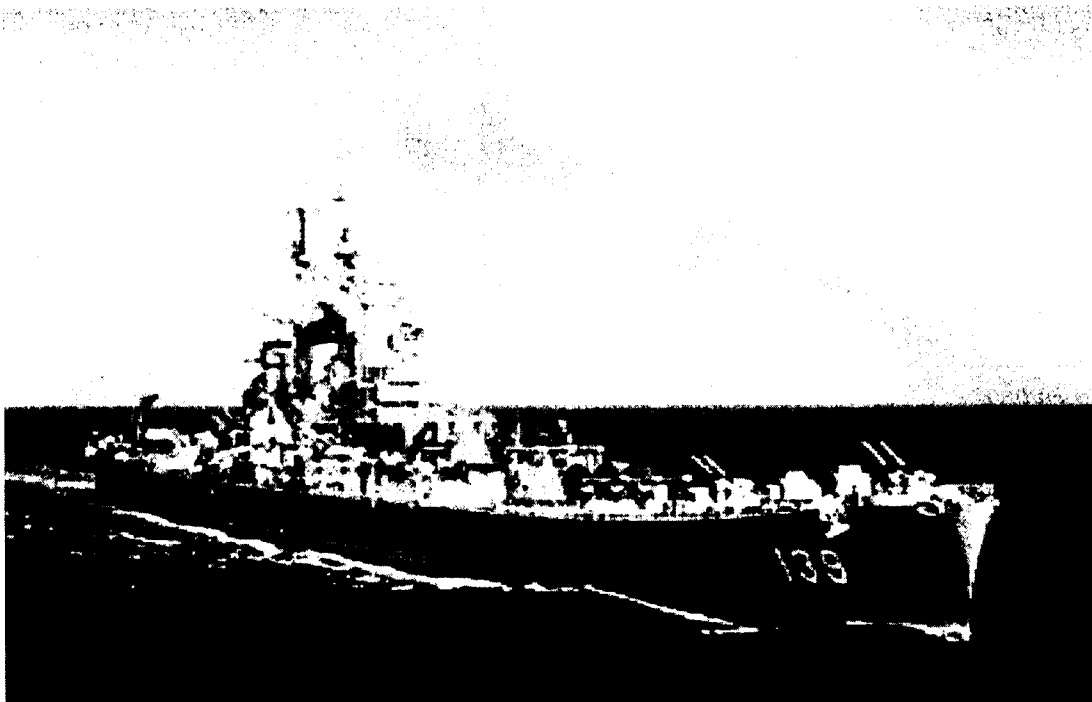


OVERNIGHT SCOUT PROGRAMS

USS SALEM

USS Salem

Overnight Adventure



United States Naval Shipbuilding Museum

USS Salem CA-139
739 Washington St.
Quincy, MA 02169
(617) 479-7900 (617) 479-8792 fax
www.uss-salem.org



Are You Ready for a Shipboard *Adventure*?

The United States Naval Shipbuilding Museum lets you experience life on board a real Navy Ship. The USS Salem CA-139 is the only preserved heavy cruiser in the world. She is moored at her birthplace, the former Fore River Shipyard in Quincy, Massachusetts. Our *Overnight Adventure* offers participants activities that include simulated combat situations such as radar tracking, damage control and simulated fire fighting. Other activities include scavenger hunts, cold water survival and hoisting as well as first aid. For our We can arrange optional off-ship activities such as Boston Historic tours, as well. Even though the USS Salem is a museum its the hands-on aspect of our program that make us unique. Our *Adventurers* get access to areas of the ship **off-limits** to regular guests. They even sleep in the same bunks used by naval personnel and eat in the same mess decks. So, are you ready for a *Shipboard Adventure*?

The USS Salem Overnight Camping Adventure Includes:

- Personalized Group Orientation
- Admission to all on-board museums
- Special Overnight Adventurers Ships tour
- Participation in USS Salem Activities and Training
- Berthing in crew's quarters
- Full dinner, breakfast and snacks
- Movies
- Boston Harbor Cruise

USS Salem Sample Activities :

Combat Information Center:

A member of the USS Salem's crew will introduce groups to the ship's **C.I.C.** This program consists of instruction in the ship's radar and communications equipment. During a simulated battle you will use this equipment, radar will be activated, targets tracked and plotted on the "Maneuvering Board". Using sound powered phones information will be passed back and forth while you help stave off an attack. During the battle you will learn to operate all this equipment in the dark!



Damage Control:

Learn procedures for keeping the USS SALEM afloat in spite of "battle damage" sustained in a surface engagement. Using shoring timbers, ship's equipment and their new found knowledge division members will participate in a damage control "drill" to keep the ship afloat.

**Fire Fighting:**

This evolution is an introduction to naval fire fighting equipment and procedures. Older groups will participate in a drill where they suppress a simulated fire, (no smoke) locate and retrieve victims. The groups on the main deck perform hose drills during warmer months. They learn how to rig submersible fire pumps, hook up hoses and flow water. Younger groups will learn about fire fighting techniques, try on protective equipment and participate in hose drills.

First Aid:

For older groups, we begin with a review of basic first aid skills. An emergency scenario is simulated in the ship's engineering spaces. Using teamwork, groups are tasked with locating "victims" properly treating their injuries and evacuating them. Younger groups have basic first aid and safety skills taught with the use of 911 being reinforced

**Hoisting:**

Hoisting: Participants will learn how to rig the ship's 8 inch shells for transport and lowering into the ship's magazine. This evolution involves teamwork and strength.

Scavenger Hunt:

Participants will be required to go about the ship and answer a list of questions about the USS Salem. Much of this information can be found on the ship's tour, or by asking the crew. Winners receive a special Overnight Adventurer prize.

Cold Water Survival:

Your ship is going down rapidly. You have a few minutes to decide what to take into the life raft with you! Overnight Adventure participants are given a list of options and must decide what to take. A crewmember will review your choices and determine whether you will survive or be bait for the sharks!

Boston Harbor Cruise:

Overnight Adventurers will take the Harbor Express high-speed catamaran on a tour of Boston Harbor, traveling from the USS Salem to Logan Airport and Historic Boston and back. This 1.5-hour tour is a great way to wind up your visit.

Radio Room & Morse Code:

Overnight Adventure participants will visit one of the ship's radio rooms and take part in ship-to-ship and ship to shore communications via Morse code and HAM radio. We can often reach ships as far away as Antarctica!

Movies:

Up to 3 feature films are shown every night, giving Overnight Adventurers a choice of movies. A variety of current, age appropriate, films are offered. Snacks are provided, soft drinks are available. This is a great way to wind down after your busy training schedule.

USNSM Museums:

The USS Salem is privileged to be the home of several museums including *The United States Naval Shipbuilding Museum, The USS Salem Museum, The USS Newport News Museum, The USS Saint Paul Memorial Exhibit, The Cruiser Sailors' Assn. Memorial Exhibit, The*

Model Ship Exhibit and The Military History Research Center and Weapons Collection. With such an extensive collection of artifacts and memorabilia you could spend hours.

Custom Programs:

The Overnight Adventure staff can customize a program to fit your particular groups needs. Two night Adventure programs are also available upon request.

Overnight Adventure Sample Schedule:**Saturday**

- 1:00 Arrival/Registration
- 1:30 Fire Drill/Safety Briefing
- 1:45 Group Orientation
- 2:00 Ships Tour
- 3:00 Activities/Training Rotation
- 6:15 Dinner
- 6:45 Mess Clean up
- 7:00 Free Time
- 7:30 Movies
- 10:00 Report to Berthing
- 10:30 Lights Out

Sunday

- 7:00 Reveille
- 7:15 Berthing Area clean up
- 7:30 Breakfast
- 8:00 Mess clean up
- 8:15 Scavenger Hunt
- 9:20 Boston Harbor Cruise

Now for the best part, you get all this for \$45 per Adventure. To schedule your group or to discuss specific programs please call the Overnight Adventure Office on-board the USS Salem at (617) 479-7900 or visit us on the web at www.uss-salem.org

NEW ENGLAND AIR MUSEUM



NEW ENGLAND AIR MUSEUM

36 Perimeter Road
Bradley Int'l Airport
Windsor Locks, CT
06096
860-623-3305

Cub Scout Sleepover Program

Saturday

Please keep personal belongings in your vehicles until 5:00 p.m.

