



MUSEUM

PRESENTED BY SONY

**GRADES K-8 STANDARDS-ALIGNED
EDUCATION PROGRAMS**

Creating Moments of Inspiration

Presented by



INTRODUCTION



Dear Esteemed Educators,

As the mentors of our children, teachers are an important key to the success of our future. Thank you for the vital role you play in shaping the youth of our community. As our team continues its commitment to education and innovation, we are pleased to welcome you to the 49ers Museum presented by Sony.

With more than 20,000 square feet of galleries, the 49ers Museum provides learning platforms that connect, inspire, and engage students in grades K-8. Our education program, located inside the Denise DeBartolo York Education Center, utilizes football as a platform for teaching content-rich lessons in STEAM (Science, Technology, Engineering, Arts, and Mathematics). The program also encourages physical activity, while ingraining important life skills through the values of teamwork.

We hope your virtual experience at [LevisStadium.com/49ersMuseum](https://www.49ers.com/museum) will help introduce you to the 49ers Museum, its various education programs and venues, as well as assist in planning your field trip. We look forward to welcoming you and your students to Levi's® Stadium and providing impactful moments that will last a lifetime.

For more information regarding the 49ers Museum and its educational programming, please email museum@49ers.com.

Respectfully,

Jed York
Chief Executive Officer
San Francisco 49ers

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MUSEUM EDUCATION PROGRAM OVERVIEW

The 49ers Museum presented by Sony is a two-level, 20,000 square foot space dedicated to showcasing the past, present, and future of the 49ers organization and its commitment to education and innovation.

We create moments of inspiration by providing learning platforms that connect, inspire and engage students in grades K-8 through relevant content, interactive explorations, peer collaboration, application of skills learned and student reflection. The 49ers Museum Education Program uses football as a platform for:

- Teaching content-rich lessons in STEAM (Science, Technology, Engineering, Arts, and Mathematics) where students engage in finding real solutions to real-world problems
- Ingraining invaluable life skills
- Encouraging physical activity

The 49ers Museum Education Program Curricula

- Is aligned to California Common Core and Next Generation Science Standards
- Engages students in a variety of technologically-rich learning experiences that are student-centered and can be adapted to various development levels and learning audiences
- Integrates STEAM learning through project-based activities that transfer student knowledge and skills to real-world problems
- Is aligned to 21ST Century Learning Skills (Critical Thinking, Problem-Solving, Communication, Collaboration and Creativity)
- Increases student motivation for learning and enhances student understanding of STEAM concepts

Create Your Own Experience

Customizable curriculum options:

Educators will experience an array of engaging activities:

- Tours of Levi's® Stadium: Students will tour and learn how the stadium is a showcase for technology innovation and environmental sustainability
- Guided Museum exploration: Students will experience 49ers history and the game of football through an interactive experience built on innovative technology
- Movement Lab: In alignment with the NFL PLAY 60 campaign (to encourage kids to be active for 60 minutes a day to help reverse the trend of childhood obesity), we are providing a kinesthetic movement lab to support physical activity and to get students enthused about exercising
- Hands-on STEAM Lessons: Students will dive into STEAM concepts related to football through project-based learning and peer collaboration

Field Trip Rationale

The 49ers Museum field trip meets the needs of the teacher and the student in the following ways:

1. The 49ers Museum provides a content-filled venue for learning
2. Our lessons challenge students in various ways by motivating them towards the construction of knowledge and discovery, and encourage a healthy and active lifestyle
3. We develop valuable life-skills including independence, teamwork, confidence, and creativity, that can be directly related back to the game of football
4. Through project-based classroom learning experiences and through examining all facets of the game, students will go through an extended process of inquiry in response to a complex question, problem, or challenge. This helps students learn key academic content and practice 21ST Century Skills (such as collaboration, communication & critical thinking)

MUSEUM EDUCATION PROGRAM OVERVIEW

Logistics & Daily Schedule:

Programs occur between 9:30AM-2PM daily

Visiting student groups will be led by Museum instructors throughout the day's activities and all guests will wear clearly visible education program lanyards to designate field trip participants from the general public. Our programs can accommodate up to 360 students daily, with 120 students participating per program. Our chaperone to student ratio is:

- Grades K-3: one (1) adult per five (5) students
- Grades 4-8: one (1) adult per ten (10) students

