

Welcome to the Earl Scruggs Adventure!!!

A visit to the Earl Scruggs Center is an exciting adventure for both students and teachers. Connecting the adventures of a field trip to what is being taught in the classroom can be a bit overwhelming, so let us help you.



ESAdventures are tools and activities that assist teachers in organizing their visit to the center and tie experiences to the classroom. It also offers students a fun and personalized way to interact with the Center's exhibits.

ESAdventures is a structured adventure that helps students record what they're observing, better understand it, and relate it to their own lives. As they record what they learn as well as what they feel about the exhibits, they will be able to make more personal connections.

ESAdventures is a three-part adventure that starts in the classroom, continues at the center and concludes back in the classroom. It can be customized to fit just what you need.

Part.1

Journal Assembly The adventure begins in the classroom, before the Field Trip. Using the downloaded PDF printouts, students cut out and assemble their ESAdventure journal, the small booklets they will bring with them on their visit to the Center.

Part.2

At the Center During the field trip, students use their ESAdventure *journals* to record any important experiences, thoughts and feelings they might have while viewing the various exhibits. Encourage students to record what they see and learn, but to also focus on how they feel, what they are reminded of, and what discoveries they made.

Part.3

Back in the Classroom Students will put their ESAdventure Stories together using their Adventure journals and the blank Adventure pages. First, students read back through the entries in their journals. Then the students decide which of these pages will help them best tell the story of their adventure. Each page encourages students to reflect, react and discuss. First, student's will set the scene for the particular experience. They can then tell about what they saw, how they reacted and how they felt about what they saw. At the end of the page, there is space for the student to tell what they've learned. Students can summarize their thoughts, feelings and experiences on the "Final Thoughts" page and then personalize their story with a decorated cover. After their book has been finished, students have not only an artifact from their field trip, but a personal story summarizing their thoughts, feelings and discoveries at the Earl Scruggs Center.

ESAdventure Teacher Tips

**** Prepare an example of your own ESAdventure type Story to show the class before visiting.**

****Before you come, remind students that their story should be a personal story about their visit.**

****Suggest that students use the back of their ES.Logs to write additional thoughts they have.**

****Teachers and chaperones fill out their own ESAdventure Logs also to model the process.**

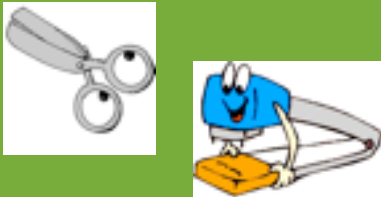
****On the bus ride back to school or in the classroom immediately following your trip, have students fill in any empty bubbles they have on their log.**

**** Students complete their covers last.**

Student Instructions for Your ES.Adventure

It's time for you to create your very own Adventure Story! Do you know what an ESAdventure story is? It is your own personalized book that tells the story of your visit to the Earl Scruggs Center. It's a book you write that tells about what you saw, as well as all of the thoughts, feelings and wonderful things you experienced during your visit. To make a great story, remember these three important points: **MAKE IT PERSONAL, BE CREATIVE and HAVE LOTS OF FUN!**

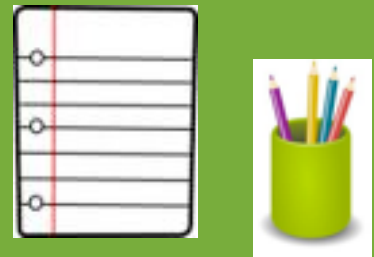
STEP 1: Creating Your ES.Adventure story



STEP 2: Filling In Your ES.Adventure sheets

Did you know?

STEP 3: Completing Your ES.Adventure:



STEP 1: Assemble Your Adventure Log Sheet

- **Cut along the dotted lines.**
- **Stack the pieces on top of each other.**
- **Staple your stack together along the left hand side.**
- **Bring your sheets and a pencil to the Museum.**

STEP 2: Filling In Your ES.Adventure Sheets

While you're at the Center, fill in the Adventure balloons with any ideas, questions, memories, quotes, drawings and experiences that might pop into your head. For example...

- **Does thebanjo give you an idea for a new instrument? Write it down!**
- **Do the radios make you think of a type of music? Write it down!**
- **What was something new you learned about Boll Weavils? Write it down!**

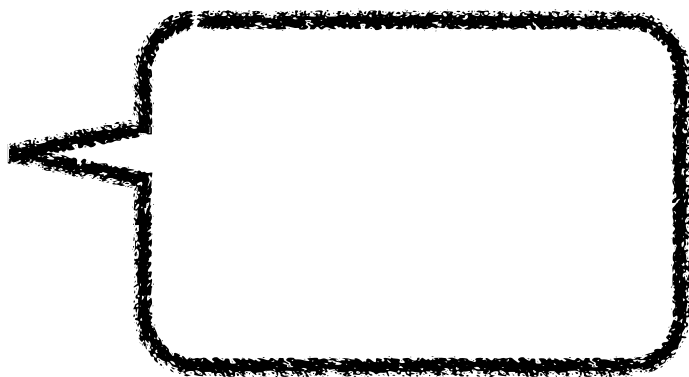
STEP 3: Completing Your ES.Adventure

It's time to put your Adventure story together!