- 2:30 – 5:00 p.m. Visit New England Air Museum and Gift Shop
Meet *Aircraft* badge requirements by completing the *Cub Scout Guide to Exploring Aviation at the New England Air Museum*
- Take a turn on *Dreamseeker*, the Museum's full motion simulator
- Build and fly a water rocket – Education Room and Courtyard
- 3:30- 4:30 Special outdoor demonstration to be announced
- 5:00 p.m. May unload vehicles and bring sleeping gear into center of Military Hangar. (Please do not roll out sleeping gear until 8:00 p.m.)
- 5:30-6:30 Food delivered. Eat dinner at tables set up in the Education Center.
- 6:30 **Open Cockpits** (aircraft will be open for you to visit) – Great photo opp.!
- 8:00 Spread out sleeping gear and change into comfortable clothes.
- 8:15 **Special Presentation by Dr. Flush, *Life in Space***
- 9:30 Settle down with Pack
- 10:00 Lights out

Sunday

- 7:30 a.m. Wake up call
- 7:30-8:30 Breakfast at tables
- 8:30 Pack up and clean up (It would be greatly appreciated if everyone would help tidy up the area that they occupied overnight)
- 9:00 Gift shop opens

Please plan to leave the Museum by 10:00 a.m.

The Fall 2012 Cub Scout Sleepover
at the New England Air Museum is planned
for Saturday, October 27, at 2:30 p.m. to
Sunday, October 28, 10:00 a.m.

Reservations will be taken on a first come
first served basis. Cost is \$40 per person. A \$10
per person non-refundable deposit is requested
to hold a reservation.

Dinner and breakfast are the responsibility of the
den leaders. Phone numbers of pizza and donut
houses in the area are provided.

Highlights of the program include: special
demonstrations, open cockpits, hands-on build-
and-fly activities, and sleeping in the Exhibit
Hangar with the aircraft.

For further information, please contact the New
England Air Museum, Bradley International
Airport, at (860) 623-3305.

**SOUTH SHORE NATURAL
SCIENCE CENTER**



Cub Scout Program

Scout Programs for Cub Scouts in Grades 1 thru 5

Choose the theme of your day program or overnight from the following list of programs currently available. (Outreach Program themes are listed below).

* Are not badge-related programs.

Tigers

Let's Go Outdoors (achievement 5), Amazing Animals (Electives 31, 32, & 42), *Maple Sugaring (only offered late winter/early spring).

Wolves

Birds (Elective 13), Your Living World (Achievement 7), *Maple Sugaring (only offered late winter/early spring).

Bears

Sharing Your World with Wildlife (Achievement 5), American Indian Life (Elective 24), Water and Soil Conservation (Elective 15), *Maple Sugaring (only offered late winter/early spring).

Webelos

Forester, Geologist, Naturalist, Scientist.

Day Programs

SSNSC's hands-on, fun, and informative day programs are an excellent field trip for scout groups to explore science and nature with a Naturalist and earn a badge.

Cost

The cost of a Day Program is based on the number of children in attendance. There is a minimum charge for 10 if fewer than 10 children attend the program.

- 1 hour day program: \$7.00 per child / minimum \$70.00
- 1.5 hour program: \$9.00 per child / minimum \$90.00
- 2.0 hour program: \$11.00 per child / minimum \$110.00

Day Program Discount

Cub Scout groups are eligible to receive discounts by selecting a series of badge programs for a single group of children. Leaders may schedule two 1.5 hour programs on the same or different days. Scout programs can be completed throughout the year, however the dates must be scheduled at the same time.

The Discounted Program Fee is \$16.00 per child for both programs; the minimum charge is \$160.00.

Overnights

Come discover the Science Center at night while working towards a scout badge. Sleep in our carpeted auditorium or outdoors in a tent. Overnight programs are tailored to fit your group's needs. An evening snack and breakfast are included. Each child who attends an overnight at SSNSC will receive an SSNSC overnight patch. Overnights are available year-round and can be scheduled for Friday or Saturday nights.

All programs include:

- Night Hike (weather permitting)
- Visit live animals in the [EcoZone Museum](#)
- Badge-related activities
- Evening snack and breakfast
- One free SSNSC overnight patch per child

Time: 7:00pm - 9:00am

Cost: \$38 per child (minimum \$380)

One adult chaperone should be provided for every ten children. The first two chaperones will be admitted free, additional adults are \$10 each.



Join or Renew Membership

Donate Now

Volunteer

Support the Science Center

Outreach Programs

The SSNSC offers outreach programs in the South Shore area. Naturalists can make a wildlife presentation at your meeting or ceremony, or lead an exploration of a habitat in your area. Wildlife presentations are a combination of live animal(s) and mounted specimens, as well as other theme-related natural items such as feathers, bones, shells, and furs when appropriate.

Cost: \$200 for one 45-minute program.

Wildlife Presentation Themes

Prowlers of the Night

Learn about wildlife that goes bump in the night. Who are these mysterious night watchmen and how do they adapt to a nocturnal lifestyle?

Furry, Warm, and Soft

What makes a mammal a mammal? Explore these creatures' characteristics and learn what is fact or fiction about our local furry neighbors!

Reptiles and Amphibians

Frogs, turtles and snakes, oh, my! Reptiles and amphibians are found all over Massachusetts. Find out how reptiles and amphibians are the same, how they are different, and meet some of the locals live!

*Please note that animal availability is not guaranteed due to the possibility of illness or other conditions restricting public viewing.

For more information or to schedule a program, please contact the Scout Coordinator at 781-659-2559 Ext. 218 or [Email Us](#).

copyright © 2011 South Shore Natural Science Center | 48 Jacobs Lane Norwell, MA, 02061 | phone: 781-659-2559 | fax: 781-659-5924 | info@ssnsc.org

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MUSEUM OF SCIENCE

EVENTS & ACTIVITIES OVERNIGHT PROGRAM

- > Podcasts
- > Videocasts
- > Virtual Exhibits
- > Events
- > Collaborations
- > Traveling Programs
- > Overnight Program
 - Overnights FAQ
 - Dinner Deal
- > Summer Courses

Ever wonder what happens to the Museum at night? The learning and fun continue with our Overnight Program for students in grades 1 - 7 and their adult chaperones. Discover science in an entertaining, educational, and interactive way through experiments, a Theater of Electricity *Lightning!* show, an Omni film, and much more. Plus, where else do you have a chance to sleep under a dinosaur or a giant grasshopper?

[Watch a Video About Museum Overnights](#)

Organized groups of ten or more are invited to call 617-589-0350 or email overnights@mos.org for more information and to reserve a space.

[View list of available dates.](#)

Museum members may register for one of the family-focused overnights held every year, usually in June. Available only to members, these family events are extremely popular and do require advance registration.

[Learn More](#)

Who can participate? Where do we sleep? Is food included? Read our [Overnights FAQ](#) for answers to these questions and more.

DOWNLOADS

- > [Survival Manual \(PDF\)](#)

PLANNING AN OVERNIGHT FOR 2011 - 2012

Important Information:

- > No deposit is required to make a reservation.
- > **Scout groups:** please contact your local Boy or Girl scout councils for dates and registration.
- > **Two months before your overnight:** Confirm the exact number of people you will bring. Please note: if you cancel after this date, it doesn't allow enough time for another group to come, so you are still committed to paying for these spaces.
- > **Three weeks before the overnight:** Payment is due.

Please keep in mind the following criteria:

- > We welcome students / youth in **grades 1 - 7**
- > We require a **minimum** of one chaperone for every five students.
- > **Minimum group size is ten.**
- > The involvement and support of your principal / director is important. We can provide supporting information including curriculum links to Massachusetts science standards.

Museum overnights fill very quickly. Below is a list of available dates. To guarantee your spaces, please contact the overnight program office as soon as possible: 617-589-0350, overnights@mos.org. To register on Cub Scout or Girl Scout nights, please contact your local scout council

[View Member Dates](#)



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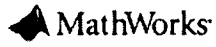
VISIT MOS

- > Hours
- > Admission
- > Daily Schedule
- > Directions
- > Parking
- > Tickets
- > Accessibility





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- Membership makes sense!
- > Membership Levels and Benefits
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The Museum of Science, Boston 1 Science Park, Boston MA 02114 phone: 617-723-2500 email: information@mos.org

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EVENTS & ACTIVITIES OVERNIGHTS FAQ

- > Podcasts
- > Videocasts
- > Virtual Exhibits
- > Events
- > Collaborations
- > Traveling Programs
- > Overnight Program
 - Overnights FAQ
 - Dinner Deal
- > Summer Courses

What is an overnight?

An overnight at the Museum of Science is a special program that inspires children to discover science in an entertaining, educational, and interactive way. This program includes a variety of hands-on science activities, science demonstrations, an Omni show, and time to explore the Museum with chaperones.

Instructors facilitate fun science activities that enhance Museum exhibits.

Who can participate?

This program is available to organizations and schools serving children in grades 1 - 7. We do not book private groups or individuals.

How do I register?

Registration is handled through organizations like Girl Scout councils, Cub Scout councils, schools, churches, community groups, and youth groups. Agencies may contact the Overnight Program office at 617-589-0350. Girl Scout troops and Cub Scout packs should contact their local council for dates and registration information.

What should participants bring?

Each participant should bring an indoor sleeping bag, and air mattresses are recommended for adults. The Museum is big, so wear comfortable clothes and shoes. Plan to dress in layers for activities and sleeping so that you can regulate your own comfortable temperature. Participants may wish to bring money to shop at the Museum Store.

