



## MUSEUM PROGRAMS FOR SCOUT REQUIREMENTS

See starred items that are Scout-Museum compatible!



### BEAR ADVENTURES

#### I. Bear Adventure: Paws for Action

**\*1. Find out about where places of historical interest are located in or near our community, town, or city. Go and visit one of them with your family or den.**

**\*MUSEUM-SPECIFIC ACTIVITIES** - The Museum building is on the National Historic Register as a historic site to visit. With its griffin statue, interesting architecture, and an expansive lawn, there is plenty to look at to fulfill badge requirements.

- **"Art in Artifacts & Architecture"** program: tour the historic METC building, inside & out. Learn about how this 1899 building has undergone changes in appearance & purpose. Take home part of the building & community through stencil crafts & rubbings.

#### II. Baloo the Builder

**\*1. Discover which hand tools are the best ones to have in your toolbox. Learn the rules for using these tools safely. Practice with at least four of these tools before beginning a project..**

**\*2. Select, plan and define the materials for a project.**

**\*3. Assemble your materials, and build one fun project using wood.**

4. Apply a finish to one of our wood projects.

**\*MUSEUM-SPECIFIC ACTIVITIES** - The Museum displays tools that young boys used in Early American times. Scouts have close examination of tools while learning the history of the tools.

- **"Tools for Fixing & Building"** program: Learn about the proper use of tools through hands-on practice and make a creative wood project to take home.

### **III. Bear Picnic Basket**

- \*1. Create your own Bear cookbook using at least five recipes you can cook or prepare either on your own or with some adult help. You should include one recipe for a breakfast item, one for lunch, and one for dinner, and two recipes for nutritious snacks.**
- \*2. Prepare for cooking by explaining the importance of planning, tool selection, and cooking safety.**

**\*MUSEUM-SPECIFIC ACTIVITIES - The Museum displays artifacts that were used for cooking in Early American times. Examine Early American cooking and food preparation artifacts to determine how they worked, what they were used for, and what they tell us about cooking practices 200 years ago.**

- **"What's Cookin'?"** program: Examine Early American cooking and food preparation artifacts and make a cookbook to take home.

### **IV. Marble Madness**

- \*1. Discuss the history of marbles, such as where and when the game began. Talk about the different sizes of marbles and what they are used for.**
- \*2. Learn about three different marble games and play the games.**
- \*3. Learn specific words that are used when talking about marbles. Tell what each of the words means and how it relates to playing marbles.**
- \*4. Make a marble bag to hold marbles.**
- \*5. Create your own game using marbles, and design rules for playing the game. Share the game you created with your den, family, or friends. Explain the rules and how to play the game.**

**\*MUSEUM-SPECIFIC ACTIVITIES - The Museum displays toys & games that were played in Early American times. See a demonstration of toys, play with replicas & make a set of marbles to take home.**

- **"Playing with the Past"** program: Learn how Early American children had to make their own toys from objects they found, play with replicas of Early American toys, create a set of marbles & burlap pouch to take home.

### **TO SIGN UP FOR A PROGRAM:**

- Contact Curator of Education Meg Wastie  
973-377-2982, x12  
schools@metc.org
- Select the date you would like to visit the Museum (programs can be scheduled to match your regular meeting dates & times; some weekend scheduling is available)
- Select the time you would like to arrive at the Museum (programs are 1 1/2 hrs. long)
- Program pricing: \$10 per Scout/Minimum 10 Scouts. No fee for leaders/chaperones.