

## Experience a scouting adventure at the Delaware Museum of Natural History!

Discover dinosaurs from millions of years ago, examine exotic wildlife from around the world, and search for sea life from the Great Barrier Reef. Expert guides use the Museum's exciting exhibits, outdoor nature trail, and expansive animal collections to lead scouts on hands-on journeys of exploration.

These programs are open to Boy Scouts, Cub Scouts, and Brownie and Junior Girl Scouts, and each is specially designed for troops and packs to explore the natural world while meeting patch and badge requirements:

**Scout Saturdays** – Experience tours, activities, crafts, and demonstrations just for scouts on a Saturday of your choice any time of the year.

**Overnights** – A full evening of activities include a tour, craft, nature film, free time, and snack. Slumber in the galleries before waking up for breakfast the next morning.

**Late Nights** – Stay late instead of overnight with this three-hour program held after hours.

**Boy Scout Badge Workshops** – Work towards merit badges in a fun and unique environment with a certified merit badge counselor.



## Boy Scout Badge Workshops

Under the direction of our merit badge counselor, scouts can complete most of the requirements for merit badges that emphasize the natural world. The prerequisites for each badge must be completed at home and submitted to the merit badge counselor on the day of the workshop for approval or afterwards via mail or e-mail. Please note that the Museum does not provide the actual badges.

### **Insect Study:**

October 8, 2011 or February 4, 2012; 1 – 3 p.m.  
Prerequisites: 4a, 4b, and 7

### **Mammal Study:**

October 15, 2011 or February 18, 2012; 1 – 3 p.m.  
Prerequisite: 5

### **Reptile and Amphibian Study:**

November 5, 2011 or March 3, 2012; 1 – 3 p.m.  
Prerequisites: 2, 4, and 8a or 8b

### **Nature:**

November 19, 2011 or March 17, 2012; 1 – 3 p.m.  
Prerequisite: 4

### **Bird Study:**

December 3, 2011 or April 7, 2012; 1 – 3 p.m.  
Prerequisites: 7b1, 7b2, 7b3, and 8

### **Environmental Science (Eagle Scout Requirement):**

December 17, 2011 or May 5, 2012; 1 – 5 p.m.  
Prerequisites: 3e1, 3f1, and 4a

*Interested in a different date? Schedule your own program if you have seven to 15 scouts in your troop.*

**Cost:** \$15 per scout (\$30 for Environmental Science); \$7 per adult.

# Scout Programs 2011–2012

Cub Scouts, Boy Scouts, and Brownie and Junior Girl Scouts welcome!



**Scout Programs 2011–2012**  
Overnights • Late Nights • Scout Saturdays  
Boy Scout Badge Workshops

## Cub Scout Saturdays

Cub Scouts at the Tiger, Wolf, Bear, and Webelo ranks can learn about the natural world up-close while working toward a badge.

Touch real specimens, learn about animal habitats, explore the environment, and ask lots of questions! Some programs take place both inside the Museum and outside on our nature trail, so scouts should dress appropriately for the weather – rain or shine. Please note that the Museum does not provide the actual badges.

Dens have a choice of the following topics:

### Tiger Badge:

Basic Nature Electives

### Wolf Badge Options:

Be an Artist  
Growing Something  
Start a Collection  
Your Living World

### Bear Badge Options:

Nature Crafts  
Weather

### Sharing Your World With Wildlife Options:

Take Care of Your Planet  
Art  
Water and Soil Conservation

### Webelo Badge Options:

Geologist  
Forester  
Artist  
Naturalist  
Engineering

**Time:** Choose 10 – 11:30 a.m. or 1 – 2:30 p.m.

**Cost:** \$10 per scout; \$7 per adult

## Blue and Gold Banquets

One of the biggest events in a Cub Scout pack each year is the annual Blue and Gold Banquet. We offer three exciting programs that can be brought to your event and are packed with live animals and amazing Museum specimens:

Reptiles and Amphibians  
Creepy Crawlies  
Endangered Species

Each program lasts approximately one hour and costs \$250.

## Girl Scout Saturdays

Come and use all your senses to explore the natural world! Brownie and Junior Girl Scouts can work towards their try-its and badges at the Museum.

Programs take place both inside the Museum and outside on our nature trail, so scouts should dress appropriately for the weather – rain or shine. Please note that the Museum does not provide the actual badges.

Groups can choose from the following topics:

### Brownie Try-It Options:

Plants  
Senses  
Earth and Sky  
Outdoor Adventurer

### Junior Badge Options:

Weather Watch  
Outdoor Creativity  
Earth Connections  
Science Sleuth

**Time:** Choose 10 – 11:30 a.m. or 1 – 2:30 p.m.

**Cost:** \$10 per scout;  
\$7 per adult



## Scout Overnights

Spend a night at the Museum and slumber near the dinosaurs, shell gallery, or African watering hole. Scouts tour exhibits and participate in crafts and activities during the evening while working toward a designated badge within a specific theme (see below). Enjoy an evening snack and watch a nature film before changing into pajamas for “lights out” at 10 p.m. A light breakfast is provided.

### Girl Scout Overnight Badges

#### Brownies:

Animals; Hobbies; Eco Explorers; Science in Action

#### Juniors:

Wildlife; Collecting Hobbies; Water Wonders

Space Explorers (Brownies) and Sky Search (Juniors) are available from October through February only.

### Cub Scout Overnight Themes

Choose a theme for the whole pack while working toward specific badges in different ranks.

#### Birds:

Wolf (Birds), Bear (Sharing Your World with Wildlife), Webelo (Naturalist)

#### Conservation:

Wolf (Your Living World), Bear (Water and Soil Conservation)

#### Nature:

Bear (Sharing Your World with Wildlife), Webelo (Naturalist)

#### Collecting:

Wolf (Start a Collection), Bear (Collecting Things)

#### Protecting Terra:

Wolf (Your Living World), Bear (Take Care of Your Planet), Webelo (Naturalist and Engineer)

#### The Artistic Scout:

Wolf (Be an Artist), Bear (Art), Webelo (Artist)

*Tigers have mixed electives and can participate in any program.*

**Time:** 6 p.m. – 8 a.m.

**Cost:** \$35 per scout; \$10 per adult. Minimum total cost of \$450.

## Late Nights

Unable to spend the night? Stay after hours for a Late Night. These three-hour programs include the same evening activities as the Overnights but without the sleepover. The Late Night themes are the same as for Overnights. An evening snack is provided.

**Time:** 6 – 9 p.m.

**Cost:** \$15 per scout; \$5 per adult. Minimum total cost of \$225.



## REGISTRATION

Spaces are limited! To register for an Overnight, Late Night, Scout Saturday, or Boy Scout Workshop, please contact the Programs Coordinator at 302-658-9111, ext. 328, or [vlong@delmnh.org](mailto:vlong@delmnh.org).

Registration is required with payment 30 days in advance for Overnights, Late Nights, and Scout Saturdays and one week in advance for Boy Scout Badge Workshops.

For Scout Saturdays and Workshops, there is a minimum of seven and maximum of 15 scouts (may be in combination with other groups). To maximize scout participation in the programs, **no more than one adult per five scouts may attend**. Other adults are welcome to stay and enjoy the Museum exhibits with paid admission or proof of membership.