What are the Overnight Program hours?

Check-in is 5:00 - 6:30 p.m. Scheduled activities begin as early as 6:45 p.m. and conclude at 11:00 a.m. the following day. Groups are welcome to stay and explore the Exhibit Halls after the Overnight Program ends.

Can I park overnight at the Museum of Science, and how much does it cost?

Yes, Overnight Program participants may park on levels 2-5 of the Museum garage overnight. Participants pay a flat rate of \$5 per car from 4:00 p.m. until noon; if you arrive before 4:00 p.m. or stay later than 12:00 p.m. the following day, regular parking rates will apply.

Where do I go when I arrive?

Participants should bring their gear to the lowest level of the garage and look for the special Overnight Program entrance. Groups will be directed to store gear in their designated space and proceed to registration.

What if my group is arriving by bus?

Buses should pull into the Museum of Science driveway and wait for directions from a Museum staff member.

Can my group take public transportation?

Yes. The Museum is across the street from the Science Park stop on the MBTA Green Line. It is about a 20-minute walk from North Station (Green Line, Orange Line, Amtrak, Commuter Rail).

Is food included in the Overnight Program?

An evening snack and a light breakfast are provided during the overnight. Participants may purchase dinner in the Riverview Café, eat before they arrive, or bring dinner with them to eat in the designated picnic area. Participants can also purchase one of our special Overnight Program Dinner Deals from Wolfgang Puck Catering. [Learn more about our food options.](#)

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VISIT MOS

- > Hours
- > Admission
- > Daily Schedule
- > Directions
- > Parking
- > Tickets
- > Accessibility

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EVENTS & ACTIVITIES

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Will my group earn a scout badge or cover specific school curriculum?

Overnight programming is not geared to any one scout badge or to specific school curriculum. Everyone will participate in a variety of science activities. These activities satisfy many requirements for select science, math, engineering, and technology curriculum or badges.

Where do we sleep?

Participants sleep on the floor throughout the Museum Exhibit Halls. Some surfaces are industrial carpet, others are tile, and all are hard. Air mattresses are welcome for adults (we have outlets to inflate them). Groups are pre-assigned a sleeping space.

When is lights out?

Midnight. Since the Museum is a large facility, please be patient as we turn off all the lights; it may take about 20 minutes.

Does it get dark after the lights go out?

For guest safety, some lights will remain on throughout the night. We are not able to adjust the emergency lighting during the overnight.

Does the Museum get cold at night?

The Museum is a very large, old building, and the temperature will vary from area to area. We recommend bringing layered clothing such as a t-shirt, shorts, and sweats, and a sleeping bag so that you can regulate your temperature to meet your comfort level.

Will the Museum store be open?

The Museum store opens daily at 10:00 a.m. and offers a variety of educational, souvenir, and gift items including an Overnight Program T-shirt.





What can I do with the embroidered patch I receive at the overnight?

The embroidered patch is a souvenir for both youth and adults. Each participant also receives a free Exhibit Halls pass for a return visit.

Premier Partners



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Overnight Program Survival Manual

How to Get Ready

An overnight at the Museum of Science is a special program that inspires children to discover science in fun and educational ways. This manual of ideas and suggestions, many of which previous attendees offered, should help you prepare for a great overnight experience. Before your visit, plan ahead: get plenty of rest, practice sleeping on the floor, and try to remember how much fun slumber parties used to be. If you have any questions, contact us at **617-589-0350, 617-589-0417 (TTY), overnights@mos.org**, or visit us online at **mos.org/overnights**. We'll see you soon!

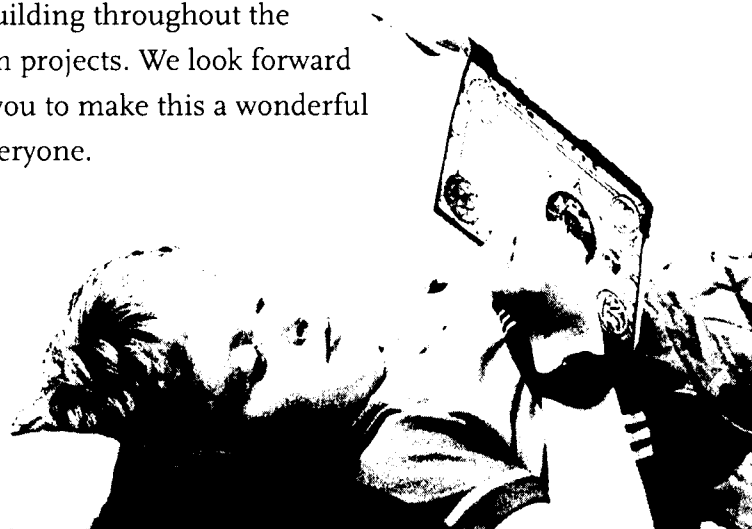
Everyone Join In!

Get ready for a great night. As an adult participant, you are responsible for supervising children at all times. We have found that small groups with two adults work best. Only registered children in grades 1 – 7 and their adult chaperones may attend the overnight. If for any reason you can't attend, contact your organization to find a replacement. The Museum does not grant refunds.

Before the Program

Pre-overnight adult orientations are scheduled at the Museum 2:00 – 4:00 p.m. on the first Saturday of each month. These meetings provide you with detailed information and answer any questions you may have regarding your overnight. A DVD of an actual overnight is available to view on our website: **mos.org/overnights**.

Be prepared to interact positively with the several hundred other people attending the program. Cooperation and flexibility are vital. The Museum Exhibit Halls are open to the public during parts of the overnight, and there will be other visitors attending shows and Museum functions. In addition, there may be staff or contractors working in the building throughout the night on Museum projects. We look forward to working with you to make this a wonderful experience for everyone.



Arrival and Registration

Plan to check in between 5:00 and 6:30 p.m.

Park in the upper levels (2 – 5) of the Museum garage and bring your gear to the ground level. Look for the special entrance in the corner of the garage. Can't find it? Ask a garage attendant or security guard to help direct your group. After you enter, leave your gear in the hallway under your group name and proceed to check-in. At check-in, please be prepared to sign in participants under your care. You will receive a map of the building, a schedule of events, and other information for a safe, successful stay. Overnight staff are available to assist you during the program.

If you arrive after 7:00 p.m., go to the Information Booth in the Museum lobby and ask an information specialist to contact an overnight staff member to check you in.

Program Activities

Your program includes an opening welcome, an instructor-led workshop, hands-on science activities, science demonstrations, and an Omni film (see sample schedule on opposite page). Adults are encouraged to participate in all activities. The Museum is a big place; take some time to explore the exhibits. Please realize that even being here all night, you might not see all the exhibits the Museum has to offer!

What to Bring

Sleeping Gear

Each participant should bring an indoor sleeping bag. Adults who have survived an overnight recommend that you bring an air mattress or foam pad for sleeping on hard, cold floors. Outlets are available for CPAP machines and inflating mattresses. Place all belongings together in one package or bedroll to facilitate storage and access. All your gear should be clearly labeled with your group and individual name to minimize the loss of items. Your gear will be stored in a hallway with the belongings of hundreds of other participants.

Clothing

You'll do a lot of walking, so wear comfortable shoes and clothing. Shoes must be worn at all times. We recommend dressing in layers, as the temperature in the Museum is unpredictable. Participants usually sleep in light clothing.

Water

A water bottle is strongly recommended. Feel free to bring cell phones and cameras. You can take photographs in most areas of the Museum. Participants may wish to bring money to purchase souvenirs and educational items at the Museum Store.

What Not to Bring

Please do not bring tents, cots, hair dryers, curling irons, alarm clocks, electronic toys, games, music, or alcohol.

Exhibit Pass

Every participant receives a pass for one free Exhibit Halls admission and one free Planetarium show on a return visit. In addition, this year participants receive \$10 off the purchase of Museum memberships. As always, each attendee also receives an embroidered souvenir patch.

Transportation

Parking

Participants park in the Museum garage at a reduced rate from 4:00 p.m. until noon the following day. Regular parking rates are charged for additional time. Please note that parking on the ground level of the garage is not permitted. Take a ticket and proceed to the upper levels (2 – 5) to park your car. When you exit the garage, please bring your ticket into the Museum with you.

Public Transportation

The Museum is located diagonally across the street (O'Brien Highway) from the MBTA Green Line Science Park stop, over the Charles River Dam drawbridge. The Museum is also within walking distance of the Charles/MGH stop on the Red Line, Lechmere on the Green Line, and North Station on the Orange and Green Lines as well as the Commuter Rail and Amtrak Downeaster. For more information about public transportation, please visit mbta.com. For detailed directions: mos.org/visitor_info.

Departure

The program ends at 11:00 a.m. Overnight staff are available until this time. Pack and store your gear in your vehicle during the scheduled time before the Museum opens to the public. Please make arrangements for gear, parking, and buses before the overnight staff leave at 11:00 a.m. If you still have energy, stay longer and explore!

