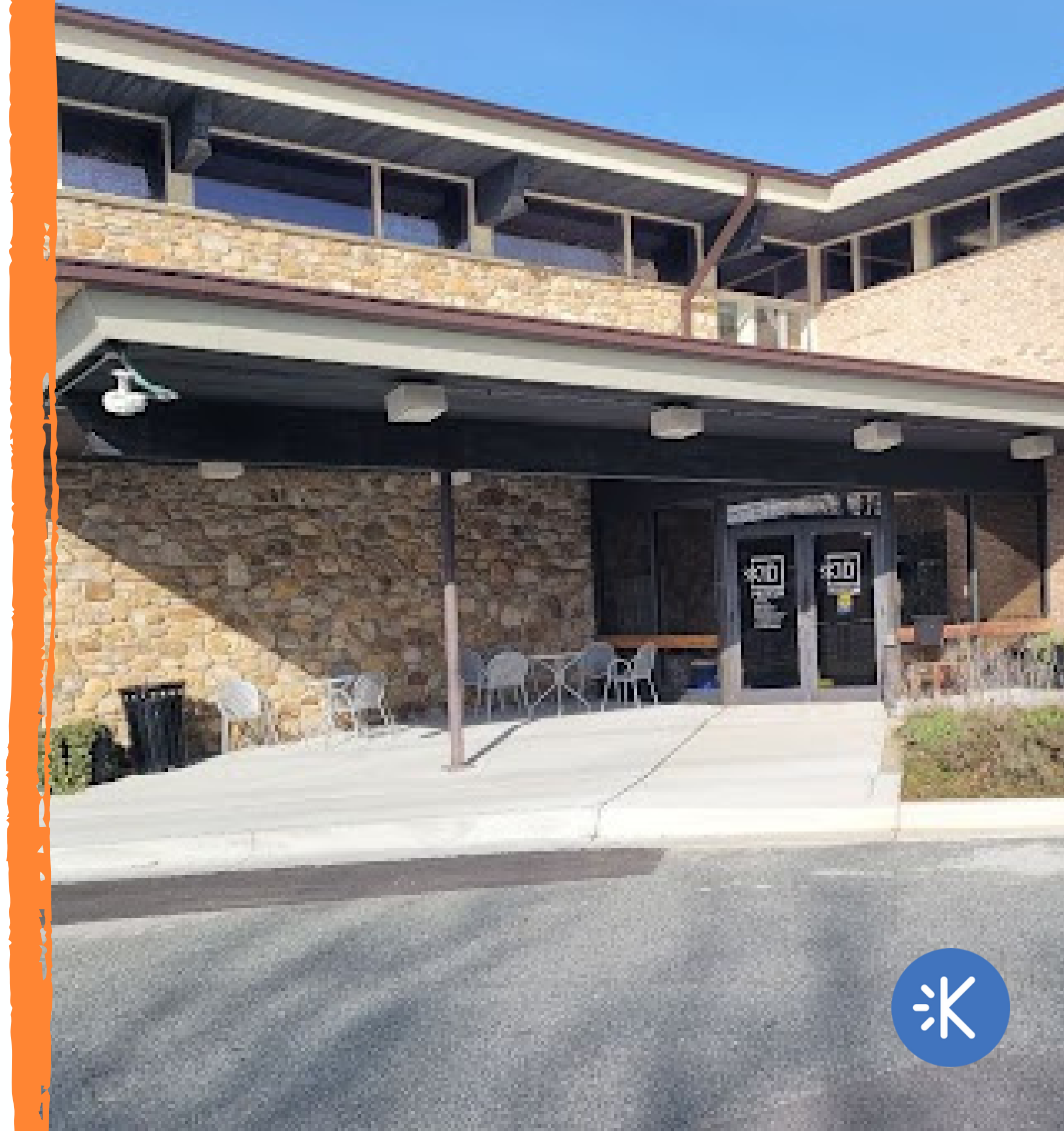
 Here's what to expect...



Davis Library

KID Museum is located at 6400 Democracy Blvd, underneath the Davis Library!

When I arrive I will walk through the front door.



