



Scout Day at USS Constitution Museum

Join us at the USS Constitution Museum for our annual scout day! A full day of interactive programming awaits as you meet the crew of “Old Ironsides” during the War of 1812 and learn about their experience of life at sea. Visiting the Museum and exploring our galleries can also fulfill a number of badge requirements from learning about your local history to discussing the artwork we display and so much more!



For: Boy Scouts, Cub Scouts, Girl Scouts, Junior Girl Scouts and Brownies.

Date: Saturday November 12, 2016

Time: 10am – 5pm

Cost: Scouts \$5.00; includes all activities.

Accompanying adults by donation. Suggested range \$5.00-\$10.00.

Registration: <https://goo.gl/forms/zNChDV2tnski8G1x1>



	Scheduled Programs	Drop-By Programs	Self-Guided Activities	USS <i>Constitution</i>
10:00	Registration			
11:00				
11:30	11:30am-12:30pm History Tells A Story		10:00am-4:30pm 19 th Century Games	
12:30			A Museum for Everyone	
1:15	1:15pm-1:45pm Unfurl the Past	1:15pm-2:45pm Life At Sea	All Hands on Deck: A Sailors Life for Me	10:00am-4:00pm Visit USS <i>Constitution</i>
1:45			Knot Knowledge	
2:00	2:00pm-3:00pm Simple Machines		Make a Memory	
2:45				Model Show
3:00			Downtime Discussions	
3:15		3:15pm-3:45pm Age of Agony	Signal Flag Decoding	
3:45		3:45pm-4:15pm Flag Folding	Letter Writing to Veterans	
4:00				
4:24				4:24pm Colors
5:00	5:00pm - Museum Close			

Scheduled Programs

11:30am-12:30pm - History Tells a Story

Become a historian and storyteller! Explore the galleries to decode primary sources, uncover the stories of the crew of USS *Constitution* in 1812 and creatively retell their stories.

Badge Achievement

- Boy Scouts: American Heritage, 4d
- Boy Scouts: American Heritage, 5



1:15pm-1:45pm - Unfurl the Past

Become a history detective! With the help of a Museum educator, use four primary source paintings to uncover the story of *Constitution's* greatest battle during the War of 1812. After unlocking these stories, explore more artworks in our galleries.

Badge Achievement

- Boy Scouts: Art, 6
- Boy Scouts: American Heritage, 4d
- Brownie: Painting, Step 1
- Brownie: Pottery, Step 1

2:00pm-3:00pm - Simple Machines & USS *Constitution*

Come see simple machines in action in 1812! Scour the galleries for evidence of simple machines at work and simplify the life of a 19th-century sailor in the invention factory.

*Scouts are encouraged to visit USS *Constitution* before participating in this program.

Badge Achievements

- Cub Scouts: Bear, Make it Move, Adventure Requirement 2
- Cub Scouts: Bear, Make it Move, Adventure Requirement 3
- Preparation for Boy Scouts: Model Design and Building, 4d
- Preparation for Brownies: Inventors



Drop-By Programs

10:00am-5:00pm - Make Your Mark on “Old Ironsides”

Become a part of history and sign your name to a sheet of copper sheathing that will be installed on USS *Constitution* during this current restoration.

Badge Achievements

- Brownie: Bugs, Step 1
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1:15pm-2:45pm - Life at Sea

Everyone needs to eat! Discover what is for lunch in this delicious program about the early sailor’s daily diet.

Badge Achievements

- Boy Scouts: Personal Fitness, 3c
 - Boy Scouts: Personal Fitness, 5
 - Brownie: Snacks, Step 1
-

3:15pm-3:45pm - Age of Agony

Life at sea was dangerous in 1812. Between illness, accidents, and combat wounds, the crew of an Age of Sail warship faced daily struggles to survive. Find out how the ship's surgeon played a crucial role in keeping these men alive and in fighting condition.

3:45pm-4:15pm - Flag Folding

O say can you see... Come get your hands on some history by folding an American flag! Learn how USS *Constitution* and the American flag gained new meaning in the War of 1812 and emerged as lasting symbols of the nation.

Badge Achievements

- Brownie: Celebrating Community, Step 5
-

4:24 – Evening Colors

The US Navy crew of *Constitution* will perform their evening colors at sunset. Make your way to the flag poles at the head of the dry dock to experience this short ceremony.

Self-Guided Activities

19th Century Games

At home or at sea, sailors and their families played games. Challenge your friends and family members to a game of Going to Boston, Nine Men's Morris, or Draughts, and learn about leisure time at sea.

