

Name of School:	<b>Arrival Time:</b>	

# **OdySea Aquarium Field Trip Schedule**

To keep the group on schedule time-wise, we recommend the following time schedule:

	Approximate Amount of Time	Activity	
	15-30 minutes	Make final payments, get wristbands, get intro and overview of expectations	
	5 minutes	Enter building through side hallway, go up escalator into Freshwater Gallery (notice the 9 suspended globe aquariums in the lobby with African Cichlids)	
Upper Floor	15-25 minutes Explore Freshwater Gallery (Turtles, Crocodiles, Eels, Catfish, Trout, Carp, Largemon Gars, Piranhas, Archerfish, Figure 8 Pufferfish, Tarantula, Beetles, Millipedes, Pacu, Mata Mata Ticcichlids, and more)		
	5-10 minutes	Ambassador Animals ("Squidney" our two-toed sloth & various birds)	
	5-10 minutes	Asian Small-Clawed Otters	
	5 minutes	Use the restrooms by the Cafe	
	15-20 minutes	Tidal Touch Pool & SeaTREK Stingray Touch Area	
	10-15 minutes	African Black-Footed Penguins &	
		Ocean Ingredients Information Display	
	10 minutes	Lite Brite, coloring & water table	
Lower Floor	15 minutes	Deep sea escalator and Bizarre & Beautiful (Chambered Nautilus, Giant Pacific Octopus, Scorpion Fish, Crabs, Lionfish, Pipefish, Walking Batfish, Longhorn Cowfish, and More)	
	15-20 minutes	3D movie on whale sharks (plus Scalloped Hammerhead Shark, Bonnethead Shark, Blacknose Shark, and Spotted Eagle Ray)	
	5 minutes	Use the restrooms by the 3D movie theater	
	10-15 minutes	Clown fish, Great Barrier Reef tunnel, Seahorses (plus Green Moray Eel, Pufferfish, and more)	
	20-25 minutes	Living Sea Carousel (Hawaiian Broad Rays, Grouper, Sea Turtles, Sea Lions, Seal, Lemon Shark, Nurse Shark, Sandbar Sharks, Sand Tiger Sharks, and Black Tip Sharks)	
	5 minutes	Jellyfish (Blue Blubber Jellies & Moon Jellies) and Ocean Art	
	5 minutes	Exit – go to bus pick up area or courtyard to meet your group	

6	20-25 minutes	Living Sea Carousel (Hawaiian Broad Rays, Grouper, Sea Turtles, Sea Lions, Seal, Lemon Shark, Nurse Shark Sandbar Sharks, Sand Tiger Sharks, and Black Tip Sharks)		
	5 minutes	Jellyfish (Blue Blubber Jellies & Moon Jellies) and Ocean Art		
	5 minutes	Exit – go to bus pick up area or courtyard	to meet your group	
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rour grou	ip should plan to	stay on the upper floor until:	ninutes after your arrival time)	
urtles; Sea Lion	s & Seal; and Sharks). The car	ibits. The carousel has theater style seating and rotates around rousel ride takes about 20 minutes total. The carousel loads abo so you may exit together. You should plan to board the carousel	ut every 5 minutes. Your group should plan to be on th	
Your grou	ıp should not exi	t the aquarium until:(about 2 ½ hours after your arrival time – 30 minutes	after you enter Living Seas Carousel)	
Your grou	ıp will meet at th	e bus pick up area or courtyard at		
unch pla	ns:			
Main chaperone's cell phone #:			Sea Aquarium Phone #: 480-291-8000	



## **OdySea Aquarium Field Trip**

Thank you for being a chaperone for the field trip to OdySea Aquarium. You have a very important role in helping to make your group's trip a fun, educational, and meaningful experience.

As a chaperone, you are responsible for managing the behavior of the students in your group. We have outlined a few very important expectations below:

- The students must stay with their assigned chaperone at all times.
- Chaperones must be attentive to the students at all times.
- The students must be respectful to the other guests in the aquarium.
- The students must be respectful to the animals in the aquarium.
- The students must treat the aquarium as an extension of their classroom, not as an extension of the playground. They should use walking feet and inside voices. They should take every opportunity to learn new information.

#### A few notes to help you understand the layout of the aquarium

- The self-guided tour of the aquarium should take 2 to 3 hours.
- The aquarium is two levels. The tour begins by going up the escalator to the upper floor.

  Note the 9 suspended globe aquariums in the lobby. You will be following the journey of a drop of water through the fresh water exhibits on the upper floor and then down into the deep ocean on the lower floor.
- Each floor level should take approximately 1 to 1 ½ hours to complete.

  If it takes less than an hour per floor, it means that you have not taken the proper time to view and learn about each exhibit.
- The escalators only run in one direction, so it is not overly easy for large groups to get back to the upper floor once they go down to the lower floor, so please see everything on the upper floor before heading down to the lower floor.
- There are bathrooms and water fountains by the Café on the upper floor & by the 3D Theater on the lower level.
- If you do not have time to see the 3D movie, you may bypass it by going through the double doors labeled Rest Rooms. This will take you to the remainder of the aquarium.

#### A few notes to let you know appropriate behavior within the aquarium

- You may take as many photos & videos as you would like, but please make sure your flash & video lights are off.
- Animals at the Tidal Touch Pool and Stingray area of SeaTREK may be touched gently using two fingers.
   Push up your sleeves so you don't get too wet. Keep feet on the floor so you don't fall in the water.
   There are sinks to wash your hands before and after touching any of the animals.
- Please do not reach into the turtle, paddlefish or other open habitats (except Tidal Touch Pool & SeaTREK).
- Ledges, walls, and benches are not places where students should be standing, walking, running, or climbing.

  The ledges in front of the paddlefish, otter & other animal habitats are for animal care staff and aquarists to feed the animals, not for people to stand on.
- If students are going to the gift shop, chaperones must stay with them at all times and monitor their behavior.
- If you use the courtyard area, please note that students should not run on the stage area or throw items.

### A few notes on check-in and loading the bus

- Students should be in a straight line behind their chaperone
- The outside waiting area is a place to be checked in or board the bus, it is not a place where the students should be running or playing because other guests will be entering through this area as well.