Meals

We provide an evening snack and light breakfast. Complimentary tea and coffee are available for adults at designated hours. Participants may bring dinner and eat in the designated picnic area. Dinner may also be purchased at the Riverview Café, open until 6:30 p.m. for overnights. Please allow enough time to complete your dinner before programming begins at 6:45 p.m. Those with special dietary needs are encouraged to bring their own food substitutes. For more information: **617-589-3180**.

Sleeping Spaces

All attendees are assigned a sleeping area in the Museum's Exhibit Halls. One adult from each group must attend a safety tour. Overnight staff review emergency procedures at this time. Please cooperate with the staff to make sure your sleeping area is set up safely.

As for sleep itself, expect about as much as anyone would get at a slumber party with several hundred people lying on a hard, cold floor! Remember that after lights out all participants must remain quietly in their sleeping bags.

Sample Schedule: *Showtimes will vary*

Evening

Arrival and registration

Opening welcome

Hands-on workshop

Snack, activities,
explore Museum

Lightning! presentation*

Set up sleeping space

Lights out

Morning

Wake up

Breakfast

Planetarium show*

Explore Museum

Omni film*

Overnight officially ends

**If any Museum venue is closed, an alternative activity will be provided.*

Basic Rules and Guidelines

Children must be chaperoned at all times.

Participants are not allowed to leave the building except in an emergency.

Smoking is prohibited on Museum property.

Participants may not use or possess alcohol or drugs.

No food is allowed in the Exhibit Halls.

Children in grades 1 – 7 may participate; other children will be sent home.

Access

Please notify your organization and the Overnight Program office prior to the overnight if any member of your group has special needs, or if any adult or child must leave early. Wheelchairs are available. We are better able to accommodate your needs with advance notice.



Emergencies

Building Emergencies

Like other public institutions, the Museum is required to meet fire and emergency standards. Heat and smoke detection systems are installed throughout the Museum. The Museum has consistently met or exceeded safety requirements. The appropriate city officials of Boston and Cambridge are aware of our program. Security guards are on duty throughout the night, touring the Museum regularly. Overnight staff are trained in emergency exit procedures. Some lights are left on all night.

Medical Emergencies

If a medical emergency arises, alert your group's first-aid person and a Museum staff member. Several hospitals are only minutes away. Adults should have the emergency contact phone numbers for all people in their groups.

Family

In the case of a family emergency, please call **617-589-0200**. This number is for emergencies only and is staffed around the clock by security guards. Please make sure that all incoming callers know the participant's full name, leader's name, and organization name.

First-Aid and Medication

You are responsible for bringing first-aid equipment with you. A room with a quiet rest area and a refrigerator for medicine is available. Please bring any medications your group requires and be sure to contact your organization in advance regarding any special medical needs. Neither first-aid staff nor supplies are provided, but your organization may arrange to have a qualified first-aid person present at the overnight.



ECOTARIUM



Night Journey Information Sheet (Please distribute to all chaperones)

I. Choosing a Theme or Work on a Badge (Does not apply to Boys and Girls Night Out)

At least one month prior to your arrival date choose a theme or a badge work program (activities will be tailored to meet partial badge requirements). **Please fill out the theme checklist and send to:**

EcoTarium, Attn: Night Journey Manager, EcoTarium, 222 Harrington Way, Worcester MA 01604.

II. Arrival Information

Our gates will open at 6:00pm. If you are bringing/ordering dinner, arrive at 6:00pm; otherwise arrive at 6:30pm to get ready for the start of the program. The group leader should check in on arrival with the Night Journey senior staff at the Information Desk on the Upper Level of the museum. They will be given the schedule for the evening.

The program starts at 7:00 pm and the museum gate will be locked for the night. The group leader will decide whether to wait for late participants, or to start the program. Once the program begins, no one will be able to enter through the EcoTarium gate.

III. Emergency Contact Information

The group leader should give his/her cell phone number to all chaperones prior to your visit. In the event of an emergency, please call the **group leader** on his/her cell phone. This cell phone number should also be used to contact the leader in case you are running late to ensure that you are able to enter through the museum's gate. *The museum phone is not manned and participants will not be able to get through to anyone by this means.*

IV. Food

Dinner and drinks are not provided. Our "Food for Thought Café" has a variety of vending machines offering a selection of beverages and snacks. You can also have food delivered by a local eatery.

- Road Runner 508-797-0314
- George's Pizza II 508-799-4999
- Papa Gino's 508-792-9313
- Papa John's 508-754-5200

Please have all food delivered by 6:15 pm, and tell the Night Journey staff to ensure there will be someone at the entrance waiting for the delivery. All food should be left in the "Food for Thought Café" located on the Middle Level of the museum. Food and beverages are not allowed anywhere else in the museum.

- Healthy Snacks will be provided for your group at 9:00 pm and consist of Nutri-Grain bars, fruit, animal crackers and water.
- Continental breakfast will be served at 6:30 am and consists of a variety of cereal or instant oatmeal, fruit, blueberry muffins, plain bagels, coffee and juice.

If you have food allergies and have questions please call the Night Journey Manager or if you wish you may bring your own food.

V. Sharing the Museum (does not apply to Boys and Girls Night Out)

We will accommodate up to two groups per night. Each group must have a minimum of 28 people and the two groups combined can not exceed 100 people. Night Journey staff, programs, activities, eating and sleeping areas is not shared between the groups, except for the planetarium show.

Over

VI. Sleeping Arrangements (does not apply to Boys and Girls Night Out)

Approximately 9:00 pm, sleeping areas will be designated. Bring your own tent for sleeping outside between June – September or Sleep “among the exhibits.” on the museum floor.

Please fill out the attached checklist and send it to the Night Journey Manager.

VII. What to Bring

Pajamas, sleeping bags, pillows, air mattresses, (larger than twin size must be shared between two people due to space restraints), light blocking sleeping mask, toothbrush and flashlights. **For safety reasons, some lights will be left on at all times.** Our Night Journey staff does not control the temperature in the building so we suggest dressing in layers. There are bathrooms and sinks, but no showers.

VIII. Bedtime (does not apply to Boys and Girls Night Out)

Bedtime is usually between 10:30 to 11:00 pm. If the group gets a late start with the program then the evening activities will get pushed out and it will be up to the group leader to decide if the evening programs should be shortened or to extend bedtime.

IX. Animal Encounters (may not apply if you have chosen to do work on a badge)

Touching of the animals is not allowed. Our Night Journey staff chooses the animal the evening of the overnight based on the behavior and health conditions of our wildlife. A specific animal can not be guaranteed.

X. Morning Animal Tour

After the continental breakfast, you will be able to see the animals in our outdoor exhibit area. **The tour will take place regardless of the weather, so dress warmly and appropriately for all weather types. Raincoats or winter boots may be required.**

XI. Departure Time

The Program will end at 8:00 am. Everyone is expected to exit the museum grounds no later than 8:30 am, unless prior arrangements have been made for your group. **Note:** An extra charge will apply if a group decides to add day programs before or after their overnight experience. We ask that all belongings be stored in your cars between 8:30 am and 6:15 pm.

XII. Museum Shop

The Museum Shop offers a selection of gifts for all ages, interests, and budgets. Time has been allotted to browse and purchase a memento of your visit. Thursday overnights can shop from 6:00pm to 7:00pm the evening of your overnight. Friday overnights can shop from 8:00am to 8:30am the following morning and Saturday overnights can shop from 6:00pm to 7:00pm the evening of your overnight.

XIII. Chaperone Information and Responsibilities

- Children must be chaperoned at all times by an adult. Ratio is one adult for every ten children.
- Permission to leave the building is required by the Night Journey staff.
- The leader, parent/guardian agrees to assume all responsibility for any injury to persons attending the overnight.
- The leader or parent/guardian also agrees to accept all loss of property and responsibility for damage to the EcoTarium and its contents caused by anyone attending the overnight.
- Smoking is prohibited in the building and there is no consumption of alcohol or use of non-prescription drugs on EcoTarium property. The Night Journey staff has the authority to ask anyone intoxicated, upon arrival or during a Night Journey program, to leave the premises.

Please call ahead to notify Night Journey staff of any prescription medications, special needs or food allergies. We do not offer substitutions for food, but would be glad to discuss our current menu. If you have any ingredient questions for our caterer, we can provide you with their contact information.

If you have additional questions, contact Lisa Bates at (508) 929-2756 or lbates@ecotarium.org.

Updated 3/3/11



Night Journey Check List

Please return completed form one month prior to your arrival date.

