



EDUCATION

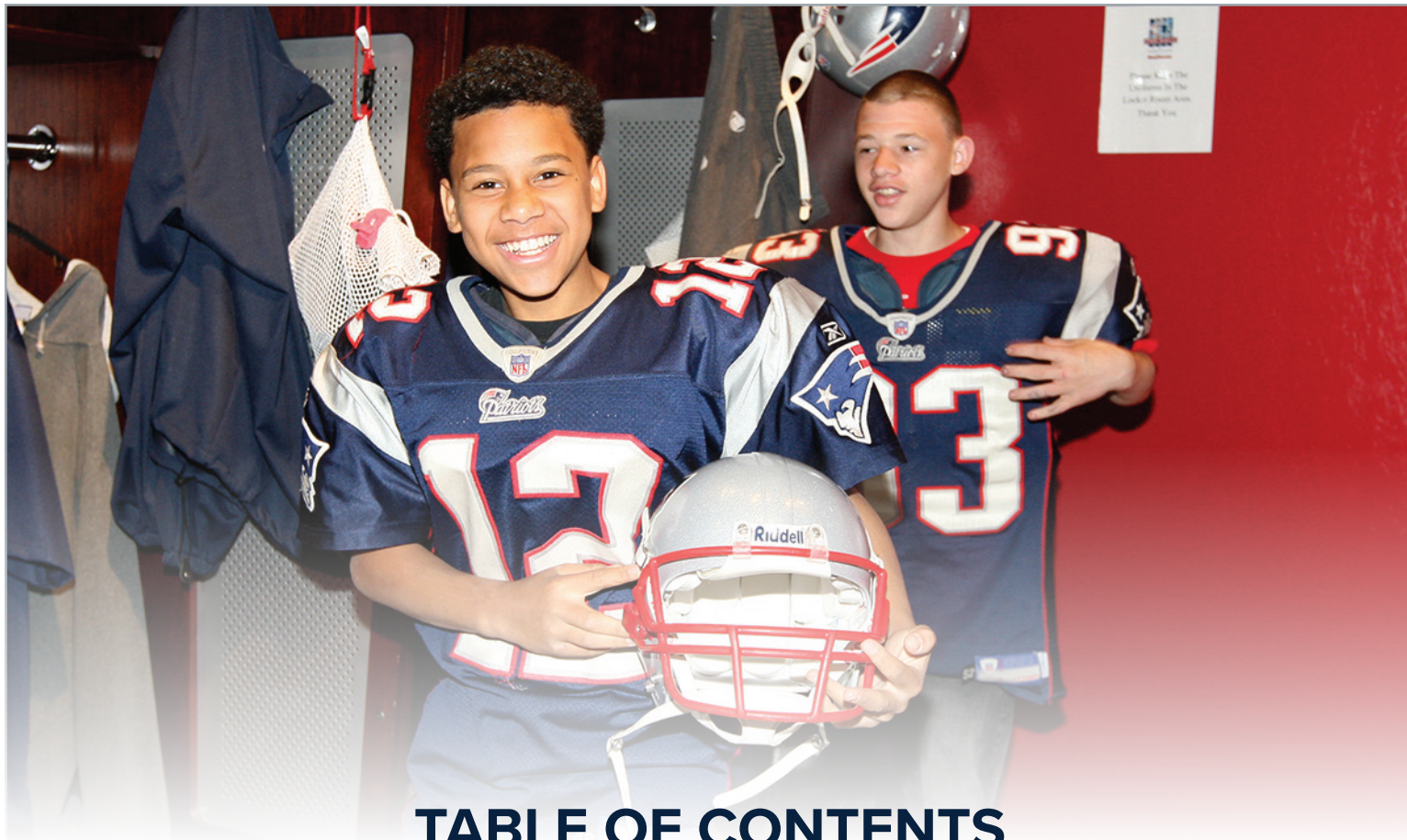


TABLE OF CONTENTS

Modules.....	3
--------------	---

IMPORTANT INFORMATION

Pricing, Schedule, Weather and Lunch	5
Pre-Visit Checklist.....	6
Chaperone Guide & Student Expectations.....	7
Photo Waiver.....	8
Contact Us	11
Directions.....	12

LUNCH

SkipJacks.....	8
Red Robin.....	10

PRINT PAGE 8



STEM MODULES

Developed by educators, The Hall's STEM modules are dynamic, interdisciplinary, exciting student-centered learning experiences which use football related concepts to reinforce the standards-based curriculum being taught in school classrooms. All modules encourage essential skills, such as collaboration and teamwork. Hands-on and minds-on activities make the learning enjoyable for all students regardless of football interest level.