KID Museum Staff: Operations Team

The operations team will be sitting at the front desk. They will watch over me while I am on my snack break or eating lunch!

If I ever need help I can ask them for help.





Cell Phones

When I get checked in I am going to leave my cell phone at the front desk.

If I need to talk to my caregiver I can ask the front desk if I can make a phone call.

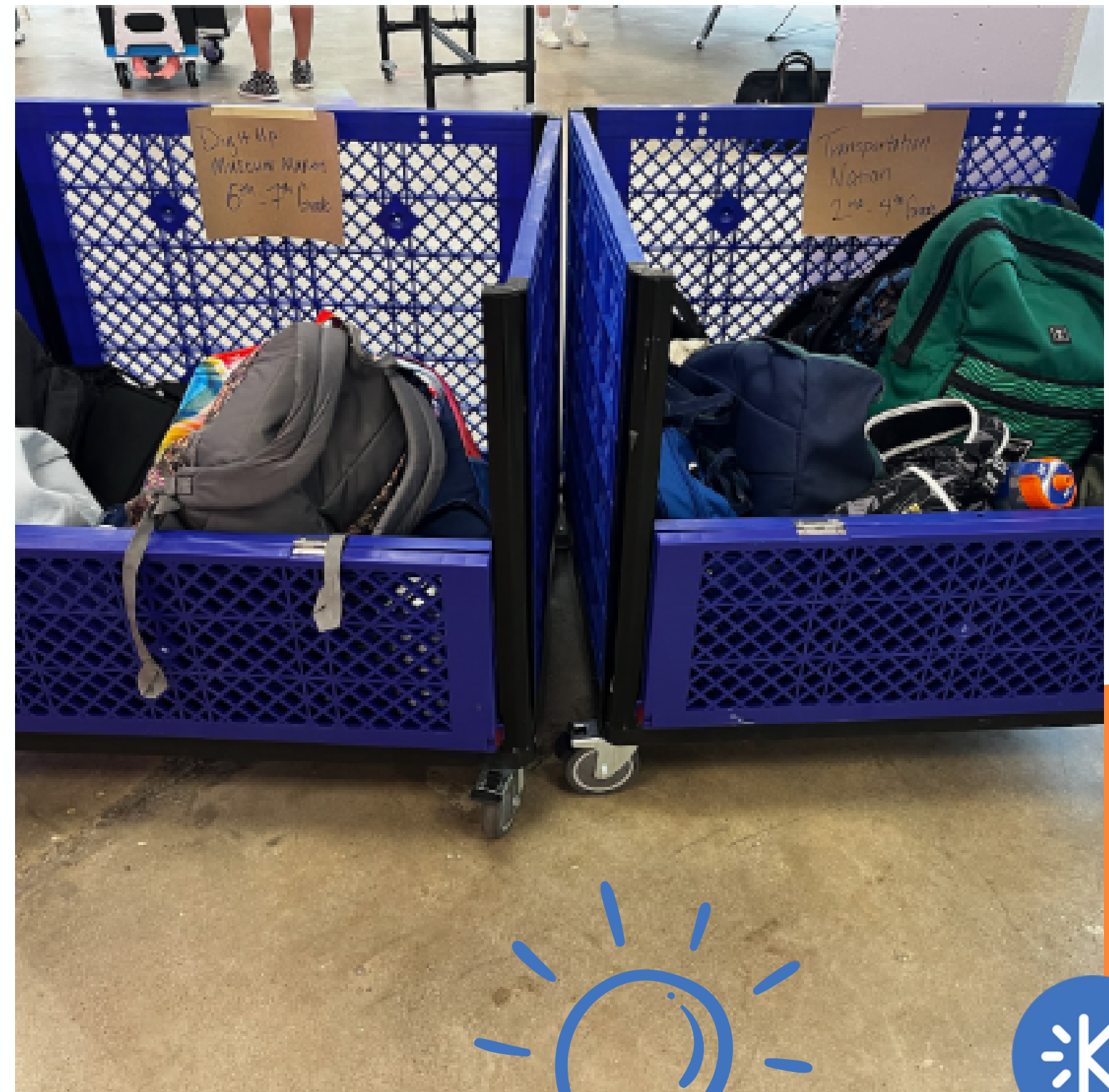
The operations team will give me my phone back at the end of the day.



