**Museum Quest**

**The Farmers’ Museum**

**Games Galore • Main Barn Classroom**  
Play some of the most popular 19th century games. Closed 12:30-1:00

**Lessons to Learn • Filer’s School House**  
Practice historic math and writing lessons in our one-room schoolhouse. Closed 11:30-12:00

**Under Where? • More House**  
Play an ordering game using historical clothing to explore the ways people dressed in the 19th century. Closed 11:30-12:00

**Shop ‘Til You Drop • Bump Tavern**  
How well can you complete your shopping list by bartering your goods and services? Closed 12:00-12:30

**Grain to Table • Sweet Marble Barn**  
Get up close to oats, wheat, barley, rye, and corn and try your hand at processing grain. Closed 12:00-12:30

**Bean Babies • Farmyard**  
Learn how seeds germinate by making “seed necklaces” to take home. Closed 11:00-11:30

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**Fenimore Art Museum**

**Folk Fun • Folk Art Gallery**  
Tour our gallery and then take a turn creating your own folk art. Closed 12:30-1:00

**Hides and Horns • Thaw Gallery Alcove**  
Get hands-on with our collection of natural materials and learn about the influence of the environment on Native People. Closed 11:30-12:00

**Giving Thanks • Mohawk Bark House**  
Investigate how the Haudenosaunee people used and respected natural resources in all aspects of life. Closed 12:00-12:30

**Wanna Play? • Seneca Log House**  
Explore the lifestyle of the Haudenosaunee people and try out some of their favorite games. Closed 11:00-11:30

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GENERAL INFORMATION

All stations are designed to accommodate 10-20 students at a time.
Stations begin promptly on the hour and the half hour. They take approximately 20 minutes each.
You may visit stations in whatever order you like.
Please report to the Louis C. Jones Center at your scheduled lunch time.

CHAPERONE EXPECTATIONS

Thank you for chaperoning your student’s field trip to The Farmers’ Museum and the Fenimore Art Museum! We expect the following of all chaperones:

• Remain with your group of students at all times and escort them between stations.
• Manage student behavior. Our learning stations have limited time, and we want to fit in as much as possible. You can help us by keeping your students focused on station activities.
• Arrive at learning stations promptly on the hour or half hour. Arriving promptly will help ensure that there will be space for you in that station. If the station is full when you arrive, you can attend another nearby station, visit another building, or take a break and wait for the next session to begin.
• Be an example for your students. Model good museum manners, willingness to learn, patience, and flexibility.
• Help us keep our facilities clean and in good repair by supervising students at lunch and in the restrooms. Please make sure all garbage is disposed of properly.
• Keep cell phones and other electronic devices turned off or set on silent. Excuse yourself if you absolutely must take or place a call. Make sure another chaperone from your group is supervising your students if you need to excuse yourself.

MUSEUM MANNERS

• Stay with your group at all times.
• Please don’t run. We don’t want anyone to get hurt.
• Touch only when a museum guide invites you to do so. No matter how clean they are, our hands have oils and dirt on them that can damage art and artifacts.
• Use a quiet voice in the historic buildings and inside the art museum.
• Leave food, drinks, gum, and candy in your bag, or in the Louis C. Jones Center. Absolutely no food is allowed while in historic buildings or in the art museum.
• Ask questions! Museum staff is here to help you learn.
• Look, learn, and have fun!

At The Farmers’ Museum
• Please respect our animals; do not feed or chase any of our animals. Human food is unhealthy for animals and our chickens do not like to be chased.

At the Fenimore Art Museum
• Please remain at least 12” away from all artwork and artifacts.
• Flash photography is not permitted. Non-flash photography is permitted of our permanent collection, but no photography is permitted of our visiting collections. If in doubt, please ask museum staff.
• Leave large bags, backpacks, shopping bags, and umbrellas in the Louis C. Jones Center, or in the coatroom at the Fenimore Art Museum. Coin-operated lockers are available for your convenience at this location.

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