SPORTS JOURNALISM

Grades 2 – 4

Students are assigned to write a news story based on careful analysis of New England Patriots action photography in various settings. Students use a guided inquiry model to learn about a sports reporter's job, and then write and present their stories in a press-style news conference as a performance assessment.

HOW DOES THE EQUIPMENT SHIP?

Grades 3 – 5

In this math-focused program, students work on a team of 5 members to ship authentic player equipment to various locations. Students are asked to select specific equipment, and then determine the correct box for shipping. Students will then estimate the weight of the box, use a scale to find the actual weight, and then determine the most cost-effective shipping method.

HANDS DOWN

Grades 3 – 5

In this engineering activity, students are asked to evaluate the pros and cons of integrating hand recognition biometric technology into the security system for The Hall and surrounding facilities. They assess hand geometry codes and the technology required to interpret the code to determine whether those codes would be the right choice for a new security system. As engineers, each "security evaluation" team presents its recommendations.

BUILD AN NFL FOOTBALL TEAM

Grades 5 – 8

In this math-focused program, students are asked to join their classmates and serve on the management team of a new NFL franchise. Using salaries and statistics from the National Football League, students analyze players' strengths, weaknesses and salaries to assemble the best offensive unit within a budget. They are also asked to design a team logo and hold a press conference.

HELMET DESIGN CHALLENGE

Grades 5 – 8

In this engineering design challenge, students explore, select and arrange materials they feel provide the necessary structure or cushioning for a model helmet. Students are provided with a limited choice of materials and time to respond to the specific challenge. They test their solutions and report on their results using the engineering design process.

LET'S HAVE A BALL!

Grades 5 – 8

Students are presented with a sports-related technological problem. A game manufacturer needs help in choosing the correct sports ball for its new game. Students are given specific criteria regarding the ball's performance requirements. They are asked to test several different types of sports balls and make recommendations based on the outcome of each test.

NUTRITION

Grades 6 – 8

Students step into the role of a sports nutritionist as they learn how nutrition affects performance in this STEM-focused module. Small student groups "meet" a client with a unique set of physical traits, evaluate the client's nutritional needs, and make suggestions about how to align a daily meal plan to nutrition science-based recommendations. They will find out the two critical roles food plays in athletic performance, learn to think about the human body as a system, and consider how some of this system's inputs impact the output (performance) of the athlete. Students get a taste of how scientific observation and an understanding of the nature of variables in the field of nutrition science.

MARKETING AND THE HALL OF FAME

Grades 9 – 12

This program offers high school students an opportunity to utilize the Four P's of marketing. Students present their marketing strategies for promoting The Hall, a related product/venue or a promotional activity to a Patriots marketing professional during their visit to The Hall. They receive professional feedback following the presentations.

SPORTS JOURNALISM

Grades 9 – 12

This module asks student to represent different mediums – newspaper, radio or TV – for a specific audience. The students are then given information about a Patriots game, including statistics, notes and quotes. Then each group, depending on its assigned outlet, will write a story for its respective audience. Students learn the difference between print and broadcast mediums and learn about how to present their stories to that audience. They also cover journalism basics and how a sports story might differ from a straight news story as well as how technology has changed coverage.



THE RAYTHEON TECHNOLOGIES IMPACT

The Hall has worked closely with Raytheon Technologies on education initiatives including the Science of Sport Science Fair, the Build-a-Bridge experience, The Power to Hear Engineering Design Challenge during which students had to build a parabolic microphone, Science from Scientists interactive educational programs, Mad Science shows, the Massachusetts STEM Teacher of the Year initiative, and professional development experiences. Raytheon Technologies has sent its engineers to The Hall as volunteers to work with students and teachers and donates \$1,000 to the schools of the four STEM Teacher of the Year finalists not selected as the winner.

RAYTHEON TECHNOLOGIES' IN THE NUMBERS AND BY THE NUMBERS

The Hall and its partner, Raytheon Technologies, worked together to develop an interactive game show called, "In the Numbers." The game is hosted by Pat Patriot, who asks math and science questions to the contestants standing at one of three kiosks. The students, working alone or in groups, answer the question on their screen. If correct, their player moves either 5 yards, 10 yards or 15 yards depending on the difficulty of the question. The first contestant whose player reaches the end zone for a touchdown is declared the winner. The game offers questions at a Pop Warner (elementary), Varsity (middle school) or Professional (high school) level with three levels of difficulty within each category.