Kindergarten-3rd Grade Daily Schedule (Dependent on bus arrivals):

School Groups Arrival Time: 9:00 AM-9:30 AM: Whole group welcome, intro and kickoff assembly

- Session #1: 9:30 AM – 10:30 AM
- Session #2: 10:30 AM – 11:30 PM
- Lunch: 11:30 AM – 12:00 PM: In the stadium
- Session #3: 12:00 PM - 1:00 PM
- Session #4: 1:00-2:00 PM
- 2:00 PM: Bus loading/departure

4th-8th Grade Daily Schedule (Dependent on bus arrivals):

School Groups Arrival Time: 9:00 AM-9:30 AM: Whole group welcome, intro and kickoff assembly

- Session #1: 9:30 AM – 10:30 AM
- Session #2: 10:30 AM – 11:30 PM
- Session #3: 11:30 PM - 12:30 PM
- Lunch: 12:30 AM – 1:00 PM: In the stadium
- Session #4: 1:00-2:00 PM
- 2:00 PM: Bus loading/departure

The schedule includes both indoor and outdoor experiences, provides for large, small group and individual activities, and is responsive to a student's need to rest or be active. Times may fluctuate as necessary.



PLANNING YOUR VISIT

Create Your Experience!

Planning a successful field trip is like planning for a big game! Use our field trip checklist below to ensure you are well prepared for your visit to the 49ers Museum. If you would like to make a reservation, please call 408.673.2048 or email museum@49ers.com.

49ers Museum Hours and Operations:

During season (August-December)

- Friday-Monday: 10:00 AM – 6:00 PM; 10:00 AM - 5:00 PM on Sundays
- Tuesday-Thursday: 9:30 AM - 2:30 PM

Off season (January-July)

- Friday-Monday: 10:00 AM – 6:00 PM; 10:00 AM - 5:00 PM on Sundays
- Monday-Thursday: 9:30 AM - 2:30 PM

Education programs run Monday-Friday during the school year.

Reserving your field trip

- Establish education goals for your field trip before you begin planning
- Complete necessary school paperwork (49ers Museum consent forms, field trip application, etc.)
- Determine the total number of students and chaperones who will be visiting
- Select three potential field trip dates
- Select a focus for the field trip. This program guide allows teachers to explore the Museum's STEAM-themed education program options
- Complete the online field trip application at <https://49ers.wufoo.com/forms/49ers-museum-field-trip-application/>
- Consult with the Museum Education Specialist: Need assistance planning or designing a field trip? Our 49ers Senior Museum Education Specialist is available to assist you with updated program information. You are welcome to schedule an onsite appointment with the Senior Manager of Museum Education or Senior Museum Education Specialist. Appointments for field trip planning sessions are available afternoons, Monday through Friday.

One week prior to visit

- Prepare chaperones (See page 8)
- Create chaperone groups. Please remember to follow our chaperone-student ratio
- Prepare itineraries for chaperones and gather materials for students
- Collect 49ers Museum Consent forms from students and chaperones attending

On the day of your field trip

- Please provide identification for your group members. Use nametags, stickers, or matching shirts with your school's name and contact information
- Go over the 49ers Class Chaperone expectations with designated chaperones
- Organize lunches in labeled boxes or bags to speed up the check-in process. Your lunches will be picked up by Museum staff from the bus and stored when you arrive. Please leave any student bags on the bus or at school
- All learning supplies will be provided by the 49ers Museum
- Complete an onsite Education Program Survey at the conclusion of your field trip day

After the field trip

- Encourage students to synthesize the content given and reflect upon their field trip learning

FIELD TRIP RESERVATION INFORMATION

Field Trip Application Guidelines

To qualify for a field trip, your school must:

1. Serve students in the K-8 grades in California. We highly encourage schools located in the greater Bay Area to apply
2. Submit the 49ers Museum Field Trip Application
3. After being accepted to attend a field trip, complete a 49ers Museum consent form for each student/ chaperone participating. The consent form will be sent four weeks prior to your visit.
4. Complete an onsite program survey: Our program takes great pride in critically evaluating performance and collects data through teacher surveys for our field trip program. As outcome measurements are vital to this program, we would appreciate schools taking the time to complete onsite surveys of their field trip experience. We provide teachers the opportunity to provide video testimonials as well to support program growth and improvement.