Name of Group: _____

Leader's name: _____

Cell phone number: _____ Date of program: _____

Section A: Choose your Theme and One activity within your theme (If you want to work towards a badge skip to section B)

- Astronomy: Mission to Mars egg drop challenge, Telescope viewing*, Make a telescope, Read a star map
Sea Creatures: Dissect a squid, Explore a tide pool, Discover the world of whales inside an inflatable fin whale
Engineering: Take the tree canopy bridge challenge, Engineer a building model
Local Ecology: Investigate ponds*, Collect bugs*, Dissect an owl pellet, Learn to track animals, Take a guided nature walk*
Animal Adaptations: Explore bird beak adaptations, Take the opposable thumb challenge, Play animal sensory games
Scientific Method: A series of science experiments (Night Journey Staff chooses)

All activities with an * are weather permitting. Please choose a second activity by making with a "2".

Section B: Choose your Badge (Do not complete this section if you have completed section A)

- Cub Scouts: Astronomy academic pin, Wildlife Conservation and Science academic pin

Boy Scouts _____ Work towards a merit badge in Astronomy
_____ Space exploration
_____ Insects
_____ Mammal Study and Nature

Brownies _____ Animals
_____ Eco-Explorer
_____ Outdoor Adventure**
_____ Science in Action
_____ Space Explorer
_____ Water Everywhere

Junior Girl Scouts _____ Wildlife**
_____ Earth Connections**
_____ Skysearch

Cadette/Senior/Ambassador Girl Scouts _____ Work towards All about Birds
_____ EcoAction
_____ Space Explorer
_____ Wildlife

All activities with an * are weather permitting. Please choose a second activity by marking with a "2".

All activities with an ** are offered from June - September.

Tailor your badge workshop by telling us which requirements (within the badge) you would like us to help you with?

Section C: Choose your sleeping area:

_____ Bring your own tent to sleep outdoors offered June-September**
_____ Sleep "among the exhibits"

Section D: Does your group have any special needs that we need to know about? (Allergies, medications, learning challenges or other)

Please return completed form one month prior to your arrival date to:

Lisa Bates
lbates@ecotarium.org
Fax #: 508 929 2701
Phone #: 508 929 2756
EcoTarium
222 Harrington Way
Worcester, MA 01604

Updated 2/28/11

Overnights for Youth Groups

Night Journeys: Overnight adventures for schools, scouts and youth groups

Take your class, scout group or youth group on a unique overnight adventure. You'll enjoy a night of exploration around the museum's exhibits, planetarium and grounds. Designed expressly for groups of children ages 6-16, overnights at the EcoTarium are educational, interactive and FUN!

During your Night Journey, you'll...

- See a digital planetarium show
- Meet and learn about a live animal up close
- Explore a variety of exhibits
- Sleep among the exhibits, or camp outdoors on the grounds (outdoor option, June-September)
- Enjoy hands-on activities based on your choice of theme

Choose your activity theme:

Each theme includes a choice of related activities. Group leaders may select from among the activities listed.

- **Astronomy:** Mission to Mars egg drop challenge, telescope viewing*, make a telescope, read star maps.
- **Sea Creatures:** Dissect a squid, explore a tidepool, discover the world of whales inside an inflatable fin whale
- **Engineering:** Take the tree canopy bridge design challenge or engineer a building model
- **Local Ecology:** Investigate ponds*, collect bugs*, dissect an owl pellet, learn to track animals, take a guided nature walk*
- **Animal Adaptations:** Explore bird beak adaptations, take the opposable thumb challenge, play animal sensory games
- **Scientific Method:** Dabble in a series of science experiments

** Weather-dependent, seasonal activities. Thematic activities are substituted as needed.*

Badge Nights for Scout Groups

Scout groups enjoy all the fun and excitement of a Night Journey overnight-- and have the extra option to tailor their activities to meet partial badge requirements. This is an added option. Scout groups may also register for regular Night Journey programming if preferred.

- **Cub Scouts** - Astronomy, Wildlife Conservation and Science Academics Pins
- **Boy Scouts** - Begin work towards merit badges in Astronomy, Space Exploration, Insects, Mammal Study and Nature.
- **Brownies** - Animals, Eco-Explorer, Outdoor Adventurer**, Science in Action, Space Explorer, Water Everywhere
- **Junior Girl Scouts** - Wildlife**, Earth Connections**, SkySearch
- **Cadette/Senior/Ambassador Girl Scouts** - Begin work towards All About Birds, EcoAction, Space Explorer and Wildlife badges.

***June-September*

Girls and Boys Nights Out

Don't have a large scout group? Pre-structured overnight programs are offered twice a year for individual scouts and smaller groups, ages 6 and up.

Astronomy Adventure

Spend a starry night at the EcoTarium. Sleep among the exhibits and enjoy a fun-filled overnight working on an astronomy-themed badge or just learning about the stars and planets. Includes guided activities, digital planetarium space travel and night sky explorations (telescopes if weather permits).

Girls - February 3, 2012

Boys - February 10, 2012

Planning Your Overnight

Night Journeys are offered to groups of 28 or more on Thursday, Friday and Saturday evenings from 6:30 p.m. to 8 a.m.

Cost is \$50 per person, including children and their adult chaperones. At least one chaperone is required for every 10 children. Children must be age 6 or older to participate. Changes to the group number provided at booking must be made two weeks prior to your visit; however, we may not be able to accommodate your change if maximum capacity has been reached. No changes are accepted within two weeks of your visit.

The museum accommodates two groups per night, for a maximum attendance of 100 people. Your group may enjoy some activities with another group.

What to expect: Healthy snacks (Nutri-Grain bars, fruit, animal crackers, water) are served at 9 p.m. Or bring your own. We're up early (6:00 am) for breakfast. (Cereal or instant oatmeal, fruit, muffins, bagels and coffee and juice). We'll be "camping" among the exhibits. All children receive a souvenir EcoTarium patch and a child's ticket for a free visit to the museum.

Be sure to bring your gear:

- Sleeping bags, pillows and (if desired) air mattress
- Tents, if camping outdoors
- Sleepwear
- Warm clothes for a morning outdoor walk
- Water bottle
- Change of clothes
- Flashlight

How to Book Your Overnight Program

For Groups

- Decide on your group size, activity (or badge) selection and whether you're sleeping indoors or outside (outside option, July-September)
- Email us at reservations@ecotarium.org (<mailto:reservations%40ecotarium.org>) or call (508) 929-2703 at least one month in advance.
- If your group has special needs, please let us know your requirements at this time.
- A 50% non-refundable deposit is required at booking. The non-refundable balance is due 2 weeks prior to your visit, along with your final count and theme selection.

- Once you've booked, fill out your theme selection checklist and share the overnight information sheet with your chaperones.
- [Theme Selection Checklist](http://www.ecotarium.org/files/programs/nj-themes.pdf) (<http://www.ecotarium.org/files/programs/nj-themes.pdf>)
- [Overnight Information Sheet](http://www.ecotarium.org/files/programs/nj-infosheet10-10.pdf) (<http://www.ecotarium.org/files/programs/nj-infosheet10-10.pdf>)

For Boys or Girls Nights Out

- To register for a Boys or Girls Night Out, email us at [reservations@ecotarium.org](mailto:reservations%40ecotarium.org) (<mailto:reservations%40ecotarium.org>) or call 508-929-2703.
- Cost is \$50 per person, including children and adult chaperones.
- One chaperone is required for every 10 children.
- Individual scouts must be accompanied by an adult.
- *If minimum event registration is not met, you will be notified in advance of cancellation or rescheduling.*

[Share](http://www.addthis.com/bookmark.php?v=250&pubid=ra-4e330d6715100a3e) (<http://www.addthis.com/bookmark.php?v=250&pubid=ra-4e330d6715100a3e>) | (#) (#) (#) (#)

**CHILDREN'S MUSEUM OF NEW
HAMPSHIRE**



Scout Programs

Get Curious!

Are you looking for a new, affordable, exciting and educational experience for your scouts? The new Children's Museum of New Hampshire, located on the banks of the Cochecho River in Dover, NH, may have just what you're looking for!

An Overnight at the Children's Museum of New Hampshire combines a memorable camping experience with creative learning in a hands-on museum. Campers can experience the arts, science and world cultures through special workshops while enjoying the chance to bunk down for the night amongst the museum's many exhibits. Overnights are held on Friday and Saturday nights based on availability. Call early to book your troop for best selection of dates.

Please review the following descriptions of our programs for scouts, including an "almost" sleepover for the youngest scouts

Night Out at the Children's Museum

for Daisies or Cub Scouts

Minimum/Maximum Number of Participants: 60/120 (including adults)

Experience all the fun and excitement of our popular Overnight program without actually sleeping over.

This evening program, just for Daisies and Cub Scouts, combines three hands-on, exhibit-based workshops with plenty of time for museum exploration and the chance to meet other scouts from around the state! Held from 5:30 - 8:30 pm, participants will also enjoy a pizza dinner and a free pass to return to the museum another day!

