

VOLUNTEER ROLES – SPRING BREAK @The RAM		
March 23-April 1, 2024		
Shifts from 9:45AM to 1PM or 12:45PM to 4PM		
<p>Pop-Up Fashion Studio</p> <p>Blue Room, Human History Hall</p>	<p><i>Become a fashion icon and design your own creations inspired by historic textiles in our pop-up Fashion Studio!</i></p> <p>*Activities in this room include:</p> <p>-draping fabric on mannequins (3D)</p> <p>-filling out a worksheet that invites visitors to design their own clothes (2D)</p> <p>-taking body measurements with a measuring tape.</p> <p>-feeling and touching different materials and fabrics</p> <p>-consider different color palettes/combos</p> <p>-looking at fashion-related objects from our learning collection</p> <p>-access museum resources (images, QR codes, etc.)</p>	<p>The volunteer will:</p> <p>-Welcome visitors into the room</p> <p>-Invite them to take part in the different activities* in the room.</p> <p>-keep the room tidy, resetting activities and stocking up supplies (remove fabric from mannequins, sharpen pencils, wipe down tables, collecting clip boards, clips, etc.)</p> <p>-engage visitors in conversation</p> <p>-count the number of visitors they engage with</p> <p>The volunteer can:</p> <p>-talk to visitors about fashion/fashion history/sewing/etc.</p> <p>-bring their own projects to work on and share with visitors</p>
<p>Vintage Games Room</p> <p>Orange Room, Human History Hall</p>	<p><i>Spring break is a time to get some R and R! To help you relax, we’ve set up a games room filled with old-timey fun!</i></p> <p>Games in this space are being chosen for their nostalgic power and ease of playing.</p> <p>The room will be set up with a variety of seating options, including small cafe tables, low coffee table, rugs, and large tables for family game play.</p>	<p>The volunteer will:</p> <p>-Welcome visitors into the room</p> <p>-Invite them to pick a game from our game cart and find a place to sit</p> <p>-let families with young children know that the room does have small pieces, so for safety they must be supervised</p> <p>-keep the room tidy; this will require bending over to pick up small game pieces.</p> <p>-engage visitors in conversation</p> <p>-play games with visitors</p> <p>-support them in learning new games</p> <p>-count the number of visitors they engage with</p> <p>-encourage visitors to put their game away when finished.</p> <p>The volunteer can:</p> <p>-talk to visitors about game history/history of play/etc.</p> <p>-bring their own games to play and share with visitors</p>
<p>Windy Experiment</p> <p>Yellow Room, Natural History Hall</p>	<p><i>Up, up, and away! With the help of the wind, some plant seeds hitch a ride to travel to new places, putting down roots when they arrive. Experiment by making your own seed and using our big fan to see how far it goes!</i></p> <p>This room will provide visitors with various materials to experiment with, such as paper, pipe cleaners, pom poms, tape, and scissors.</p> <p>Premade samples will also be made so that visitors can simply experiment with “seeds” already available.</p> <p>Small green rugs are used to mark spots as “fertile ground”. It’s not about how far the seed flies, but</p>	<p>The volunteer will:</p> <p>-Welcome visitors into the room</p> <p>-Invite them to experiment by creating their own seed to see how it flies</p> <p>-encourage families to work together to create a design</p> <p>-keep the room tidy; this will require frequent bending over to pick up “seeds” and remnants of supplies</p> <p>-engage visitors in conversation</p> <p>-show/demonstrate to visitors how to use the fan</p> <p>-count the number of visitors they engage with</p> <p>-encourage visitors to engage with museum resources (images, QR codes, etc.)</p> <p>The volunteer can:</p> <p>-talk to visitors about seed dispersal/science of plants/botany</p>