Availability

Please note that field trip experiences are limited, and availability is not guaranteed. Please submit your field trip application at least six weeks prior to your anticipated visit. If your class is not provided an opportunity to visit, you will have a choice of one of the following options:

1. Your class may be placed as “high priority” on our 2016/17 waiting list (in case of cancellations)
2. Your class may be placed on the 49ers Museum field trip schedule for the following calendar year
3. Your class may be provided other additional options to visit the 49ers Museum and Levi’s® Stadium (Please request additional information concerning this option)

Accessibility

The 49ers Museum is a place where everyone can participate equally in the exploration of 49ers history and learn about the exciting game of football. Please contact museum@49ers.com with questions about further accessibility needs and we will be happy to assist you.

Group Size

All school groups must make advance reservations. Reservations are booked in the order in which they are received. Your field trip application isn’t complete until you receive a confirmation email with the time and date of your scheduled visit. The 49ers Museum requests that your class size be at least 25 or more students to receive an education program option.

Lunches

We reserve a 30 minute time slot for lunch within our daily field trip schedule. As a reminder, the 49ers Museum does not provide lunch to visiting school groups. We request that students bring a sack lunch to deter the chances of leaving personal items behind. We request that classes store their lunches in boxes or bags labeled by class to support the lunch process. The 49ers Museum has an accessible student lunch area within the stadium for your convenience. Lunches will be taken off the bus and stored. The 49ers Museum provides bins for storing boxed classroom lunches, but we are unable to store backpacks and other personal belongings.

Arrival

Upon arrival, a Museum instructor will meet your class in the bus loop to review your itinerary and guide your group to a programming space for general program introduction and program directions.

FIELD TRIP RESERVATION INFORMATION

Late Arrivals

We appreciate your efforts to arrive on time. Classes that arrive late may receive a condensed lesson because of scheduling limitations. Groups scheduled for a guided program arriving more than 30 minutes late will convert to the self-guided Museum program.

Cancellations and Rescheduling

If you need to cancel, please call 408.673.2048 or email museum@49ers.com as soon as possible. All Museum field trips are subject to change. In the event of a field trip cancellation, the 49ers Museum will work diligently with your establishment to reschedule an opportunity to visit.

Chaperones

Chaperones are 49ers Museum partners working with us to assist in the students' experience to provide the most productive and educational Museum visit possible. Below is our chaperone to student ratio:

- Grades K-3: one (1) adult per five (5) students maximum
- Grades 4-8: one (1) adult per ten (10) students maximum

When arriving to Levi's® Stadium, get ready to transform into ASSISTANT COACHES for the day! As seen on the football field, assistant coaches are an integral part to the success of a team, and your role on this field trip is no different. Please read over the chaperone expectations below with your chaperones before arriving to Levi's® Stadium. Thank you for your cooperation!

- Every chaperone and teacher has a signed consent form (same as the students)
- Chaperones are to assist and execute all disciplinary actions with their students
- Chaperones are to be engaged in educational content
- No photos taken until prompted by Museum education staff
- Must stay with group the entire time
- Assist with lunches when promoted by Museum education staff
- Assist with bathroom breaks when promoted by Museum education staff
- Refrain from using cell phones during lessons (both chaperones and students). If there is an emergency, please have our staff support in getting you the space needed to take the call/text.
- Support Museum education staff
- Chaperones and teachers are responsible for the overall safety of students throughout the Museum and its grounds.
- Chaperones must be at least 21 years old.

49ers Team Store

A time for students to browse and purchase items will be included for groups. Teachers and chaperones must supervise students in the store and those waiting to enter. The 49ers Museum and 49ers Team Store are not responsible for storage of items purchased and if any items become lost, damaged or stolen.

Guidelines for Student Visits

Educators, students and chaperones are expected to:

- Adhere to the code of conduct established by your school and the 49ers Museum
- Stay with pre-assigned chaperone-sized groups at all times, regardless of the students' ages
- No gum, food, or drinks are allowed in the Museum
- Photography is allowed and encouraged, but no flash photography within the museum and only through prompting of the Museum education staff
- Students must be accompanied by a chaperone at all times
- No touching of any artifacts/memorabilia unless prompted by Museum staff
- Please remember to use inside voices and walk at all times
- Please leave all backpacks on the bus or at school. All bags subject to search upon entry and exit of the 49ers Museum
- Most of all; come ready to have fun!