During Drop-Off

The KID Museum staff will ask me to put my belongings in a blue cart. The name of my camp will be on it.

While I wait for camp to start I can play with the other campers.



KID Museum Staff: Educators

The Educators wear a blue KID Museum apron. They will be leading all our awesome projects around the museum.



KID Museum Staff: Apprentices

Apprentices wear light blue shirts.

They help the KID Museum
Educators and me!





KID Museum Rules

On the first day of camp, the educator will review the rules of KID Museum. While I am at camp I will:

- Use walking feet anywhere I can
- Be respectful to the staff, tools at the museum, the people around me, and myself.

There may be additional rules given in different spaces throughout the day.



Daily Camp Schedule

- 9:05 - 10:30 - First Maker Activity
- 10:30 - 10:45 - Snack Break
- 10:45 - 12:00 - Second Maker Activity
- 12:00 - 1:00 - Lunch
- 1:00 - 2:15 - Third Maker Activity
- 2:15 - 2:30 - Snack Break
- 2:30 - 3:50 - Fourth Maker Activity
- 3:50 - 4:00 - Dismissal
- 4:00 - 6:00 - Aftercare

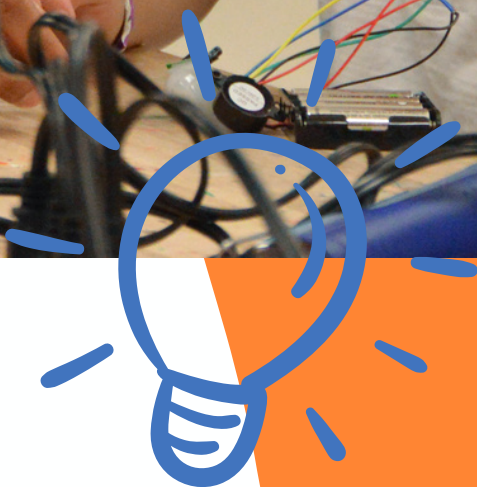


During Maker Activities

During each maker activity, my educator will explain the project we will be working on.

They will train me in how to use new tools or techniques to complete the projects.

If I need any help I can ask the educator.