"In the Numbers" is part of Raytheon Technologies' MathMovesU program, which can be found at MathMovesU.com. "In the Numbers" was designed through a Hall-Raytheon Technologies collaboration to keep students interested in math and science by showing them real world applications and how math and science are a part of almost everything we do. Students visiting The Hall love the competition involved with "In the Numbers."

"By the Numbers" asks users to input data such as force and angles to complete a pass or successfully kick a field goal. Once the data is inputted, the user watches the result of the play on a large screen and then gets to view the equation — the math — behind the result of the play. If their try was unsuccessful, the players are given an opportunity to change their data and try again. The game was created by Raytheon Technologies, which worked with 5 Wits to program and test the interactive with local students.



IMPORTANT INFORMATION

ATTIRE

Portions of the visit will be outdoors such as moving between the museum and the classroom or to a restaurant. Please encourage students to check the weather forecast the morning of the visit and be prepared for any rain, wind, and cold temperatures.

BACKPACKS

Encourage students to leave large bags and backpacks at school or on the bus. There are no storage lockers in The Hall.

PATRIOTS PROSHOP

Visits to the Patriots Pro Shop are not included in the day's schedule. If you would like your group to visit the Pro Shop, you will need to provide advanced notice when confirming your final trip attendance numbers so that staffing and schedules can be adjusted.

WHEELCHAIRS

We do not provide wheelchairs for guests. If a student, teacher or chaperone needs access to a wheelchair, it is advisable to bring one from school. There is a good amount of walking in the museum and between the stadium/classroom and restaurants. The Hall is wheelchair accessible.

PRICING

Field trip admission to The Patriots Hall of Fame presented by Raytheon Technologies includes the cost of the STEM module. Lunch is not included in the fee.

\$3.00 PER STUDENT

For every ten (10) students, one adult chaperone is admitted free of charge. Any additional adults cost \$7.00 each.

PAYMENT

The Patriots Hall of Fame presented by Raytheon Technologies accepts cash, checks and credit cards. If paying by check, please make it **payable to: NPS LLC**. If you mail a check, please address the envelope to: The Patriots Hall of Fame, One Patriot Place, Foxborough, MA 02035

ITINERARY

The field trip days runs from 9:30AM to 1:00PM with time built in for lunch. The Hall of Fame staff person

assigned to your group have a schedule they must follow to ensure that your students have the opportunity to explore everything available to them. Other groups may be visiting the Patriots Hall of Fame during your visit, so all movements are coordinated.

We make every effort to accommodate your scheduling needs. When you confirm your final numbers, please tell us if you must arrive late or leave early.

VIRTUAL FIELD TRIPS

Virtual Field Trip programs are available to schools outside an 80 mile radius from Gillette Stadium. For more information, contact education@patriots.com.

INCLEMENT WEATHER

Should you need to cancel the visit due to impending inclement weather, please call us at 508-549-0555 or send an email to education@patriots.com as soon as possible. If you are calling outside of business hours, please leave a detailed message that includes the name of your school. We will do our best to reschedule your field trip.

If you made reservations for lunch at one of the restaurants at Patriot Place, please contact the restaurant directly. Each may have their own cancellation policies.

LUNCH

Lunch is built into the day's busy schedule. While you are welcome to bring a bag lunch, due to The Hall's location in the **Enel Plaza**, it is very convenient for groups to take advantage of the restaurants within walking distance at Patriot Place. All reservations must be made in advance and directly with the restaurants, the cost is not included in tickets to The Hall. Menus are available at the end of the education guide.

SkipJacks.....	508-543-2200
Red Robin.....	508-698-0030
Capriotti's Sandwich Shop.....	774-215-5279
Five Guys Burgers.....	508-203-9441
Achilitos Taqueria.....	774-215-0532
CBS Sporting Club.....	617-410-9742
<i>For menu information and CBS Sporting Club reservations please contact Brooke M. Veal - Director of Sales, Big Night Entertainment Group, Brooke@bignight.com</i>	



PRE-VISIT CHECK LIST

ONE WEEK BEFORE YOUR VISIT

Please confirm the following items by emailing education@patriots.com:

MODULE CHOICE — The education module in which you would like your students to participate. If we do not have this information via your application, we will select a module on your behalf that is suitable for your students' grade level.

