



MUSEUM PROGRAMS FOR SCOUT REQUIREMENTS

See starred items that are Scout-Museum compatible!



WOLF ADVENTURES

I. Council Fire

1. Participate in a flag ceremony, and learn how to properly care for and fold the flag.
 2. Work with your den to develop a den duty chart, and perform these tasks for one month.
 - *3. Learn about the changes in your community, and create a project to show your den how the community has changed.**
 4. Select one issue in your community, and present to your den your ideas for a solution to the problem.
 5. Work together on a community service project.
 - *6. Talk to a military veteran, law enforcement officer, member of the fire department, or someone else who works for the community. After your talk, write a short thank you note.**
 - *7. Learn about the three R's of recycling: reduce, reuse, & recycle. Discover a way to do each of these at home, at school, or in your community. Create a den project from recyclables for a pack meeting**
- *MUSEUM-SPECIFIC ACTIVITIES - The Museum building and grounds are a wonderful environment for learning about buildings & community. 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.
 - **"Here's Lookin' at You"** program: learn about community services for the blind, make wacky glasses, and donate glasses to a representative from New Eyes for the Needy.
 - **"A Child's Life in Early America"** program: learn about the life style of children 200 years ago & how recycling was a part of the lifestyle, make crafts from recycled objects.

II. Wolf Adventure: Running With the Pack

***1. Play a sport of game with your den or family, and show good sportsmanship.**

***MUSEUM-SPECIFIC ACTIVITIES - The Museum displays artifacts that young boys played with in Early American times. Scouts can play with toy replicas while learning the history of the toys.**

- "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 & decorate a toy to take home.

III. Code of the Wolf

1. Make a game with simple materials; require math to keep score.

***2. Do five activities at home, at school, or in your den [or at the Museum!] that use mathematics, and then explain to your den how you used everyday math.**

*** 3. Measure the height of everyone in the group and see who takes more steps to walk 100 feet.**

*** 4. Use a secret code using numbers to send a message to one of your friends or your den leader. Have that person send a message back to you using the same code.**

***MUSEUM-SPECIFIC ACTIVITIES - The Museum displays artifacts that were designed and used to create standard measurements. Many of these measuring devices are somewhat mysterious to us today. Scouts can "decode" these objects through hands-on examination & use them to solve math & measuring problems.**

- "Measuring Tools of Early Trades" program: Learn the importance of standard measuring & make a measuring device to take home.
- "Decoding the Past" program: Examine a variety of artifacts from the Museum's collection to determine what these objects were & what they were used for. Make a secret code book.

IV. Collections and Hobbies

***1. Begin a collection of at least 10 items that all have something in common. Label the items and title your collection.**

***2. Visit a museum that displays different collections.**

***MUSEUM-SPECIFIC ACTIVITIES - The Museum is a repository of collections. Learn about why people collect, and create a Museum exhibit for the public to see.**

- Tour the Museum's exhibits to learn about how the Museum started from one family's collection.
- Bring your collections to the Museum to create a mini-exhibit for the public.

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.