GRADES K-3 EDUCATION PROGRAMS

Experience Synopsis

These instructor-guided programs were created to ensure a developmentally appropriate STEAM-based curriculum program for all grade levels. This option was designed to serve the “on the go” class that would enjoy a guided Levi’s® Stadium tour and Museum STEAM hands-on activity outlined by our learning playbook. The playbook incorporates STEAM content elements by development level and guides students through the Museum experience. Each STEAM activity is directly related to football, and is geared to spark student interests in STEAM-related concepts.

Program Components:

1. Pre-visit Experience Letter: (Content introduction/STEM concept resource links/Welcome 49ers Video). Please inform Museum staff if you would like to take advantage of this resource.
2. At the 49ers Museum:
 - Guided Education 49ers Museum Tour: One (1) hour
 - Standards-based STEAM Activity: One (1) hour
 - Levi’s® Stadium Tour: One (1) hour
 - Movement Lab: One (1) hour

Gearing Up for the Big Game

In this STEAM exploration exercise, students will actively learn and identify how engineering and design influence the various parts of a football, uniform, and equipment. Instructors will have a 49ers uniform and equipment for students to explore and understand what is involved to gear up before the big game. Students will be able to touch and feel the various parts of the equipment and come up with their own innovative design for either a team logo or equipment during a guided and collaborative discussion.

Punt, Pass & Create

Inspired by the game, this engaging workshop is designed to spark a desire to explore art in a whole new and exciting way, providing creative avenues for young artists to express themselves artistically while working in collaborative teams. Students will explore movement and art through creative play and utilize unique materials, while discovering the different elements of art found in the Museum and throughout Levi’s® Stadium. Students will participate in making artistic prints with unique objects found in the game of football, creating an experience filled with discovery, imagination and fun.

Football Forces & Movement Lab

Students will explore the variety of forces that affect the football on the field. After learning these concepts through hands-on demonstrations and student engagement, students will participate in explorative activities and simulations that model such forces and reflect in multiple ways how these forces dramatically impact the game. Museum instructors will also lead students in a fun motor skill activities designed to help students understand all the various forces within the game and inspire them to live an active and healthy lifestyle through movement.

K-3 Bilingual Lessons

In response to the growing need and request for bilingual programming in K-3 and to better meet the diversity of school groups visiting, the 49ers Museum now supports and has expanded learning opportunities for students through bilingual interactive experiences. By providing programs to help K-3 students transition into grade level literacy, through the development of relevant and appropriate bilingual curriculum and supportive materials, the 49ers will foster learning in basic listening, comprehension, reading, speaking and writing—skills which will lead to students to grow in their the ability to think and to effectively communicate. Bilingual instruction is available in the following program lessons: Tackling Literacy/Punt, Pass & Create.

GRADES 4-6 EDUCATION PROGRAMS

Experience Synopsis

Education is a primary goal of the 49ers Museum and the Denise DeBartolo York Education Center is its centerpiece. As part of a comprehensive visit to the Levi's® Stadium, grades 4-6 school groups engage with the education center's classroom experience. Teachers may select from a variety of concept themes to explore with their class; each lesson falls under one of four STEAM themes: Science, Technology, Engineering, Math. Each lesson follows a prescribed structure aligned with state standards that leverages leading-edge technology in immersive and meaningful ways. Students of all learning styles are engaged through different activities, from tactile object-recognition based exploration of concepts to group project challenges that promote creativity and artistic expression. Students will be engaged in a hands-on project surrounding STEAM concepts, and will apply what they learn in an upbeat, focused and engaging manner.

Program Components

- Guided Education 49ers Museum Tour: One (1) hour
- Standards-based STEAM Activity: One (1) hour
- Levi's® Stadium Tour: One (1) hour
- Movement Lab: One (1) hour

The World of Engineering & Design in Football

This cross-curricular STEAM lesson focuses on the design and the science/engineering behind all things related to football. Students learn about areas of specialization within engineering and design found in the game, and apply tools and procedures to complete hands-on instructional activities that are geared to solve a specific problem related to this concept. Students are shown how the engineering process can be directly related to football and the world around them through the exploration of stadium construction/design and by learning how the engineering design process helps engineers create safe and effective sporting equipment. After discovering how a football is engineered and how technological engineered advancements have changed the way the game is played, students will be inspired to further investigate engineering principles that can be found in all types of environments and realize that engineering is an exciting field to study.