NUMBER TO ATTEND — The number of students and adults that will be attending. Please remember all adults over the 10:1 ratio are \$7.00 each.

ACCOMMODATIONS — Kindly alert us in advance if anyone in your group needs special accommodations. The Hall is equipped with ADA devices to assist guests with visual or hearing impairments. There is also elevator access to the second and third floor exhibits.

The spectacular nature of the audio/visual exhibits may be overwhelming for guests with significant sensory sensitivities. There is a small lounge area with seating if any guest needs to step away.



PHOTO RELEASE WAIVER

Distribute and collect a signed photo release waiver for each student participating in the visit from his/her parent/guardian. There is a possibility that guests may appear in promotional materials including, but not limited to, a photograph or video while visiting The Hall and/or during the STEM module. A Hall staff member will collect the waivers from the lead teacher before the group enters The Hall.



GROUP STUDENTS

To provide the best experience to you and your students, we may ask you to divide your group into smaller subgroups. If possible, try to seat students on buses by their Red and Blue groups.

UP TO 50 STUDENTS: Your group will stay together during the module and in the museum

50-60 STUDENTS: Please be prepared to split your students into Red and Blue subgroups. While they will remain together during the module, we may split them in the museum.

60-100 STUDENTS: Please split your students evenly into Red and Blue subgroups. One group will begin in the module, while the other begins in the museum. They will switch after lunch.

100+ STUDENTS: Please split your students evenly in Red 1, Red 2, Blue 1, Blue 2 subgroups. One color group will begin in the module, while the other color group will begin in the museum on separate floors.

CHAPERONES AND GROUP MANAGEMENT

We will provide Hall guest services staff to accompany you throughout your visit. They will be available to answer questions as the students move through the exhibits and self-guided tour. Additionally, your group's assigned staff member will assist during the module and will keep your group on schedule.

You know your students best, so we rely on you, your cooperation, and active involvement to help ensure the day run smoothly. Teachers and adult chaperones must stay with the group for the entire visit. Please share the "Chaperones are Coaches" page with your chaperones so they are aware of expectations during the visit.





CHAPERONES ARE COACHES

THANK YOU for chaperoning a visit to The Patriots Hall of Fame presented by Raytheon Technologies. You play an important role in making this a successful experience for the students. Your job is to assist our staff and the teachers to ensure respectful student behavior and safety during the field trip. You are responsible for your students and need to stay with your assigned group at all times.

PLEASE NOTE THE FOLLOWING IMPORTANT RULES AND SHARE THEM WITH YOUR STUDENTS:

- Walk, don't run in the exhibits.
- Use "inside" voices.
- Respect fellow classmates and other visitors.
- Take turns at interactive exhibits.

PLEASE REMEMBER TO:

- Stay with your group.
- Help keep order in your group.
- Encourage good listening skills.
- Please reinforce The Hall's no-running rule.
- Share concerns with lead teacher or Hall staff.



PERSONAL RELEASE – PHOTOGRAPH AND VIDEOTAPE

1. In consideration of the possibility of appearing in Hall photos/videos, and any and all related promotional materials and other publicity (collectively, the “Work”), I hereby irrevocably grant to NPS LLC and its assigns, licensees, successors, parents, subsidiaries and affiliates and each of their respective employees, officers, directors, shareholders, agents and representatives (collectively, “Company”), the universal and perpetual right to use, and to grant others the right to use, my actual or simulated likeness, photograph, name, voice, personal characteristics and other personal identification, editorial comments made by or concerning me and depict the place in which you photograph and/or videotape me, in and in connection with the Work, and/or any and all other productions, advertisements or other works by the Company, and for the advertisement, promotion, publicity, distribution, exhibition and/or other exploitation thereof if applicable, including all ancillary and subsidiary rights therein, in any and all languages, formats and media, now known or later devised, without any compensation to me. I agree that my appearance in the Work may be edited in Company’s sole discretion (for any purpose whatsoever) and Company will have no obligation to include my appearance in the Work or to produce and/or distribute the Work. I waive any and all right to inspect and approve any usage under this Release.