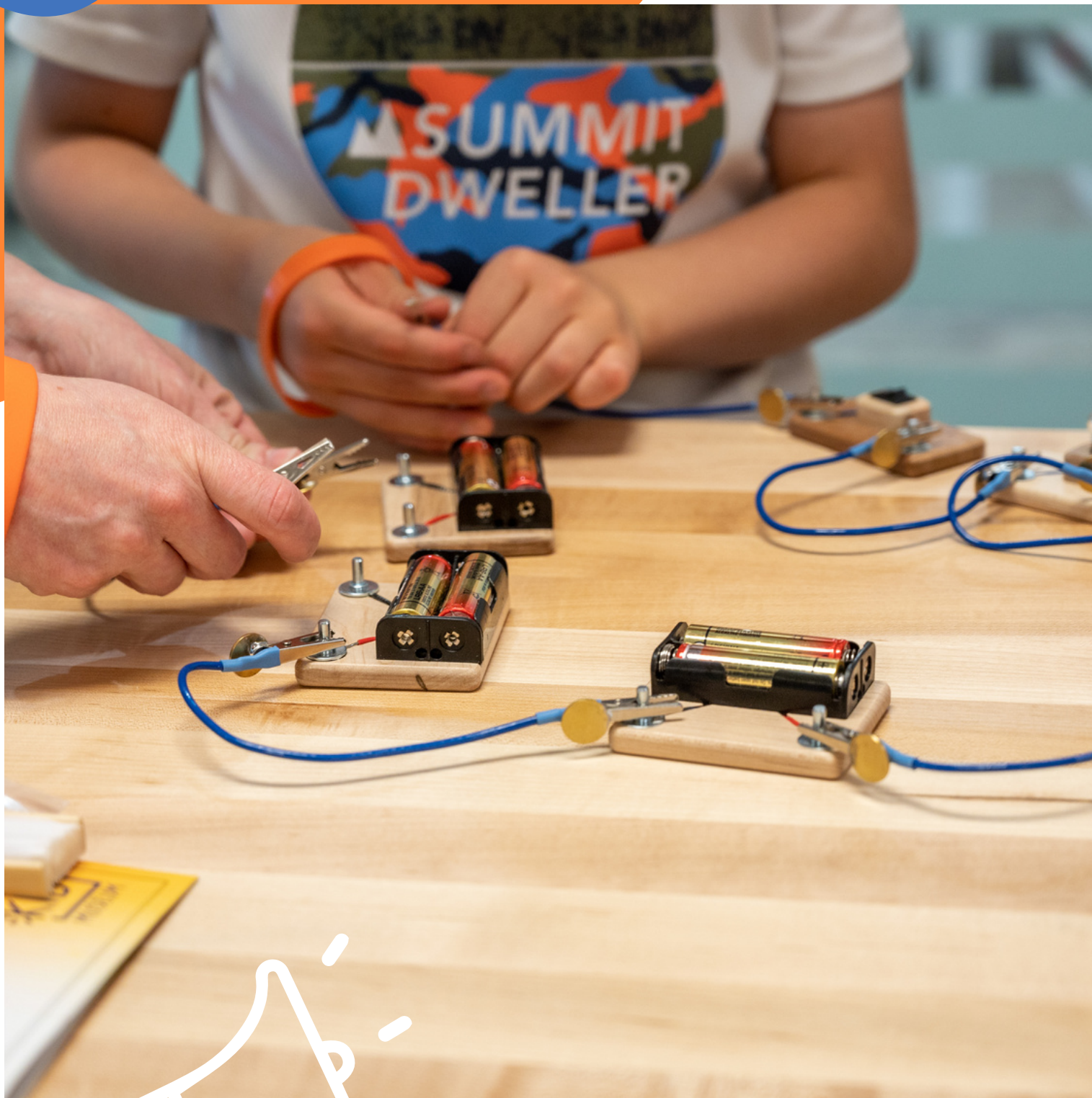


During Maker Activities

While working on projects we may use tools that make a lot of noise, like a scroll saw.

I can ask the educator to borrow some headphones to reduce the noise.

If I get tired or overwhelmed, I will tell the educator. They can let me take a break in the quiet room, near the restrooms.



During Maker Activities

I am excited to try new things. It's okay if I make a mistake. I can always work to improve it.

The educator will give me time warnings for how much longer I have to work on the project.

If I don't finish my project I will have time later on the week to finish it.



Asking for Help

If I am not getting along with another camper, I can let one of the adults know. They can help me move to a different seat and look out for me.

If I am feeling frustrated or overwhelmed I should let an educator or an adult know. They will listen to my feelings and help me work through them. I can trust the adults at KID Museum.

If I don't feel comfortable talking to an adult I can ask the front desk to call my caregiver and talk with them.



Lunch

When it is time for lunch I will grab my lunchbox from the blue cart and have a seat.

