THE IOWA CHILDREN'S MUSEUM
imagine • create • discover • explore

Development Process: (NAME OF EXHIBIT)	
Exhibit Component	
EXHIBIT LEARNING GOAL	
Exhibit Environment Description	
How does the exhibit meet Next Gen Science Standards?	
How does the exhibit meet National Math Standards?	
How does the exhibit meet National Engineering & Technology Standards?	
TARGETED SCIENCE CONCEPTS	
TARGETED MATH CONCEPTS	
APPLIED TECHNOLOGY CONCEPTS	
APPLIED ENGINEERING CONCEPTS	

Dimensions of Success: Features of Learning Environment	Scale of 1 to 4 1=Evidence Absent 2=Inconsistent Evidence 3=Reasonable Evidence 4=Compelling Evidence	Notes Refer to "Anticipated Exhibit Environment" in support of Ratings
Organization *Are there enough materials for the activity to be successful for more than one child at a time?* *Are they organized in a way that makes sense to the exhibit user?*		
Materials/Props *Can exhibit props be used comfortably and safety?* *Will the exhibit materials help the child reach the STEM learning goal?* *Will the materials hold the user's attention for 10 minutes or more?* *Are materials developmentally appropriate?*		
Space Utilization *Is the space appropriate for the activity?* *Is the space utilized in a way that is conducive to informal STEM learning?* *Do set-up & resources allow for exploration and active learning?*		

Dimensions of Success: Activity Engagement	Scale of 1 to 4 1=Evidence Absent 2=Inconsistent Evidence 3=Reasonable Evidence 4=Compelling Evidence	Notes
Participation *Do multiple youth have access to the exhibit activity at any given time?* *How does the exhibit invite kids to participate?* *How are kids engaging in the exhibit?*		
Purposeful Activities *Does the learning goal lead to kids thinking/reasoning about a STEM idea?* *Does each part of the activity help youth move towards understanding the learning goal?*		
Engagement with STEM *Do kids have an opportunity to manipulate materials physically or virtually?* *Are there opportunities for kids to do the cognitive work of exploring STEM content?*		

Dimensions of Success: STEM Knowledge and Practices	Scale of 1 to 4 1=Evidence Absent 2=Inconsistent Evidence 3=Reasonable Evidence 4=Compelling Evidence	Notes
STEM Content Learning *Are STEM ideas presented accurately?* *Does exhibit help kids make connections between STEM ideas?* *Does exhibit avoid having kids simply parrot back definitions or memorize facts?*		
Inquiry *Does exhibit provide kids with opportunities to do authentic practices that STEM professionals do (ask questions, experiment, predict, etc.)*		
Reflection *Does exhibit ask open-ended questions to help students make sense of what they're learning?* *Are kids provided opportunities to process throughout the activity instead of just at the end?*		

Dimensions of Success: Youth Development in STEM	Scale of 1 to 4 1=Evidence Absent 2=Inconsistent Evidence 3=Reasonable Evidence 4=Compelling Evidence	Notes
Relationships *Does the exhibit encourage and help develop positive relationships between: Kids & Kids, Kids & Parents/Caregivers, Kids & Staff, Staff & Parents/Caregivers* *Does the exhibit encourage Family Learning Together?*		
Relevance *Does the exhibit prompt youth to discuss why the STEM content is important to their personal lives, future careers, communities, or greater society?* *What are exhibit's real-world connections?*		
Youth Voice *Does the exhibit allow kids to guide the learning activity?* *Is there a pathway within the exhibit for kids to share their ideas with the greater community?*		

How will we know if we're successful in meeting the exhibit goals? **What are Measurable Outcomes of Exhibit Goals?**	
Exhibit Inclusiveness: *To be evaluated in June 2017 by Kanics Inclusive Design Services, LLC*	
How are 21ˢᵗ Century Skills nurtured? Creativity, Critical Thinking, Collaboration, Communication, and Problem Solving	
Does exhibit address different learning styles?	
How is the exhibit content layered for different developmental levels of visitor experiences?	
How does the exhibit encourage return visits?	
Is the Exhibit FUN??	