STORIES OF EXHIBITS

Preparation
- checking exhibits involved in the programme
- preparing a checkpoint with stored cards for level two of the game
- preparing tablets with application Action Track (battery status, application ready)
- preparing all memorabilia

Introduction
Gather all programme participants at the beginning of the exhibition. Welcome them and introduce the programme, e.g.:

"Welcome in our centre. The programme you participate in is called Stories of Exhibits – we are going to show you on selected examples that there is a story of discovery and scientific knowledge behind every one of our exhibits. While you perform tasks, you will get more familiar with some famous scientists, you will learn things about them you may never have guessed, and you will get an insight into the essence of phenomena of our displayed exhibits. For example, you may look forward to meeting Archimedes, Isaac Newton or "The Master of Lightning" Nikola Tesla. Unless you have already made groups, create teams of 2-3 people.

If you don't have your own device with the application, we'll lend you our tablets with application Action Track. It includes the exhibition area scheme, which you use to find the exhibits and to do the appointed tasks. It may concern answering a question – open one or with options, shooting a video, or taking a photo. Anytime you reach an exhibit on your map, scan a QR code, which opens a task assignment in Action Track. You are going to enter solution to the application.

You often just need an interaction with an exhibit to complete the task – play with it or potentially you may need to read the accompanying text on the description panel of an exhibit. You have 60 minutes to complete tasks in the exhibition area, then the application locks entering answers and scanning QR codes from exhibits. You can do the tasks in the order as you like. After completion of all tasks with exhibits or once the time limit has expired, the application guides you to a checkpoint where you'll find level two assignments – they are related to scientists you got to know during your work with exhibits. I'll be walking around the exhibition, if you need help with anything."

Then tablets are handed over, instructions (if necessary) to the use of Action Track application and to movement of participants in the exhibition are provided. Lecturer walks through the exhibition area and monitors progress of individual teams; he/she intervenes sporadically and, if really necessary, answers questions.

After all tasks are completed or time limit has expired, the application shows a place in the exhibition area scheme where participants find an envelope with printed sketches of scientists and cards with their individual information. In level two the participants match the cards to specific scientists. They should have learned a lot of information during tasks in the first part. The lecturer monitors the situation and moves to the level two area in due time. Participants check whether the matched data to scientists are correct through Action Track. After results of the matching activity the moderator awards the team with memorabilia – a drinking bottle, a cup, a game, a bag pack, etc. The moderator collects the tablet, if provided, during the memorabilia awarding.

Ending + assigning work to schools
When all teams are gathered, the lecturer addresses all teams:

"I hope you liked the programme and you learned something new and interesting.
I believe you'll recall some of the information during ordinary activities, such as listening to radio, inserting contact lenses, travelling by plane, or just turning off lights in a room. However, it's clear you learned far from everything about the famous scientists. Getting immersed in their biographies – it's part of your next task!

Each team will choose "their" scientist of those who you had the chance to meet today. Try to make an agreement about which scientist you want. If you can't make an agreement, your teacher will arrange it for you ☺. Your task will include creating a Facebook profile for a given scientist where you'll present data you find out about him/her, such as place of birth, address, profession, etc. Try to let your imagination run wild and guess what your scientist would be devoted to today, what he/she would like, which pages he/she would Like, which posts he/she would share, etc. – e.g. I can easily imagine that Leonardo Da Vinci would be an aviation fan, modern architecture critic and world acclaimed artist today. You can get inspired by a Pythagoras' profile, for which you'll find the link in the card you received together with the memorabilia. We would like your scientists to accept Pythagoras among their friends, so we would be able to check how you managed this task. Keep well!"