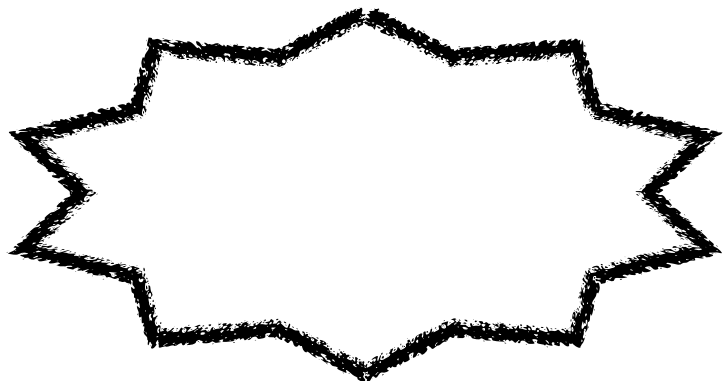
- **Review the entries in your Adventure log.**
- **Choose the pages that help you best tell the story of your experience.**
- **Fill in the panels on your Adventure pages using the information from your Adventure Log and any other wonderful thoughts you have.**
- **Sum up your thoughts, feelings and experiences on the "Final Thoughts" page and then place all the Adventure pages in order.**
- **Decorate your cover and staple on top of the other pages.**
- **CONGRATULATIONS!**
- **You've just finished your very own ES.Adventure**

Earl Scruggs Center

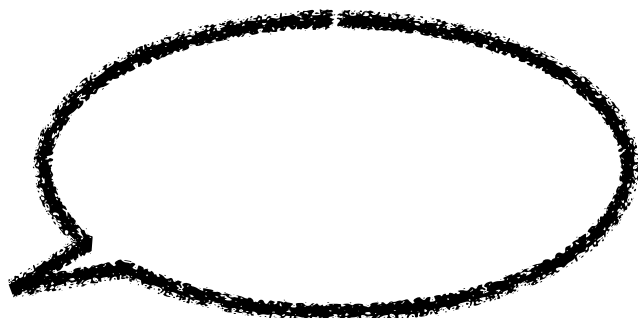
ES.Adventures



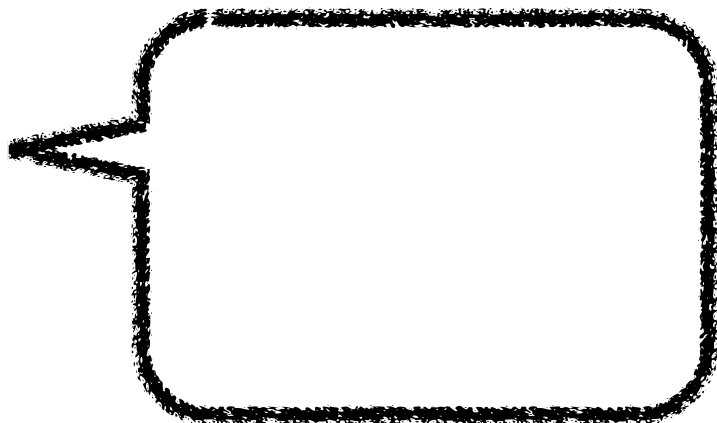
What are you thinking?



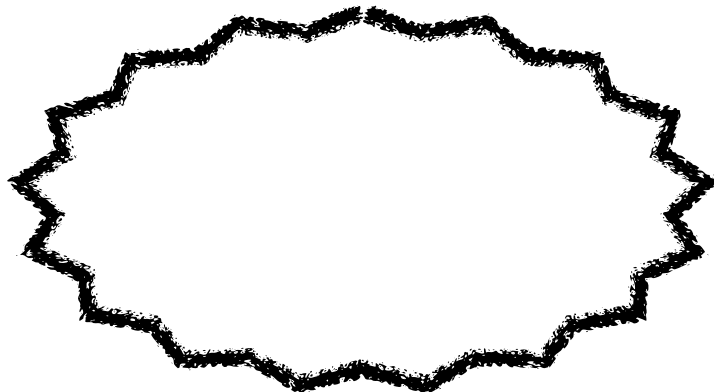
What are you reminded of?



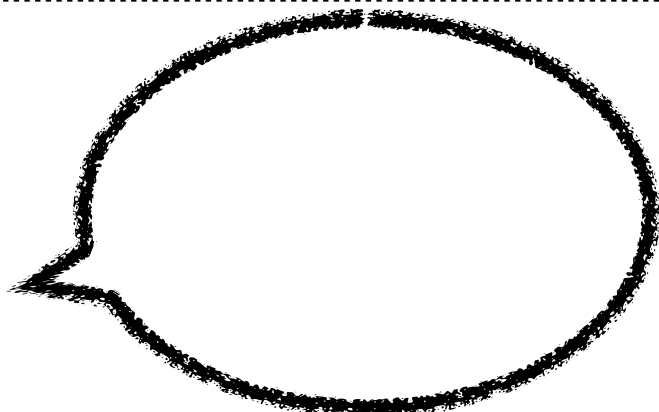
I never knew that!



Did you know?



I learned.....



I just realized something!



I can NOT believe this!

ES.Adventures

through the Earl Scruggs Center



I walked into...

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I came upon...

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and saw...



I asked...

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I learned...

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Next stop...

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Then...

I wondered...



and discovered...

Did you know?

Moving on:

So there I was, face to face with...



I got to...

and then...

I felt...



