

TEEN INTEREST PROJECTS

MUSEUM DISCOVERY

Girls take a behind-the-scenes tour to learn more about how the museum collects, protects and shares objects with the public. They discover how museums protect rare and delicate objects and explore the process of designing exhibits and programming.

PLANT LIFE

Participants in this program will test soil for pH, start at least three new plants they take home with them without using seeds, and learn about careers related to plants while visiting our botanical garden.

FOLK ARTS

Girls will create several works of art, including masks, quilt pieces, a necklace, soap, and more as they explore the museum's folk art collection.

DAISY FUN

MUSEUM MYSTERY

Daisies will get an overview of a museum and its collections. Girls will touch real artifacts and learn their stories, take a scavenger hunt through the galleries, and complete several crafts based on the exhibits they have seen, plus have a ride on the carousel!

FLOWERING FUN

Take time to stop and smell the flowers as troops walk the trails through the gardens in search of unique plants. Girls will play a game to discover what plants need to survive, make leaf rubbings to look at different shapes and sizes, and plant their own flower seed to take home and grow.

AHOY!

Join the Heritage sailing crew as we explore the area's rich history of sailing, whaling, and even pirates! Daisies will handle real artifacts, play games, dress up, sing sea chanteys, go on a treasure hunt, build ships, and complete a craft project.

Prices & Scheduling

Program Only:

\$7 per girl, \$7 participating sibling

Adults are free

Program plus Museum admission:

\$10 per girl, \$10 sibling (\$3 savings)

Two leaders free of charge

Additional adults \$8 (\$4 savings)

\$4.50 per non-participating sibling

Just want to tour the museum on your own?
Call for discounted group admission tickets.

Scheduling:

Programs last two hours (with exception of the Museum Discovery Interest project). Programs can be scheduled seven days a week, all year long, for any time of day.

Call to schedule at least three weeks before desired program date. Cancellations must be made one week before scheduled program to avoid a cancellation fee.

Please call Kristen Hoeker, Manager of Family and Community Programs, at 508-888-3300, ext. 159 or email at khoeker@heritagemuseums.org for further information and scheduling.



67 Grove St., Sandwich MA 02563
www.heritagemuseumsandgardens.org

Heritage Museums & Gardens presents

Girl Scout Programs

2010-2011



Our museum is located in Sandwich, MA on Cape Cod. The museum is set on 100 acres of botanical gardens and includes three museum buildings devoted to the art, history, industry, and horticulture of America. In each of our museums there are interactive components, such as our working 1912 carousel and a 1913 Ford Model T to sit in. Also open is Hidden Hollow, an outdoor discovery area for kids of all ages! All this and much more creates an exciting experience that is the perfect mix of fun and learning for any age!

BROWNIE TRY-ITS

CREATIVE COMPOSING

The girls will explore the museum's art collection to gain inspiration for creating a painting of their own. Next the troop will hear a poem about Nantucket baskets, and then will compose a very unique poem about another object. The girls will also compose their own work song and decode a secret message!

EARTH AND SKY

In this program the girls will take a walk around Heritage and learn about different creatures that fly. The troop will then learn about and view the effects of soil erosion before making their own sedimentary "rocks." We will also talk about the sky before making a special cloud craft to take home.

ECO-EXPLORER

Girls will learn fascinating facts about butterfly habitats and how to plant a butterfly garden at home. They also make a pinecone bird feeder and take a discovery walk while completing a scavenger hunt on the trails. They conclude the program with a craft project that allows them to create an animal and all of the elements of its habitat.

HER STORY

Scouts will begin by hearing about two famous women in American history and examining real artifacts from those time periods. Girls will then complete a traditional Native American craft and discuss ways they can shape the future.

LISTENING TO THE PAST

Girls will begin by listening to journal entries of children from the past before comparing them to their own lives today. Then they will explore the symbols found on gravestones before creating a gravestone rubbing. Finally, they will explore a variety of fun pastimes by making and playing games from the past.

ME AND MY SHADOW

Learn about the popular Victorian pastime of shadow puppetry and how the shadows are created. Girls will also create abstract art photos from their own

shadows and make a model of a star constellation after hearing the stories behind them.

MOVERS

Using our Folk Art collection of weathervanes and some objects that fly, Brownies will create several projects and perform various experiments that will get everyone moving! Let's go fly a kite, spin a weathervane, and test plane models as we dance in the wind!

PEOPLE OF THE WORLD

Troops will discover secrets to cultures around the world by looking at their history and works of art first hand. Passports will be stamped as the girls complete games and projects from Africa, England, Australia, India, South America, and China.

PLANTS

Girls discuss the jobs of different plant parts and the important role of seeds. They use their five senses to explore some herbs and plant two different types of herbs to take home and monitor in a "seed race" experiment. After playing a leaf matching game and taking a tree tour, girls make rubbings of the leaves.

SOUNDS OF MUSIC

Discover the history behind several types of music! Look at artifacts from various time periods and make instruments popular during the era. We will explore Revolutionary War tunes, 1800s whaling songs, Native American music, and bluegrass.

Girl Scout Special Events Fall 2010

Juliette Gordon Low Day

Daisy & Brownie: Saturday, November 6
Brownie & Junior: Saturday, November 13

Earn two badges in one day during this event,
9:30am – 3:30pm! Registration required.

Daisy: Museum Discovery, Creativity Safari
Brownie: Her Story, Science Wonders
Juniors: Folk Art, Science Sleuth

JUNIOR BADGES

FOLK ART

During this program, girls learn what folk art is and take a gallery tour to find some examples. They then explore the art of scrimshaw in-depth with real artifacts. The troop then listens to and learns a sea chantey sung by sailors aboard whaling ships and concludes by creating a scrimshaw-like work of art.

LOCAL LORE

Girls will explore local history by examining real artifacts, playing a map I-spy game, and completing a craft project to take home. The troop will also go on a "history's mysteries" walk around Heritage.

MAKING MUSIC

Juniors will handle and hear various instruments and music pieces while playing along, conducting, and hearing the history behind the music. The program will finish with the girls putting on a concert!

OUTDOOR CREATIVITY

Use our 100 acres of gardens and trails as inspiration to create several works of art, from a drawing to a sculpture to a poem, and even a magical work of art!

SCIENCE DISCOVERY

Girls will learn about several fields of science while completing experiments and projects. We will explore water tension, chemistry, light and reflection, friction, and optical illusions.

TOYMAKER

What toys have children played with in the past? What toys do other cultures have? Discover the answers while making and playing games that are fun but also educational and good for the environment!

YOUR OUTDOOR SURROUNDINGS

Troops will discover fun in the outdoors while exploring the gardens and trails. Learn how to pack for a nature hike through the museum's trails while creating minimal impact to the area. Use your senses and artistic skills to play several games and create crafts with outdoor objects collected along the way.