## HEAD START EDUCATIONAL VIRTUAL FIELD TRIP AND COMMUNITY VISITORS POLICY

Policy Number: ED9503-04 Effective Date: 9/28/21 Policy Council Approval Date: 9/28/21

**PERFORMANCE OBJECTIVE:** Virtual Field trips will support the classroom educational experience, current curricula, and the developmental level of children to expand learning through virtual real-life experiences, which may include experimentation, inquiry, observation, and exploration. Virtual is defined as 'real-life experiences' depicted through video and/or other technology. **1302.31(d)**; **1302.53(a)**; **1302.60** 

## **PROCEDURE:**

- 1. All virtual field trips and/or community visitors must be integrated into the classroom curriculum as an extended activity of the Unit of Study and/or as a celebration of learning.
- 2. All virtual field trips must include hands-on learning experiences incorporated within the classroom.
- 3. No virtual field trips or community visitors will occur prior to the first 60-days of school.
- 4. All virtual field trips and/or community visitors, regardless of category, must be listed on the current lesson plan for the week the activity or visit is planned.
- 5. Teachers will document the virtual field trip activity in their weekly curriculum lesson plan. Education Services Coordinators will review the curriculum lesson plan to ensure the virtual field trip experience is adequately planned, introduced and conducted with developmentally appropriate classroom activities.
- 6. Virtual Field Trip videos will last between 5-15 minutes in length and no longer than 15 minutes maximum.

## I-VIRTUAL YOU-TUBE FIELD TRIPS:

- 1. All virtual video experiences must include planned activities with hands-on learning activities implemented in the classroom to extend the experience
- All virtual video experiences must be 'real-life people, animals, places and things'. No cartoons.
- 3. All virtual video experiences will be an extension and/or celebration of the current Unit of Study