Day Camp Social Narrative

@ KID
3 Bethesda Metro Center

Here’s what to expect...

3 Bethesda Metro Center

KID is located at 3 Bethesda Metro Center - just above the Bethesda Metro Station.

When I arrive I will walk through the front door.



KID 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.



During Drop-Off

The KID staff will ask me to put my belongings in the maker lounge! This is the area where we will eat lunch!

While I wait for camp to start I can explore Maker Playground and play with the other campers.



KID Museum Staff: Educators

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



KID Museum Staff: Teen Volunteers

Teen Volunteers wear light blue shirts.

They help the KID Educators and me!





KID Museum Rules

The educators will review the rules of KID. 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.

Camp Schedule

- 8:45 - 9:10 - Drop-Off
- 9:10 - 10:25 - First Maker Workshop
- 10:25 - 10:45 - Snack Break
- 10:45 - 12:00 - Second Maker Workshop
- 12:00 - 1:00 - Lunch
- 1:00 - 2:15 - Design Challenge
- 2:15 - 2:35 - Snack Break
- 2:35 - 3:50 - Open Explore
- 3:50 - 4:00 - Dismissal

During Maker Workshops

During each maker workshop, 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 Workshops

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 Workshops

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.

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 have a seat in the Maker Lounge.

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



After Lunch

After lunch I will clean up my belongings. 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.





Design Challenge

After lunch, all the campers will gather in Maker Arena and will be given a “Design Challenge”.

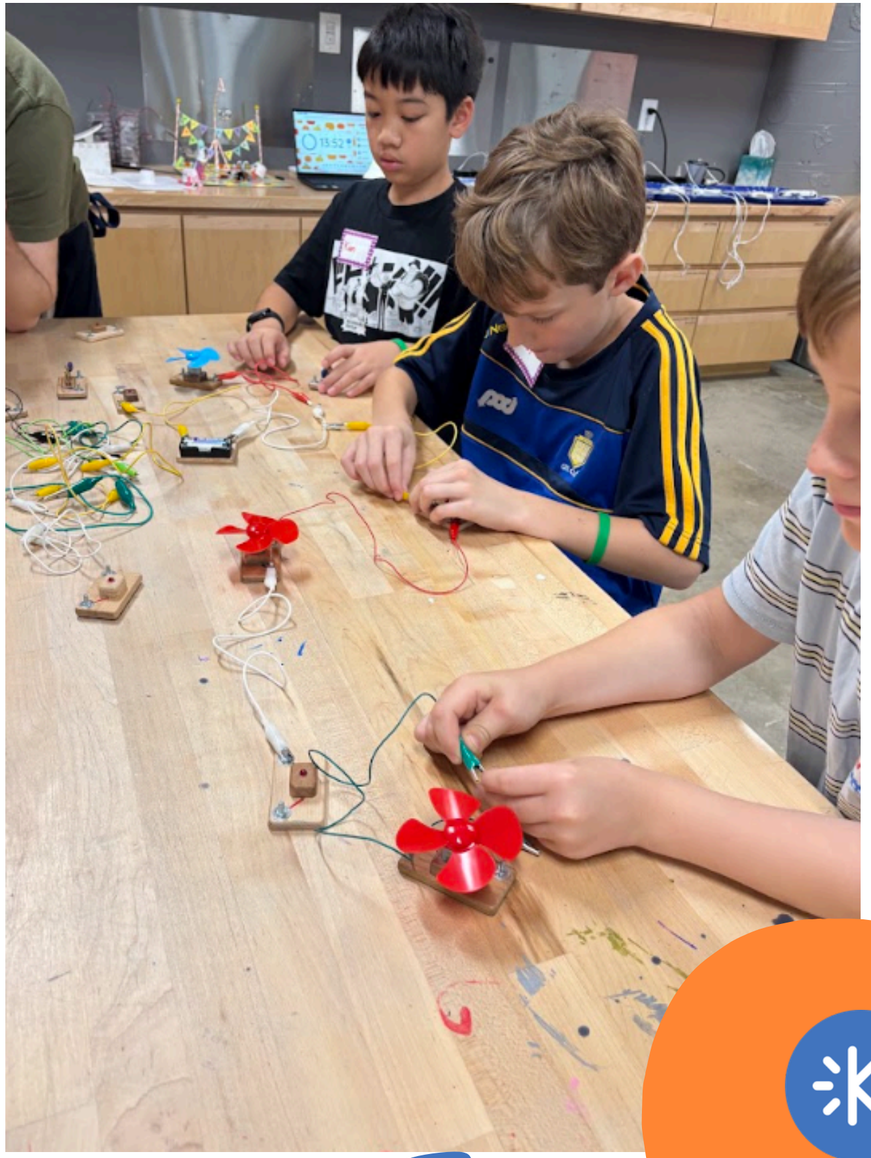
I will have 75-minutes to build a prototype based off the design challenge prompt.

Open Explore

We will end the day with “Open Explore” time.

I will be able to explore a few different maker activites in the studio spaces or main floor.

I will make sure to use my walking feet everywhere I go and listen to the educators as they explain the activities.



KID Policies for Reference:

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

KID MUSEUM