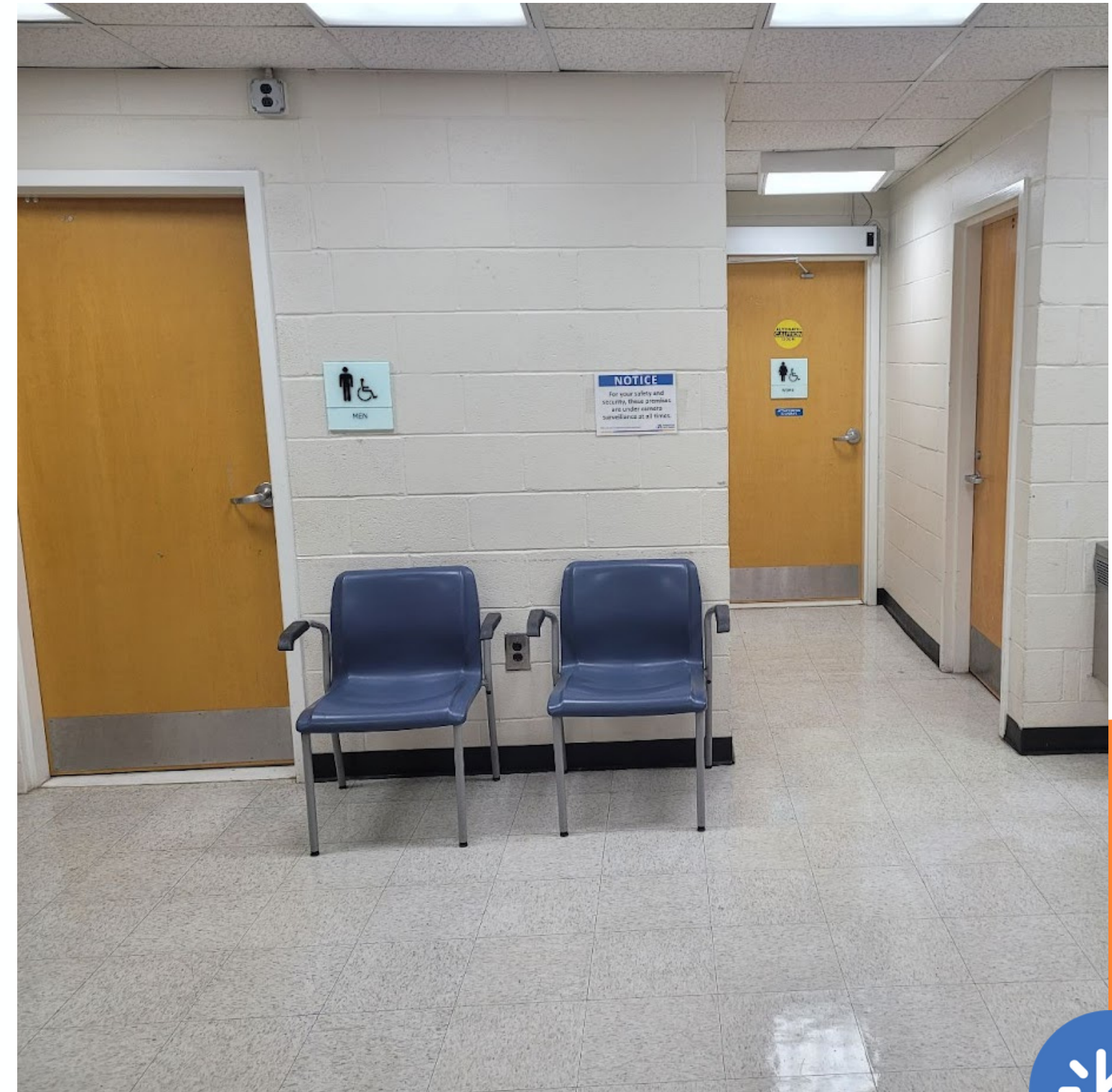
If the weather is nice we can eat and play outdoors.



After Lunch

After lunch I will put my belongings back in the blue cart. I will go to use the restroom and make sure to wash my hands.

Then it is time to head back to camp and start on our next maker activity.



End of the Day

At the end of the day I will place my projects in a square with my name on it. I will keep my projects at the museum until Friday, when I can show off all my hard work at the showcase.

After the showcase on Friday, I will take my projects home.

I will grab my belongings from the blue cart and wait for pickup.

I cannot leave until my adult signs me out of camp. I cannot wait to come back tomorrow!



KID Museum Policies For Reference:

KID Museum does not tolerate the following:

1. Any form of physical or verbal abuse or threat of physical harm.
2. Continued disrespect towards others and/or disruption of the program.
3. Vandalism, stealing, tampering with equipment.
4. Bringing weapons of any kind, the making of weapons, or using objects as weapons.

Examples:

1. Hitting a staff member or other KID Museum camper. Yelling at another person.
2. Walking away when an adult is speaking with them.
3. Attempting to break tools or exhibits. Throwing items such as chairs.
4. Using tools for unintended uses (scissors). Building swords or other weapons.

Read KID Museum's complete policy information at kid-museum.org/policies.