Cost: \$19 per scout, \$10 per adult chaperone

Dates Offered: Friday or Saturday evenings during school year - please call for availability

Camping on the Cochecho

for Brownies or Cub Scouts

Minimum/Maximum Number of Participants: 60/90 (including adults)

An Overnight at the Children's Museum of New Hampshire combines a memorable camping experience with creative learning in a hands-on museum. Overlooking the Cochecho River, campers can experience the arts, science and world cultures through special workshops while enjoying the chance to bunk down for the night amongst the museum's many exhibits. This program also includes a scavenger hunt, evening snack, breakfast and a free pass to return to the museum another day!

Cost: \$30 per Brownie or Cub Scout, \$20 per adult chaperone

Dates Offered: Friday or Saturday evenings during school year - please call for availability

Tween Night Out

for Juniors or Boy Scouts

Minimum/Maximum Number of Participants: 60/90 (including adults)

This program is designed with the savvy pre-teen in mind. Three hands-on workshops invite you to express your creativity and challenge yourself as you explore the topics of aerodynamics & flight, world cultures and life on New Hampshire's rivers. The museum provides all activity materials, a flashlight scavenger hunt, evening snack, breakfast and a free pass to return to the museum another day!

Cost: \$30 per Junior or Boy Scout, \$20 per adult chaperone

Date Offered: Friday or Saturday evenings during school year - please call for availability

For more information, call museum offices at (603) 742-2002, and download our Overnight Handbook and Overnight Registration Form



6 Washington St
Dover, NH 03820
603-742-2002

MYSTIC SEAPORT

Anchor Watch Programs

SHARE

Every Anchor Watch participant receives a Mystic Seaport Anchor Watch patch!

While Anchor Watch programs are appropriate for any youth group ages 6-18, some programs allow scouts in particular to obtain certain achievements and/or special badges. Click on the program title below to read a full program description including scout achievements:

- [A Taste of History](#) (program for all youth groups)
- [Navigation, Maps and Compasses](#) (program for Webelos and Cub Scouts)
- [A Sailor's Life](#) (for Boy Scouts 11 yrs. old and up)
- [Destination Outer Space](#) (program for Brownies)
- [Sky Watcher](#) (program for Junior Girl Scouts)
- [Women in History](#) (program for Cadette, Senior, and Ambassador Girl Scouts)
- [Special Late October Programs](#)

Don't forget! Special [planetarium programs](#) for Scouts and other youth groups are also available. Plus, scouts can earn a variety of [Boy Scout](#) or [Girl Scout](#) badges as part of their Anchor Watch experience.

A Taste of History

\$75 per person

[Make a Reservation](#)

The Taste of History program offers a glimpse into what life in 1876 was like. Taking a nighttime tour of the Museum, you learn a little about the town and some of the professions of the locals, spend some time aboard a vessel learning about its purpose and learn a little about life aboard ship as well. The tour is followed up with a pizza snack and a sailor's craft. The craft is based on one of many things that sailor's could have done during the downtimes aboard ship. After a good nights sleep we have breakfast and the rigging climb activity before turning you loose to explore the Seaport for the rest of the day.



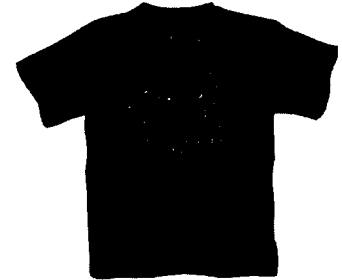
Day 1

- 6:50 - 7:00 p.m. - Meet the Mystic Seaport Staff in the Main (south) parking lot.
- 7:00 p.m. - Program begins with an orientation to the program, Mystic Seaport, and the *Joseph Conrad*.
- 7:30 p.m. - Move on board and practice a fire drill
- 8:00 p.m. - Activity Period #1: Nighttime tour of Museum Grounds
- 8:30 p.m. - Pizza snack!
- 9:00 p.m. - Activity Period #2: Sailor's Craft (scrimshaw or lanyards, age dependent)
- 10:00 p.m. - Lights Out. Sleep aboard the historic square-rigged ship *Joseph Conrad*.

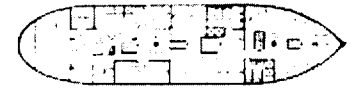
Day 2

- 7:00 a.m. - Reveille, clean ship, stow gear in cars.
- 8:15 a.m. - Breakfast in our Galley Restaurant.
- 9:00 a.m. - Activity Period #3: Rigging Climb (weather permitting) or a sailor's craft, or a full-ship or building tour.

[Reservations](#)
[Preparation Info](#)



[Purchase your own Conrad Overnight t-shirt and cap](#)



[View Conrad Tweendecks Plan](#)



[Download Brochure](#)

TO REGISTER:

Call: 860.572.5322

Or email:

reservations.desk@mysticseaport.org

JOIN NOW!

[Become a member and save on this and other Mystic Seaport programs.](#)

- 9:45 a.m. - Enjoy a day on your own exploring the museum!

You receive a Mystic Seaport Anchor Watch patch for participating in the program.

[Make a Reservation](#)

[Back to Top](#)

Navigation, Maps and Compasses (for Bear, Wolf, and Webelo Scouts)

\$75 per person

[Make a Reservation](#)

Scouts and caretakers explore the world of maps and compasses together! You will get to see and handle many different types of maps and learn how the different parts of the map provide information. We will go over compass parts and show how to use the map and compass together to orientate a map to magnetic north and true north. Later in the evening you and your child get to test your knowledge by naming states on a blank U.S. map and to test your memory by drawing a map of your neighborhood and plotting your way from home to a place you go often. We will also take a walk over to the Mystic River Scale Model to see a 3D map (diorama) first hand. Spend the night aboard historic square rigged ship *Joseph Conrad*. Dine at the Galley Restaurant and participate in the sailor's activity or craft in the morning. After your time with us concludes, enjoy self touring the museum for the rest of the day.

Day 1

- 6:50 - 7:00 p.m. - Meet the Mystic Seaport Staff in the Main (south) parking lot.
- 7:00 p.m. - Program begins with an orientation to the program, Mystic Seaport, and the *Joseph Conrad*.
- 7:30 p.m. - Move on board and practice a fire drill
- 8:00 p.m. - Activity Period #1 - Instructor lead, parent/child classroom exploration of maps, map parts, the compass and compass parts.
- 8:30 p.m. - Pizza snack!
- 9:00 p.m. - Activity Period #2: Visit Scale Model, Scout Badge Activities Belt Loop #3 and Pin #'s 6 & 7
- 10:00 p.m. - Lights Out. Sleep aboard the historic square-rigged ship *Joseph Conrad*.

Day 2

- 7:00 a.m. - Reveille, clean ship, stow gear in cars.
- 8:15 a.m. - Breakfast in our Galley Restaurant.
- 9:00 a.m. - Activity Period #3: Rigging Climb (weather permitting) or a sailors craft, or a full-ship or building tour.
- 9:45 a.m. - Enjoy a day on your own exploring the museum!

Activity Period # 1 covers: **Belt Loop:** #1 -Show how to orient a map. Find three landmarks on the map. #2 - Explain how a compass works. **Pin:** #1 - Define cartography. #5 - Explain the difference between latitude and longitude and show them on a map or globe. #9 - Show how to measure distances, using a scale on a map legend. #12 Explain what the different map colors can mean on a map.

Activity Period #2 covers: **Belt Loop:** #3 - Draw a map of your neighborhood. Label the streets and plot the route you take to get to a place that you often visit. **Pin:** #6 - Draw a compass rose for a map. Label north, south, east, and west. #7 - Study a blank map of the United States of America. Label your state, and the states that share its boundary lines.

You receive a Mystic Seaport Anchor Watch patch for participating in the program.

Mystic Seaport does not provide the belt loop and pin earned.

[Make a Reservation](#)

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A Sailor's Life (for Boy Scouts 11yrs. old and up)

\$80 per person

[Make a Reservation](#)

This program gives older scouts a feel for what being a sailor was like. It includes an hour long program on Celestial Navigation presented in the Planetarium by one of our trained planetarium staff. This is followed by a pizza snack and a hands-on rope making activity. After a good night's sleep aboard the historic 3-masted ship, the *Joseph Conrad*, we will have a buffet style breakfast at the Galley Restaurant. The last activity of the day, weather permitting, will be to climb the ships rigging aboard the *Conrad*. After the conclusion of the program, you are allowed to self tour Mystic Seaport for the remainder of the day.

Day 1

- 6:50 - 7:00 p.m. - Meet the Mystic Seaport Staff in the Main (south) parking lot.
- 7:00 p.m. - Program begins with an orientation to the program, Mystic Seaport, and the *Joseph Conrad*.
- 7:30 p.m. - Move on board and practice a fire drill
- 8:00 p.m. - Activity Period #1: Celestial Navigation
- 9:00 p.m. - Pizza snack!
- 9:30 p.m. - Activity Period #2: Sailor's Craft (making rope)
- 10:00 pm. - Lights Out. Sleep aboard the historic square-rigged ship *Joseph Conrad*.

