FIELD TRIP GUIDE

Twenty years ago, a group of men sat down over plates of red beans and rice. They shared a dream: a museum to showcase what Mississippians do best.

Today the Mississippi Sports Hall of Fame & Museum houses the stories of over 300 of the state's greatest athlete. In many cases, these are also the world's greatest athletes.

How can one state produce the leading passer, receiver, scorer, and second leading rusher in pro football history? Step inside the Hall and see. You'll find stories of leadership, perseverance, teamwork, sportsmanship, responsibility and so much more.

Bottom line: There is much of Mississippi's Sports history that serve to make young Mississippians proud.

A field trip to the Mississippi Sports Hall of Fame & Museum is structured to comply with the Common Core State Standards for health and physical activity.

BEFORE THE TRIP:

Engage your students in conversations about Mississippi's rich sports history. Use some of the following talking points.

- What are some of the things that Mississippi is known for? Are all of these things positive? Discuss some of the great athletes that are from or have played sports in Mississippi.
- What role did sports play in integration in Mississippi society? Share the story of how the all-white 1963 Mississippi State basketball team defied a governor and the legislature to go play in the NCAA tournament against a team that included African American players.
- Discuss the ways that hard work and perseverance have helped Mississippi athletes to succeed. How can working hard off the field help you to succeed in the classroom?
- Explain the eligibility requirements for being inducted into the Mississippi Sports Hall of Fame. How does this help to make the Hall of Fame unique to Mississippi and an honor for those who are selected?

Consider having your students research an athlete before and during their trip and report on that athlete's accomplishments. Use our website, msfame.com, to assign your students a specific athlete.

DURING THE TRIP:

When your students arrive, they will be divided into groups depending on the number of students in attendance. These groups will remain together for the entire trip. Please allow at least 1 ½ hours for the tour depending on total class size.

- **Video Presentation:** Students will watch a short film that features Mississippi athletes such as Archie Manning, Bailey Howell, and Boo Ferriss. It introduces them to the Museum and the stories we tell of Mississippi's greatest athletes.
- **The MotionMagix PlayFloor & TouchWall:** The interactive MotionMagix play floor provides an opportunity to get students moving and increase their heart rate. Students can test their reflexes and compete 1-on-1 at the TouchWall.
- **The Hall of Fame Stadium:** This interactive exhibit actually reads the force and trajectory of a real ball as it is thrown or kicked. Students take turns playing basketball, baseball, or soccer.
- **The Wall of Memories and Museum Floor:** Students will take this time to explore the museum. They can look through the 60 foot showcase of Mississippi sports treasures or through interactive kiosks with videos. A short multiple-choice question Scavenger Hunt can be provided at this time upon request.
- **The Gift Shop**: The Museum Shop can be included in your group tour. The gift shop features a variety of sports-related items with most items priced between $1 - $10. Price and item sheet available upon request.