ACTIVITY SYSTEMS

Use these checklists to plan what you’ll do at the Museum, and decide when you’re ready to move on to the next activity.
CATCH THE WIND

- Into the Mist
- Earth Moves
- Seed tower
- Air cannons
- Sailboats
- Wander Away

DINOSAUR TRAIL

- Parasaurolophus (OK to touch/sit)
- Albertosaurus
- Alamosaurus
- Maiasaura
- Styracosaurus
- Fossil Dig

Check Schedule

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PLAY TO LEARN

- Ball wall
- Light tables
- Blocks
- Read books
- Big climber
- Little climber
- Check Schedule

TRAIN RIDES

- Wait in line
- Give ticket to train driver
- Choose a seat
- Ride train 2 laps
  - 1 lap
  - 2 laps
- When driver says it’s OK, get off train
- Say “Thank you” to driver
- Check Schedule