The Art of Sports Photography

Through this engaging activity, students will understand and appreciate the significance of capturing historic moments in sports through photography. Students will learn the basic science behind early photography and understand how technology has dramatically transformed the way we capture and process images. By researching various football-related photographs and technology used in different eras, and by participating in hands-on explorations of how to capture motion, students will gain pertinent knowledge about the art of photographing live-game action. As a culminating activity, students will collaborate in a meaningful team project produced through the guidance of our team photographer, and will comprehend the various ways photography has positively impacted our world and how we play the game of football.

Environmental Sustainability of Levi's® Stadium

In this activity, students will learn about all the eco-friendly features included in the Levi's® Stadium design and construction and the unique ways the stadium reduces its environmental impact. Through hands-on, project-based learning, students will explore renewable energy sources, learn how solar energy is harnessed and utilized at Levi's® Stadium, as well as learn how throughout its design, the stadium was built to be a sustainable entity for years to come. From the use of recycled materials in its construction and the unique installation of the green roof, to the integration of efficient irrigation systems that recycle valuable water, students will gain a new appreciation through interactive experiences of how structures like Levi's Stadium®, can be designed and built with the protection of our environment in mind.

GRADES 4-6 EDUCATION PROGRAMS

Goal-line Mathematics

This fun-filled math activity will introduce students to how data, statistics, and geometry play a pivotal role in the game of football. Students will learn through technology-driven simulations and collaborative learning that these mathematical concepts are present throughout the game, from the shape of the football to how a pass is thrown. Using real-world scenarios related to the game and through hands-on exploration, students will be able to identify/classify angles and geometric shapes, as well as examine how pertinent statistical information can support teams in executing their game plans.

Technological Advancements of the Game

Technology has changed nearly every aspect of the game of professional football. Its impact has been felt in play calling, communication, drafting and in medical treatment. From TV timeouts to auto-syncing tablet playbooks, technology is a driving force in the evolution of the game. Students will experience the vast changes that have taken place since the advent of the NFL. Based on what they learn from the past to the present, students will participate in design activities that will allow them to invent or create what the game may look like in the near future and beyond. This activity encourages students to explore the potential of today's technologies and envision how future innovations could change how we interact in society.

Health & Nutrition

In this lesson, students will find it takes preparation, nutrition, strength and conditioning training to be able to compete at the professional football level, and that such actions can also support a healthy lifestyle. Through participating in simulation-based and collaborative exercises, students will discover their overall health, nutrition, and fitness go hand in hand. Students will explore the concept of how nutrition and movement is the key to a healthy body and gain a new perspective of what they eat daily by exploring the nutritional value of common foods, and gain the knowledge that healthy food choices and being physically active is significant to their overall health.



GRADES 7-8 EDUCATION PROGRAMS

Experience Synopsis

The Museum's middle school program options are designed to drive interest in STEAM concepts and build career awareness in the field of professional football and in STEAM-related disciplines. Each class will enjoy a guided Levi's® Stadium tour and a Museum STEAM hands-on activity outlined by the 49ers Museum Learning Playbook. The Playbook incorporates STEAM content elements by development level and guides students through the Museum experience. Each STEAM activity is directly related to elements of the game and is geared to spark student interests in STEAM-related concepts.

Program Components:

- Guided Education 49ers Museum Tour: One (1) hour
- Standards-based STEAM Activity: One (1) hour
- Levi's® Stadium Tour: One (1) hour
- Movement Lab: One (1) hour

Design Thinking

Students will participate in a captivating guided exercise that examines the various, unique design elements that make up a work of art, with the game of football being its main focus. Students will build their knowledge and explore the visual elements of line, shape, color, value, form and texture through multiple examples of football art and design related to products we use daily. In this activity, students will learn about the designs behind the creation of football equipment and will also glean from other artistic principles found within the Museum and around Levi's® Stadium. This lesson encourages self-expression and students will build confidence while learning and experimenting with various elements of design.

Game-day Forces

Students will investigate the physical science present in the sport of football by successful completion of hands-on experiments, written observational records, and oral discussion/reflection. By investigating in depth the physics of football, students will learn about the various laws of motion and energy distribution within the game. Students will explore the variety of competing forces that affect the football after it has been thrown or kicked and the variables involved in the motion and interaction of players on the field. After learning these concepts, students will participate in simulated activities/experiments that model such forces and report data from the outcome of such experiments and collectively share with their classmates.

