

Cub Scout Programs!





Earn your badges through fun, hands-on museum workshops, or stay the night!

MAKING MY FAMILY SPECIAL

Visit our galleries and discover how family life and life for children was the same and different on Long Island in the 1800s - especially if you lived on a ship! Touch artifacts and create your own historical -style toy to take home. Learn about and play some of the games that children in the past have enjoyed.

(1G Go See It Activity)

MAP & COMPASS

It's map time! Try making a compass with a magnet and pin. Learn how to use a compass and go on a simple compass course around the museum - what will you find? Go home with your own compass design on a necklace. 3rd grade and up.

SCIENCE

Learn about amazing ocean creatures, and have a blast with gooey scientific experiments! Try planting a seed, identifying rocks - everything you need to get your science badge.

ART

Have fun making handmade recycled paper out of newspaper, learning simple printmaking techniques with foam, exploring our collections, and mixing colors. Have an opportunity to display any flat artwork from the workshop in our museum to share with our visitors!

AMERICAN INDIAN LORE

Touch real arrowheads and see our Native American oil lamp. Learn about the Matinecock Native American communities of Long Islandand and create an arrowhead necklace or keychain to take home.

THE PAST IS EXCITING AND IMPORTANT

Find out about the important whaling history behind many of our Long Island communities. Touch nautical artifacts, see our whaleboat, watch a whaling film, and try your own hand at carving scrimshaw!

OTHER HISTORICAL CRAFTS & WORKSHOPS

- LIGHTHOUSES Learn about lighthouses around the world, see how their lens work, and grab a compass to become a travelling explorer around the museum. Try out the job of a lighthouse keeper and create your own lighthouse that really flickers. 3rd grade and up.
- SHIP IN A BOTTLE Create the maritime craft of ship-in-a-bottle, the classic hobby of sailors at sea. We'll show you how the craft started with examples from our collection, and learn how to create a kid-friendly version. Scouts bring label-free, wide-mouthed jars (such as a pasta sauce jar). We'll supply all the rest! 1st grade and up.
- SCRIMSHAW Learn the art of carving and inscribing your own scrimshaw, just like the American folk art that whalers used to do with whale teeth while at sea. Touch examples from our collection before carving your own piece. Our most popular craft through the years! 1st grade and up.
- SAILOR'S VALENTINES Learn about classifying and identifying beautiful shell shapes, meet a hermit crab, and create an 1800's-style shell mosaic to take home, which sailors used to bring home for their loved ones. 1st grade and up.

PROGRAM DETAILS

Length Programs run 1½ hours long

Cost \$10 scout; Adults free

Take-Homes Every program includes a take-home craft.

Minimum Weekday: 10 scouts (\$100 minimum); Weekend 20 scouts (\$200 minimum).

Siblings in appropriate age range may join.

Deposit 50% deposit due at time of booking by cash, credit card (over the phone accepted), or check to The Whaling Museum. Balance due day of program.

Scheduling Bookings occur on an individual basis. Call for availability. **Date Switches** May switch date one time at least 4 weeks before the date. Second switch or no-shows lose deposit. Scheduling changes not accepted after 4 weeks. Please understand we arrange for staffing and order materials in advance.

BOOKINGS

Katie Kelly, Business Manager | 631.367.3418 x10 kkelly@cshwhalingmuseum.org

OVERNIGHTS!

Enjoy an unforgettable evening in the museum!

Badge Activities | Film | Snacks

Breakfast | Crafts

Website for details: cshwhalingmuseum.org