2. I hereby release Company, and the distributors, advertisers and exhibitors of the Work, from all liability and obligation to me of any and all nature whatsoever arising out of or in connection with the exercise of the rights granted above, including, without limitation, from any liability for violation of rights of privacy, publicity, defamation, emotional distress or any similar right. I hereby indemnify Company against all claims, actions, losses, damages, judgments and liabilities resulting from any breach or alleged breach of this agreement. In no event shall I have any right to sue Company or seek or obtain injunctive or other equitable relief in connection with the Work or any other productions, or the production, distribution, exhibition or other exploitation, or the advertising, promoting or publicizing thereof. This is the entire agreement and, subsequent to execution, cannot be modified without written consent. This agreement shall be exclusively governed by and construed in accordance with the laws of the Commonwealth of Massachusetts.

3. I acknowledge there is a possibility that after signing this agreement, I may discover facts or incur or suffer claims which were unknown or unsuspected at the time this agreement was executed, and which, if known by me at the time may have materially affected my decision to enter into this Agreement. I acknowledge and agree that by reason of this agreement, and the releases and waivers contained herein, I am assuming any risk of such unknown and unsuspected claims. I hereby represent that I understand and acknowledge the significance and consequence of this agreement.

I have read this entire Personal Release and fully understand its contents. I am signing it and participating in the Work voluntarily, without any duress or undue influence.

Dated: _____ Address _____

Signature _____ Address _____

Print Name _____ Telephone Number _____

IF THE ABOVE SIGNATORY IS UNDER THE AGE OF 18 YEARS, THE PARENT OR LEGAL GUARDIAN OF SUCH PERSON MUST SIGN BELOW.

I warrant that I am the parent and/or legal guardian of the person who signed this agreement, that I have read and understood this agreement, and I have caused said person to execute this agreement, that I will indemnify Company against all claims, liabilities and expenses respecting this agreement, and that, knowing of Company’s reliance hereon, I agree to cause said person to adhere to the provisions of this agreement.

Dated: _____ Address _____

Signature _____ Address _____

Print Name _____ Telephone Number _____





SCHOOL TOUR MENU PRE-ORDER FORM

\$10.50 per person includes menu choice & drink (tax & gratuity not included).

MENU CHOICE	QUANTITY
Cheeseburger	
Chicken Sandwich	
Garden Salad	
Popcorn Shrimp	

All of the above served with sea salt fries.

BEVERAGE CHOICE	QUANTITY
Coke	
Diet Coke	
Ginger Ale	
7-Up	

To make reservations and place your order, contact:

PETER DOWD
508-543-2200 / pdowd@skipjacks.com

PLEASE INFORM US IF ANYONE IN YOUR PARTY HAS A FOOD ALLERGY





RED ROBIN®

PATRIOT PLACE FIELD TRIP MENU FORM

\$5.99 per person includes menu choice & drink (tax & gratuity not included).

MENU CHOICE	QUANTITY
Red's Cheeseburger	
Corn Doggies	
Side Salad	

Bottomless Steak Fries Included!