Day 2

- 7:00 a.m. - Reveille, clean ship, stow gear in cars.
- 8:15 a.m. - Breakfast in our Galley Restaurant.
- 9:00 a.m. - Activity Period #3: Rigging Climb (weather permitting) or a sailors craft, or a full-ship or building tour.
- 9:45 a.m. - Enjoy a day on your own exploring the museum!

You receive a Mystic Seaport Anchor Watch patch for participating in the program.

[Make a Reservation](#)

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Destination Outer Space (for Brownie Scouts)

\$80 per person

[Make a Reservation](#)

Open up a whole new world. Come explore the stars while earning credit towards your Space Explorer Try-It. Stargazing happens during a half hour to 45 minute planetarium show. Afterward, if we have a clear night sky, we can put some of what you just learned to use and see if we can find some of the constellations on our walk back to our classroom space for pizza! After snack, we will make our own constellations, and make or draw and explore space outfits. In the morning, we will make a simple sundial and keep track of time using shadows, have breakfast, and climb the ship's rigging. This is a far out experience for kids and adults alike. After your time with us concludes, enjoy self touring the museum for the rest of the day.

Day 1

- 6:50 - 7:00 p.m. - Meet the Mystic Seaport Staff in the Main (south) parking lot.

- 7:00 p.m. - Program begins with an orientation to the program, Mystic Seaport, and the *Joseph Conrad*.
- 7:30 p.m. - Move on board and practice a fire drill
- 8:00 p.m. - Activity Period #1: Planetarium Presentation
- 8:30 p.m. - Pizza snack!
- 9:00 p.m. - Activity Period #2: Scout Craft Activities - Ready, Set, Jet, and Star Maker
- 10 pm. Lights Out. Sleep aboard the historic square-rigged ship *Joseph Conrad*.

Day 2

- 7:00 a.m. - Reveille, clean ship, stow gear in cars.
- 8:15 a.m. - Breakfast in our Galley Restaurant.
- 9:00 a.m. - Activity Period #3: Rigging Climb (weather permitting) or a sailors craft, or a full-ship or building tour.
- 9:45 a.m. - Enjoy a day on your own exploring the museum!

This program covers Space Explorer Try-It parts: #1 The Night Sky (not the star map portion) #3 Ready, Set, Jet! #4 Shadow Time #5 Star Maker

The program does not cover #2 The Moon, because this needs to take place over many weeks.

You receive a Mystic Seaport Anchor Watch patch for participating in the program.

[Make a Reservation](#)

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Sky Watcher (for Junior Girl Scouts)

\$80 per person

[Make a Reservation](#)

Explore the "world" above! Come explore space, and earn credit towards your Sky Search Badge. Spend 45 minutes to an hour in the planetarium learning about constellation, planets, the North Star, meteors, and the moon. Following the planetarium show, enjoy a pizza snack, followed by news of what man is doing in space this very night. Before bed, hear a nighttime story or two about the stars. Spend the night aboard historic square-rigged ship *Joseph Conrad*. Dine at the Galley Restaurant and participate in the sailor's activity or craft in the morning. After your time with us concludes, enjoy self touring the Museum for the rest of the day.

Day 1

- 6:50 - 7:00 p.m. - Meet the Mystic Seaport Staff in the Main (south) parking lot.
- 7:00 p.m. - Program begins with an orientation to the program, Mystic Seaport, and the *Joseph Conrad*.
- 7:30 p.m. - Move on board and practice a fire drill
- 8:00 p.m. - Activity Period #1: Planetarium Presentation
- 8:30 p.m. - Pizza snack!
- 9:00 p.m. - Activity Period #2: Scout Patch Activity
- 10:00 p.m. Lights Out. Sleep aboard the historic square-rigged ship *Joseph Conrad*.

Day 2

- 7:00 a.m. - Reveille, clean ship, stow gear in cars.
- 8:15 a.m. - Breakfast in our Galley Restaurant.
- 9:00 a.m. - Activity Period #3: Rigging Climb (weather permitting) or a sailors craft, or a full-ship or building tour.
- 9:45 a.m. - Enjoy a day on your own exploring the museum!

Scouts may earn this badge by completing six of the following requirements: #2 Learn to identify at least 5 constellations. #3 Locate the North Star. How has it been used for navigation throughout history? Find two constellations using the North Star. #4 Which of the 9 (8) planets are visible to the naked eye. Try to locate one. #5 Learn two or more stories from ancient cultures that were used to explain what they saw in the sky. # 7 Learn about the moon, its phases, age, and names of features. #8 Learn about meteors, meteorites meteor showers, and comets. #10 Learn about a current space mission.

You receive a Mystic Seaport Anchor Watch patch for participating in the program. The Seaport does not provide the Sky Search Patch.

[Make a Reservation](#)

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Special Late October Programs*

\$75 per person

[Make a Reservation](#)

During the month of October, the Anchor Watch Program shares the grounds with the Sights & Frights event (read all about it [here](#)). The Museum is transformed into a jack-o-lantern lighted place. Bring your flashlights for this one! We will be attending a planetarium show, or taking a quiet stroll through the Museum festooned for Sights & Frights. After the festivities, enjoy a pizza snack and make a sailor's craft. After a good night's sleep, the sun comes up to illuminate the world that was in shadows last night. We will have breakfast followed by the morning rigging climb activity. After your time with us concludes, enjoy self touring the Museum for the rest of the day.

Day 1

- 6:50 - 7:00 p.m. - Meet the Mystic Seaport Staff in the Main (south) parking lot.
- 7:00 p.m. - Program begins with an orientation to the program, Mystic Seaport, and the *Joseph Conrad*.
- 7:30 p.m. - Move on board and practice a fire drill
- 8:00 p.m. - Activity Period #1: Evening Tour or Planetarium Presentation
- 8:30 p.m. - Pizza snack!
- 9:00 p.m. - Activity Period #2: Sailor's Craft - Making Lanyards
- 10 pm. Lights Out. Sleep aboard the historic square-rigged ship *Joseph Conrad*.

Day 2

- 7:00 a.m. - Reveille, clean ship, stow gear in cars.
- 8:15 a.m. - Breakfast in our Galley Restaurant.
- 9:00 a.m. - Activity Period #3: Rigging Climb (weather permitting) or a sailor's craft, or a full-ship or building tour.
- 9:45 a.m. - Enjoy a day on your own exploring the museum!

*We work in cooperation with the Sights & Frights staff to ensure that both programs run smoothly. For our part, we will be indoors for the evening, and when necessary for us to move from place to place, we are as quiet as possible while outside. There is the possibility of hearing loud noises and screams, as well as possibly seeing people moving through the night. We do not recommend coming during this time if you are traveling with young kids (6, 7, and 8 year olds).

You receive a Mystic Seaport Anchor Watch patch for participating in the program.

[Make a Reservation](#)

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Women in History (for Cadette, Senior and Ambassador Girl Scouts)

\$75 per person

[Make a Reservation](#)

Take a look into the past with this program. You will get a feel for what it was like to be a late era Victorian women. During the evening one of our role players will provide a performance for you entitled "Dressing the Victorian Women." You will find out the many layers required in proper dress and a little about proper etiquette at the time. We will follow that performance with a modern day pizza snack. Afterward, you will make a special sailor's craft. The evening wraps up and you head of to the *Joseph Conrad* for a good night's sleep. We will have breakfast followed by the morning rigging climb activity. After your time with us concludes, enjoy self touring the Museum for the rest of the day.



Day 1

- 7:00 p.m. - Arrival
- 7:10 - 7:30pm - Orientation to Mystic Seaport, Program, and *Joseph Conrad*
- 7:30 - 8:00pm - Move on board and practice a fire drill
- 8:00 - 8:40pm - Role Player - Women in History
- 8:40 - 9:00pm - Pizza Snack
- 9:00 - 9:30ish - Craft
- 9:45ish - Bedtime

Day 2

- 7:00 a.m. - Wake up, clean up and stow gear in cars
- 8:15 a.m. - Breakfast
- 9:00 a.m. - Climbing the rigging (weather permitting), or a sailor's craft, or a full-ship or building tour.

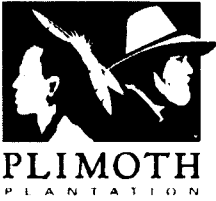
* This program covers a part of Women Through Time Project Award. It is the Career Exploration #1. It reads "Interview someone who works in a field that deals with women's history: for example, a research librarian, an archivist, a costume maker, an author or journalist, or a women's studies teacher. Find out what she likes about her job and how she sees it connecting the past with the present and future." You will have a chance to ask questions of our role player. She has spent a lot of time researching women's issues of the past, developing her character and the proper etiquette, manor and dress for her performance.

You receive a Mystic Seaport Anchor Watch patch for participating in the program.

