



## Creating an Effective and Safe Exhibit

Thank you for considering creating a fun and interactive hands-on activity for K-12 students and their families at iExploreSTEM. We sincerely appreciate your willingness to donate your time and resources to make your upcoming festival a HUGE success.

The goals of iExploreSTEM are 1) to increase the interest of Iowa youth in STEM and 2) enlighten students about STEM-related educational and career opportunities here in Iowa.

Your festival activity will provide an excellent opportunity to educate the public face-to-face about the wonders of STEM and to showcase your business/organization. However, it is important that visitors are safe. Below we list information and guidelines for creating a safe interactive iExploreSTEM activity. We include in the list a few definite no-no's, but iExploreSTEM reserves the right to exclude any activity that it deems unsuitable or unsafe.

### Information, Guidelines, and Regulations

1. Check with your local organizer to make sure your needs can be met if you require
  - a. electricity. Be prepared to tell them how much you need
  - b. internet access
  - c. space other than a standard 10'x10' or 12'x12' booth
2. All activities should be interactive and have a clear take-home message.
3. Ideal activities will serve a large number of visitors. This can be accomplished by developing an activity that can be done by many visitors simultaneously or quickly by few. If it is short in duration, you may wish to prepare a secondary activity for kids who become very engaged.
4. Consider providing instructions for an activity that can be done safely at home.
5. Safety is paramount. Consider the safety of festival volunteers and visitors as you design your activity. Activities that iExploreSTEM deems unsafe will not be included. Contact us if you have questions about the safety of your proposed activity.
6. Items that are not permitted include but are not limited to:
  - a. Waste samples
  - b. All hazardous substances or devices (e.g., poisons, drugs, firearms, weapons, ammunition, reloading devices and lasers)
  - c. Sharp items (for example: syringes, needles, pipettes, knives)
  - d. Flames or highly flammable materials
  - e. Batteries with open-top cells
  - f. Photographs or other visual presentations depicting vertebrate animals in surgical techniques, dissections, necropsies, or other lab procedures.
  - g. Any apparatus deemed unsafe by iExploreSTEM (e.g., large vacuum tubes, dangerous ray-generating devices, empty tanks that previously contained combustible liquids or gases, pressurized tanks, etc.)