



Girl Scout Programs



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

BROWNIE BADGES

- **Senses** Explore your senses of touch, smell, sound, sight, and taste. Look around in our scavenger hunt, touch a whale earbone, test your own hearing, and match up scents, and other games for a sense-ational good time.
- **Wonders of Water** Join us under the sea to learn about incredible life underwater. Understand the water cycle, see how fresh and salt water densities are different, and learn about aquatic animal adaptations.
- **Save Water** Oil is a part of our lives in many ways. Devise a way to clean up an oil spill and clean oiled feathers, and learn ways to keep our environment clean!
- **Home Scientist** Roll up your sleeves for hands-on science experiments - see what's bubbling in our workshop, create your own sticky slime that you can stretch, and learn why different things sink and float in density activities.
- **Bugs** Explore the wild world of bugs! Create an insect craft, meet a friendly live bug, learn the parts of an insect, and contrast a bug's exoskeleton to a whale's giant bones. During warm-weather months, we will go on a bug hunt.
- **Household Elf** Learn about the different things you can do to save energy and waste less, and have fun creating with recycled materials!
- **Letterboxing** Learn how to read a compass to find where you need to go, try your hand at stamping, and go on a compass hunt in the museum's exhibits. *One adult per 4 girls required.*

CADETTE & SENIOR BADGES

- **Textile Artist**
People have used woven textiles for centuries. Use recycled pieces or eco-friendly materials from plants and learn about warps and wefts in our basketweaving session.
- **Science of Style**
Learn how fashion trends have changed over time, from women's corsets to perfume made from whales. Create your own natural beauty products from gentle, homemade ingredients. *Note: We focus on beauty products instead of fabrics.*

JUNIOR BADGES

- **Product Designer** Learn how people's tools have changed throughout the years by touching artifacts from our collection and figuring out how nautical tools work. Then put on your inventor's hat and try your own designing!
- **Animal Habitats** Explore different habitats and learn how animals have amazing adaptations to fit into their environments. We will focus on diverse marine habitats and find out ways to protect them.
- **Jeweler** Enjoy a fun jewelry-making session! Learn how to tie macramé knots, such as a sailor's square knot, and use recycling paper to make jewelry beads.
- **Detective** A crime has been committed against whales and we need you to become a detective as you learn how to decode messages and identify fingerprints left at the scene. Gather evidence and see if you can solve the mystery!
- **Flowers** Become a botanist as you dissect a flower and learn how flowers have been historically used. Learn how to design a flower bouquet out of non-traditional materials and learn the art of crushing flowers for their pigments.
- **Get Moving: Energize** Learn about people's energy use through the years - from whale oil to green energy. Make beads from recycled magazines, learn about uses of energy in nature, and reduce your footprint by creating your own recycled paper.
- **Playing the Past** Become a female character who lived in the 1800s by trying on her clothes, going on a special women's her-story scavenger hunt, touch artifacts from her era, and creating crafts from the past.
- **Night Owl** Explore the world around us at night. Learn about star constellations in our night sky and how sailors used them for direction, and learn about bioluminescent ocean animals with glow in the dark games.

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.

SCOUT OVERNIGHTS!

Activities | Film | Snacks | Breakfast | Crafts
Website for details: cshwhalingmuseum.org

BOOKINGS

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