

MiCareer Quest™ SOUTH

TIPS FOR CREATING A FUN AND ENGAGING INTERACTIVE EXHIBIT



Use the Three Modes of Learning. People, including teenagers, learn by listening, seeing and touching. An exhibit that incorporates all three will create the most memorable experience. Successful exhibits are engaging, hands-on and convey valuable information in a way that resonates with high school students.

Always Consider Your Audience. This event is targeted toward teens, ages 14-16 years-old. Some have relatively short attention spans and do not like to wait in lines. But they are curious and many are inquisitive.

Timing is Everything. Your hands-on activities should last no more than five minutes and be designed for groups of 5-6 students at a time.

Avoid Jargon. Avoid too many technical words and terms. If you do use technical terms, make sure you follow them immediately with a clear explanation of what you are describing or doing. Smiles, voice inflection, gestures and sometimes humor are good ways to keep your audience engaged.

Give Them Something to Touch. Young people like to be physically active in the learning process. Interactive activities are the most memorable to them. When planning, think about what interactive experience would capture your interest if you were a teenager, and then plan accordingly.

Ask Questions. Keep the learning process interactive by asking students your own questions from time-to-time. What do you like most about this job? The least? What do you think this tool is used for? Do you know anybody with this job – what do they think of it? Ignite their curiosity.

Don't Ignore Passersby Who May Be Interested. While your team works with students, assign one or more people to draw students into your exhibit. Some teenagers are more timid and will appreciate a smile and invitation to participate.

Plan Staffing and Supplies. This event will draw up to 2,400 students over three two-hour sessions. Keep this in mind when determining your staffing needs, ordering supplies or giveaway items.

Consider High- and Low-Tech Activities. Design interactive activities that allow students to experience an important aspect of the job. These can be "high tech" in nature, such as letting them explore with virtual reality headsets, or "low tech" like making virus particles with marshmallows and tooth picks. More than one activity is ideal.

Exhibit Safely. Keep in mind any safety precautions for an activity. Bring lab coats, gloves or safety glasses, if necessary. For exhibits that may get messy, bring any necessary cleaning materials (e.g. paper towels, trash bags, etc.)

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Helpful Tips for Your Volunteer Staff

- Make sure everyone is well-versed in the exhibit beforehand.
- Volunteers should be college age or older.
- At least 2-3 people should staff the booth at all times to help with the interactive activities and crowd control.
- Have volunteers overlap shifts, so they can observe how others engage students and conduct the activities taking place in your exhibit.
- Have enough volunteers for 2-3 hour shifts. If your team is limited in size, have them rotate throughout the day and encourage them to explore other areas of the event to stay fresh.

Things You May Want to Bring

- Lozenges or hard candy for those who will be talking all day.
- Snacks (water and lunch will be provided)
- Hand sanitizer, Kleenex, cleaning wipes, first aid kit, paper towels.

Most importantly – HAVE FUN!



QUESTIONS? CONTACT YOUR PROJECT MANAGER:

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FOR MORE INFORMATION, VISIT:
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