

Technology and Gifted Learning



A Virtual Field Trip

Introduction

Academic Language

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Virtual Field Trip Activities

Introduction

Virtual fieldtrips are a means to discover the world via technology. A virtual fieldtrip can help students explore the past, present, and future. Examine the many learning experiences that can be applied to a virtual fieldtrip

Academic Language

- a. Collection
- b. Gallery
- c. Docent
- d. Exhibition
- e. Placard
- f. Curator
- g. Hall
- h. Display
- i. Case
- j. Antique
- k. Artifact
- l. Museology

Research Questions

- a. How is what I am seeing connected to what I already know or my previous knowledge?
- b. What new questions arise because of what I have seen?
- c. Where is there more information about this object or topic?

Following are three activities to consider that accompany a virtual fieldtrip

- a. Become a Docent: Prepare a “talk” that would facilitate the understandings of visitors to one of the galleries in the museum.
- b. Become a Curator: Prepare a set of placards for an exhibition in the museum that was visited.
- c. Study Museology: Design a three-dimensional museum complete with a publication for the exhibition. Share it with the class.