[Make a Reservation](#)

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PLIMOUTH PLANTATION



Wampanoag Overnights at Plimoth Plantation

Thank you for choosing Plimoth Plantation for your overnight. We are excited that you'll be exploring the cultures of the Wampanoag and other Native People!

Here's your chance to learn, create, and play while learning about Native culture with a Native person! The Wampanoag and other Native People consider everything from Mother Earth a gift, and believe that the connectivity and balance of all living things is very important. Kids will pass around reproduction artifacts such as stone tools, arrows, a quiver, wooden utensils, deerskin clothing, and traditional hand-twined bags made from plant fibers. The 17th-century Wampanoag cooked in clay pots. After making their own traditional clay pots, the group will play Hubbub, a fun and lively game which was originally a way to gamble! After breaking into groups, the competition will be won by the person with the most sticks at the end!

You might be wondering...

What time do we arrive and where do we go?

Arrival time is between 2:00 PM and 4:30 PM, unless otherwise arranged by your group leader. After checking in at the Visitor Center your group will have until 4:30 PM to explore the museum's sites at your own pace. Scheduled activities begin at 4:30 PM when you meet your overnight teacher in the entrance hall of the Visitor Center.

Please do not unload your luggage until your museum teacher asks you to do so.

Who is conducting the overnight?

All of Plimoth Plantation's museum teachers are experience educators who have been CORI checked. Most have interpreted on the Wampanoag Homesite.

Should I bring any food?

Dinner and breakfast are provided (see next page for menus) but you are welcome to bring an evening snack. Those with food allergies are welcome to bring supplemental food.

Where will we be sleeping?

On the floor! Your group will be assigned a room/rooms in the museum's Visitor Center or Accomack building. Please remember to bring a sleeping bag, sleeping pad, or blankets. Air mattresses are welcome, space permitting. An overnight host will be on site all night.

Will there be other overnight groups there?

It is likely that there will be other activities at the museum. If there is another overnight group, they will be doing a separate program, but may be sharing dining facilities.

What should we bring with us?

Please see the suggested packing list on the reverse.

Chaperones, please note: No alcoholic beverages will be permitted.

We look forward to seeing you soon! For more information, contact us via telephone or email.

\$ 55/pp

Here's what you get...

- Two days paid admission
- An evening of hands-on educational activities
- A Traditional Wampanoag Meal for dinner and a modern breakfast
- A unique museum experience you won't forget!

Museum sites:

- Wampanoag Homesite
- 17th-Century English Village
- Craft Center
- Nye Barn
- *Mayflower II* (located 2.5 miles north)

www.plimoth.org

P.O. Box 1620
Plymouth, MA 02362

tel 508 -746 -1622 ext. 8359
fax 508-830-6022

programservices@plimoth.org

Smithsonian Institution
Affiliations Program



Dinner Menu

Corn Bread with Butter

Dried Berries

Venison Stew

Naussamp
(Cornmeal Pudding)
with Raspberries,
Blueberries, and
Strawberries

Sliced Turkey

Summer Squash

Mint Tea

*Your group's
coordinator will have a
complete list of
ingredients*

Breakfast Menu

Cold Cereal

Assorted Fruit

Bagels
with Cream Cheese
or Butter

Orange Juice

Milk

Coffee

Wampanoag Overnight: Schedule of Events

Day One

- 2:00 – 4:30 PM Self-guided exploration of the museum
- 4:30 PM Meet your teacher in the Visitor Center Courtyard. He or she will greet and orient you, then direct you to unload your belongings. If the group has free time after unpacking, you may visit the Nye Barn or the Visitor Center exhibits.
- 5:30 PM Traditional Wampanoag Meal
- 6:30 – 8:30 PM Evening Program Activities
- Explore Wampanoag artifacts, tools, and way of life
 - Make a traditional clay pot
 - Hubbub Competition (a traditional Wampanoag game!)
- 9:00 PM Get ready for bed, lights out at the discretion of the leader

Day Two

- 7:00 AM Wake-up and load vehicles
- 8:00 AM Breakfast
- 8:30 AM Say good-bye to your program host
- 8:30 – 9:30 AM Free time (The Nye Barn and Visitor Center indoor exhibits are available at this time, or the group may play outside.)

Your group has the rest of the day to enjoy our sites.

Opening Times

- 9:00 AM *Mayflower II* and Waterfront Museum Shop
- 9:00 AM Craft Center and Craft Center Museum Shop
- 9:30 AM The Wampanoag Homesite
- 9:30 AM The 17th-Century English Village
- 10:00 AM The Museum Shops in the Visitor Center

What Should I Bring?

- Sleeping bag or blankets and a pillow. Sleeping pad or air mattresses are optional.
- Weather-appropriate clothing (for 2 days): rain gear, jacket or coat, sturdy shoes, pajamas
- Toiletries – *Remember: there are bathrooms here, but no showers!*
- Optional: camera, flashlight, and money for the gift shops



Colonial Overnights at Plimoth Plantation

Thank you for choosing Plimoth Plantation for your overnight. We are excited that you'll be exploring the past with us!

Here's your chance to do some of the things that Plymouth children might have done: explore a colonial house and colonial clothing, eat 17th-century foods (better than you think!), write with a quill pen, and play historic games.

You might be wondering...

What time do we arrive and where do we go?

Arrival time is between 2:00 PM and 5:00 PM, unless otherwise arranged by your group leader.

After checking in at the Visitor Center your group will have until 5:00 PM to explore the museum's sites at your own pace. Scheduled activities begin at 5:00 PM when you meet your overnight teacher in the entrance hall of the Visitor Center.

Please do not unload your luggage until your museum teacher asks you to do so.

Who is conducting the overnight?

All of Plimoth Plantation's museum teachers are experience educators who have been CORI checked. Most are also role players in our 17th-Century English Village.

Should I bring any food?

Dinner and breakfast are provided (see next page for menus) but you are welcome to bring an evening snack. Those with food allergies are welcome to bring supplemental food.

Where will we be sleeping?

On the floor! Your group will be assigned a room/rooms in the museum's Visitor Center or Accomack building. Please remember to bring a sleeping bag, sleeping pad, or blankets. Air mattresses are welcome, space permitting. An overnight host will be on site all night.

Will there be other overnight groups there?

It is likely that there will be other activities at the museum. If there is another overnight group, they will be doing a separate program, but may be sharing dining facilities.

What should we bring with us?

Participants should bring their imaginations and willingness to travel back to the 17th century! Please also see the suggested packing list on the next page.

Chaperones, please note: No alcoholic beverages will be permitted.

We look forward to seeing you soon!

For more information, contact us via telephone or email.

Here's what you get...

- Two days paid admission
- An evening of hands-on educational activities
- A 17th-century style dinner and a modern breakfast
- A unique museum experience you won't forget!

Museum sites:

- Wampanoag Homesite
- 17th-Century English Village
- Craft Center
- Nye Barn
- *Mayflower II* (located 2.5 miles north)

www.plimoth.org

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Smithsonian Institution
Affiliations Program

\$55/pp



Colonial Overnight: Schedule of Events

Dinner Menu

Cheate Bread with Butter
A Sallet of Carrots
Roast Turkey
with sauce
Shrewsbury Cakes
Charger of
Fruit and Cheese
Apple Cider and Water

*Your group's
coordinator will have a
complete list of
ingredients*

Breakfast Menu

Cold Cereal
Assorted Fruit
Bagels
with Cream Cheese
or Butter
Orange Juice
Milk
Coffee

Day One

- 2:00 – 5:00 PM Self-guided exploration of the museum
- 5:00 PM Meet your teacher in the Visitor Center. He or she will direct you to unload your belongings.
- 5:30 PM 17th-Century Colonial Dinner
- 6:30 – 8:30 PM Evening Program Activities
- Writing with Quill and Ink
 - Dressing Up in 17th-Century Clothing
 - 17th-Century Games
 - Discovery House
- 9:00 PM Get ready for bed, lights out at the discretion of the leader

Day Two

- 7:00 AM Wake-up and load vehicles
- 8:00 AM Breakfast
- 8:30 AM Say good-bye to your program host
- 8:30 – 9:30 AM Free time (The Nye Barn and Visitor Center indoor exhibits are available at this time, or the group may play outside.)

Your group has the rest of the day to enjoy our sites.

Opening Times

- 9:00 AM *Mayflower II* and Waterfront Museum Shop
- 9:00 AM Craft Center and Craft Center Museum Shop
- 9:30 AM The Wampanoag Homesite
- 9:30 AM The 17th-Century English Village
- 10:00 AM The Museum Shops in the Visitor Center

What Should I Bring?

- Sleeping bag or blankets and a pillow. Sleeping pad or air mattresses are optional.
- Weather-appropriate clothing (for 2 days): rain gear, jacket or coat, sturdy shoes, pajamas
- Toiletries – *Remember: there are bathrooms here, but no showers!*
- Optional: camera, flashlight, and money for the gift shops