Gridiron Engineering & Design Lab

This hands-on lesson provides students an engaging introduction to design theory and engineering methods, with particular emphasis on those used in sports equipment design. There will be a wide range of topics discussed and demonstrations provided utilizing cutting-edge technology that will support students' understanding of the connection between engineering & design to how the game has developed and is currently played. Collaborative projects and real-world simulations, focusing on a specific engineering design challenges found in football, will allow student teams to put the techniques and theory discussed into practice. By the time the lesson is complete, students will learn how to think like a designer and understand that by applying a design-centered approach to problems found in the game, that teams can conceive radically innovative solutions, and understand how to assess the effectiveness of their solutions, so as to improve the game in various ways.

GRADES 7-8 EDUCATION PROGRAMS

Game Communications & Technology

Students will explore how technology and communication has evolved significantly since the advent of the game. Students will comprehend through project-based experiences, utilizing cutting edge technology, how to utilize such innovations and further investigate how they have improved communication quality within the game, enhanced how the game is covered by the media, as well as understand how it has dramatically improved the fan experience. From advancements in wireless technology to sports broadcasting innovations, from video game technology to communication on the field, students will collaboratively learn through these experiences that improvements in communications and technology impact and have enhanced every element of the game.

Career Connections

Students will get a behind-the-scenes look at career opportunities within the 49ers organization and from 49ers community partners. Career Connections lessons provide an opportunity for a classroom of visiting field trip students to hear, firsthand, about a particular 49ers/STEAM occupation, the necessary preparation, required knowledge/education, and other interesting information from a current practitioner in that field. The culminating activity will involve interactive discussion and collaborative research where students will develop a career action plan and be inspired to further investigate interesting career pathways.



MORE INFORMATION

Frequently Asked Questions

1. *What is the cost of a field trip?*

Field trips are free, standards-aligned, quality, educational experiences

2. *What grade levels do the programs cover?*

Kindergarten through 8TH grade (K-8)

3. *What subjects do the programs cover?*

Science, technology, engineering, mathematics, life skills, health & fitness, history, career connections, the game of football, and the arts

4. *How do schools receive an opportunity for a field trip?*

To qualify for a field trip, schools must:

- Serve students in the K-8 grades in California. We highly encourage schools located in the greater Bay Area to apply
- Submit the 49ers Museum Field Trip Application
- Complete an onsite program survey

5. *What time does the program start?*

Most education programs typically run from 9:30 AM – 2:00 PM

6. *Does the Museum charge for teachers and chaperones?*

No, we do not charge for teachers and chaperones, however, we do keep to a chaperone-to-student ratio: In grades K-3: One (1) adult to five (5) students and in grades 4-8: One (1) adult to ten (10) students

7. *How does the Museum support transportation for the field trip?*

Depending on availability and the time of application, the 49ers Museum provides bus transportation to schools within a 75-mile radius only for groups of 40 or more students

8. *Can you apply for transportation after not requesting transportation services on original application?*

No, the bus schedule and budget for transportation are made in advance, so requests need to be made on the initial application

9. *Will there be 49ers players present on the field trip?*

Due to the various schedules of players and the team, 49ers players are not scheduled to regularly appear in the program; however, circumstances arise where 49ers players and coaches engage in the program

10. *Can I bring more chaperones?*

Please keep to the approved chaperone rates unless there are specific accommodations needed to serve special needs population

11. *How will I know if my application was accepted?*

Schools/teachers will be notified by email/phone their confirmation (please be sure you input correct email address and contact info on your application)

12. *When will I receive field trip information after the initial application has been confirmed?*

You will receive a pre-visit logistics letter 4 weeks prior to your visit

13. *Does your program provide lunch?*

No, schools are expected to bring recyclable and disposable sack lunches

Stay Informed with E-News for Educators

Sign up today for the Goal-line, the 49ers Museum quarterly education e-newsletter, to learn more about Museum field trips, special events, professional development opportunities, and classroom resources. Email museum@49ers.com to get your name on our distribution list.

Our staff is always scouring the education world for new STEAM lessons and activities. If you have found, or had the opportunity to teach a successful lesson, we are happy to share this in our newsletter with other teachers and professionals in the education field.