Badge Achievement

- Cub Scouts: Tiger, Tiger-iffic, Achievement Requirement 2
-

A Museum for Everyone

The Museum welcomes all visitors and works hard at being accessible to, and accommodating of, everyone. Look around the Museum, let us know what you think we're doing well or what we could do even better. While you're looking, keep an eye out for Richard Dunn, one of the sailors from 1812, in our second floor galleries.

Badge Achievement

- Boy Scouts: Disabilities Awareness, 4
-

All Hands on Deck: A Sailor's Life for Me

In the *All Hands on Deck* exhibit, you can explore the harsh realities of life at sea and join USS *Constitution* just as the War of 1812 is declared. Discover the unique world afloat, and the men and women that made history alongside USS *Constitution*. Hands on activities, fascinating personal stories, and the birth of a national icon make *All Hands on Deck* entertaining for visitors from 2 to 92.

Knot Knowledge

Do you know the ropes? Work in a team to learn how to successfully tie different types of knots.

Badge Achievement

- Junior Girl Scouts: Camper, Step 2
-

Make a Memory

Photograph some of the fun activities and interesting exhibits you experienced at the Museum today. With an adult's permission, you may wish to share them on social media and tag the

Museum. Facebook: @USSConstitutionMuseum; Instagram: @usscm;

Twitter: @USSConstMuseum

Badge Achievement

- Boy Scouts: Photograph, 5
- Junior Girl Scouts: Digital Photographer, Step 2

Model Show

The USS *Constitution* Model Shipwright Guild and the USS Constitution Museum present *Masters of Miniature: The 38th Annual Ship Model Show*. Exquisite ship models will be on display along with maritime paintings by members of the American Society of Marine Artists. With handcrafted models of all sizes, types, and materials, you can explore the intricate art of model making as practiced today.



Badge Achievement

- Cub Scouts: Bear, Collections & Hobbies, Bear Achievement 3
- Preparation for Boy Scouts: Model Design and Building

Downtime Discussion 1

Take a break from exploring, pull up a seat and discuss with your group career options in museums. What kind of jobs do you think it takes to operate the Museum? What skills, knowledge and qualifications do you think are necessary?

Badge Achievement

- Boy Scouts: American Heritage, 6
 - Boy Scouts: Collection, 8
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Downtime Discussion 2

Relax on a bench in the Museum lobby. With your group, look out the window and identify things you can see in the Navy Yard. Consider if they are human-made or part of the natural environment.

Badge Achievement

- Brownies: Senses, Step 1

Downtime Discussion 3

If the weather is nice, find a nice sunny spot in the Navy Yard. Listen for sounds and try to identify what might be making the sound. Do you hear the same sounds as the others in your group?

Badge Achievement

- Brownies: Senses, Step 2

Signal Flag Decoding & Communication

While at sea in 1812, ships like USS *Constitution* used signal flags to communicate with one another. Decode the message in the Museum lobby.

Extension Activity - Communication technology has advanced greatly since USS *Constitution* was launched in 1797. As a group, identify and compare communication techniques and tools from 1812 to that used by the adults and children in your group over their lifetime. Write a message about your experience at the Museum today using text symbols and emoticons. With an adult's permission you may like to share it on social media and tag the Museum too. Facebook: @USSConstitutionMuseum; Instagram: @usscm; Twitter: @USSConstMuseum

Badge Achievement

- Boy Scouts: Signs, Signals and Codes, 9c.

Letter Writing to Veterans

In commemoration of Veterans' Day on November 11, write a letter to a veteran in our local community.

Visit our Partners

10am-4pm - USS *Constitution*

To board the Ship, all visitors are required to pass through security and all adults must show federal or state photo identification.

Badge Achievements

- Boy Scouts: Citizenship in the Nation, 2a.
 - Cub Scouts: Tiger, Tiger Tales, Adventure Requirement 7.
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9am-5pm - Bunker Hill Monument and Museum

Badge Achievements

- Boy Scouts: Citizenship in the Nation, 2a.
 - Cub Scouts: Tiger, Tiger Tales, Adventure Requirement 7.
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Badge Achievements: Boy Scouts

American Heritage

4. Do TWO of the following:

(d) Take an active part in a program about an event or person in American history. Report to your counselor about the program, the part you took, and the subject.

(e) Visit a historic trail or walk in your area. After your visit, share with your counselor what you have learned. Discuss the importance of this location and explain why you think it might qualify for National Register listing.

5. Do ONE of the following:

(b) Read a biography (with your counselor's approval) of someone who has made a contribution to America's heritage. Tell some things you admire about this individual and some things you do not admire. Explain why you think this person made a positive or a negative contribution to America's heritage.