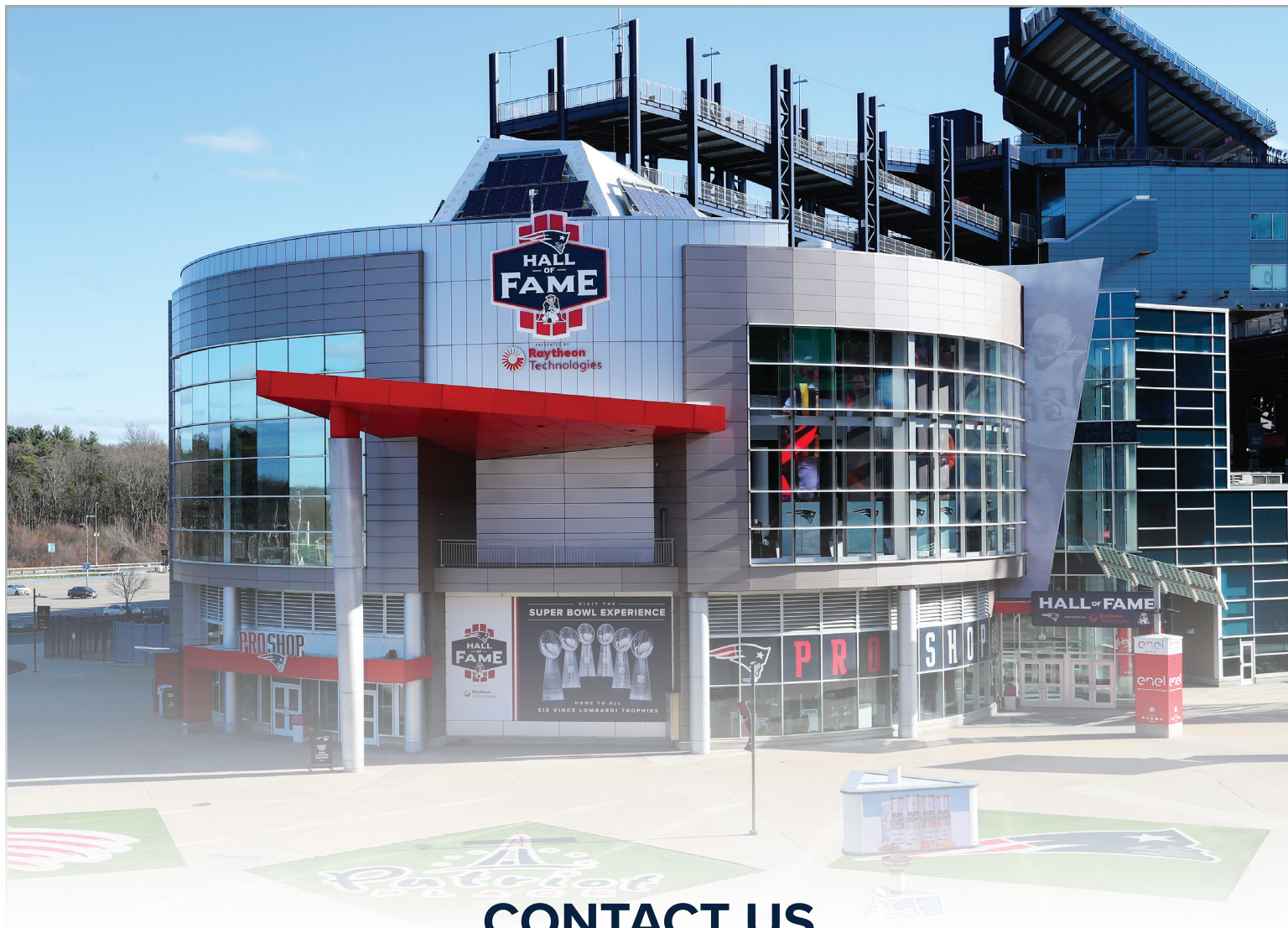
BEVERAGE CHOICE	QUANTITY
Coke	
Sprite	
Lemonade	
Water	

To make reservations and place your order, call:

508-698-0030

PLEASE INFORM US IF ANYONE IN YOUR PARTY HAS A FOOD ALLERGY





CONTACT US

**Group Line: 508-549-0555 • Education@Patriots.com
PatriotsHallOfFame.com**

The Patriots Hall of Fame presented by Raytheon Technologies
One Patriot Place
Foxborough, MA 02035

STAY CONNECTED

Be sure to sign up for our monthly newsletter!
Follow and post to us on social media — we'd love to hear from you!



@TheHall

|



@PatriotsHall

|



/ThePatriotsHallofFame





Direct buses to enter the stadium at the P1 or P6 entrances at the north end of Patriot Place and continue to Lot 4. Buses should pull up to the Pro Shop/Hall entrance for drop-off with doors toward the sidewalk and may park for free in Lot 4. On the date of the visit, school bus drivers are welcome to visit the museum free-of-charge. **We recommend you get the cell phone number of your bus driver(s).**

DIRECTIONS TO GILLETTE STADIUM, ONE PATRIOT PLACE, FOXBOROUGH, MA 02035

FROM 95: Take Interstate 95 to Exit 19 onto Route 1 South. Merge onto Route 1 South and follow for approximately 3 miles until you see Gillette Stadium on your left. Turn left under the bridge across from Rodman Ford onto P1 Drive and continue along P1 Drive. Take the first right and head toward the Patriots ProShop and Lot 4.

FROM 495: Take Interstate 495 to Exit 36A onto Route 1 North. Follow Route 1 North approximately 4 miles to Gillette Stadium on your right. Proceed past the first few stadium entrances and go through the traffic light by the CVS. Then keep right and follow the downward-sloping ramp onto P2 Drive, which will merge with P1 Drive. Take the first right and head toward the Patriots ProShop and Lot 4.

