



The Hands-On Activity Facilitator's Guide

1. What is there for the visitor or student *to DO*?
2. How can I pique their *curiosity* and *draw them in*?
3. What *challenge* can I offer them?
4. What is the *“aha”* moment? How can I *enhance* or *dramatize* this moment of discovery?
5. What does the demo *reveal*? (e.g., observable phenomena)
How does it compare to “normal” or “expected” behavior?
6. How can I help them *guess* or *reason* toward possible explanations and think of ways *to test* them?
7. What does the demo reveal about *underlying principles* or *properties*? How can I respond to questions using *simple* language and familiar *analogies*?
8. How can I lead them in the direction of *imagining* useful *applications*?
9. How can I bring the interaction to a *satisfying* close?
10. How will I know if it was a *successful* interaction?