

<b>Kid Curator<sup>®</sup> Observation Guide for STORYLINE</b>
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**My Name:** \_\_\_\_\_

**Name of Exhibit:** \_\_\_\_\_

Before creating a museum exhibition exhibit designers (like you!) think about the “big idea” of the exhibition as well as the “story line” for visitor learning.

- A **big idea** is a single statement that tells the visitor the most important message of the exhibition. For example, the “big idea” of an exhibition about immigration might be: *Immigrants built a new life in an unfamiliar land, enriching the local culture.*
- A **story line** is a set of key ideas that support the exhibitions big idea. For example, an exhibition about Wisconsin immigration might have exhibits about these key ideas:
  - o *People came from faraway lands to Wisconsin.*
  - o *Compared to life in their native lands, life for immigrants in Wisconsin was very different in some ways and the same in other ways.*
  - o *Immigrating to another country is exciting and difficult*
  - o *Some cultural groups experienced stereotyping or discrimination.*
  - o *Each cultural group is unique and enriches the local culture.*

You can be a Kid Curator<sup>®</sup> detective during your museum visit! Visit every exhibit in the museum gallery to determine the “big idea” and “storyline” of the exhibition.

Big Idea (in a sentence):

Story Line Statements (in sentences):

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