6. Discuss with your counselor the career opportunities in American heritage. Pick one that interests you and explain how to prepare for this career. Discuss what education and training are required for this career.

Art

6. With your parent's permission and your counselor's approval, visit a museum, art exhibit, art gallery, artists, co-op, or artist's workshop. Find out about the art displayed or created there.

Discuss what you learn with your counselor.

Citizenship in the Nation

2a. Visit a place that is listed as a National Historic Landmark or that is on the National Register of Historic Places. Tell your counselor what you learned about the landmark or site and what you found interesting.

Disabilities Awareness

4. Do EITHER option A or option B:

Option A. Visit TWO of the following locations and take notes about the accessibility to people with disabilities. In your notes, give examples of five things that could be done to improve upon the site and five things about the site that make it friendly to people with disabilities. Discuss your observations with your counselor. • Your school • Your place of worship • A Scouting event or campsite • A public exhibit or attraction (such as a theater, museum, or park)

Model Design and Building

4. Do ONE of the following:

(d) Complete a mechanical model. Build a model of a mechanical device that uses at least two of the six simple machines. After completing the model, present it to your counselor. Be prepared to discuss materials used, the machine's function, and any particular difficulty you might have encountered.

Personal Fitness

3. With your counselor, answer and discuss the following questions:

c. Do you understand the meaning of a nutritious diet and know why it is important for you?

Does your diet include foods from all food groups?

5. Explain the following about nutrition;

a. The importance of good nutrition

b. What good nutrition means to you

c. How good nutrition is related to the other components of personal fitness

Photography

5. Photograph THREE of the following, then share your work with your counselor.

(a) Close-up of a person

(b) Two or three people interacting

(c) Action shot

(d) Animal shot

(e) Nature shot

(f) Picture of a person – candid, posed, or camera aware.

Signs, Signals and Codes

9c. Discuss text-message symbols and why they are commonly used. Give examples of your favorite 10 text symbols or emoticons. Then see if your counselor or parent can identify the meaning and usage of each symbol.

Collections

8. Find out about career opportunities in collecting. Pick one and find out the education, training, and experience required for this profession. Discuss this with your counselor, and explain why this profession might interest you.

Badge Achievements: Cub Scouts

Bear – Make it Move Adventure Requirements

2. Make two simple pulleys, and use them to move objects.
3. Make a lever by creating a seesaw using a spool and a wooden paint stirrer. Explore the way it balances by placing different objects on each end.

Bear – Collections & Hobbies Adventure Requirements

3. Visit a show or museum that displays different collections or models.

Tiger – Tiger-ific Achievement Requirements

2. Play a board game or another inside game with one or more members of your den.

Tiger – Tiger Tales Adventure Requirement

7. Visit a historical museum or landmark with your adult partner.

Badge Achievements: Brownies

Bugs

Step 1: Draw a Bug Poster

Talk to a bug specialist in your town or community. They might work at a museum or for a farming organization or gardening club.

Celebrating Community

Step 5: Join a ceremony or celebration

Join a flag ceremony. Ask an older Girl Scout or another expert to show you how to fold an American flag and how to be a flag bearer. Then take part in a flag ceremony.

Painting

Step 1: Get Inspired

Go to an art show or Museum. Find five paintings that you love and decide why you think they're great. Who painted them? When? Look for what they have in common with each other.

Pottery

Step 1: Find Some Pottery

Visit an art gallery or Museum. Ask your Brownie volunteer to help you find a clay exhibit or gallery with pottery. Remember that pottery can break easily. Be respectful of the artwork!

Senses

Step 1: Look Around

Go on a window scavenger hunt. Partner with a friend and look out a window. Keep a list of human-made things you can see like chairs, fences, or machines; and how many natural things, like animals, clouds and trees. Who can find the most? Then find a different spot and play again.

Step 2: Listen to the World

Go on a sounds scavenger hunt. If you're inside, listen for sounds outside. Draw pictures of what might be making those sounds. If you're outside, blindfold yourself and tell a friend what you hear. Once you've heard ten sounds, trade places. Do you hear the same sounds as others.

Snacks

Step 1: Jump into the World of Snacks

Is the food good for me? You've probably heard words like *vitamins*, *fat*, *carbohydrates*, and *fiber*. Choose one of these or another food word you've heard and find out what it means.

Then, bring a food that contains that thing to a meeting. Tell your friends what it is, how your body uses it, and if it's good for you.

Badge Achievements: Junior Girl Scouts

Camper

Step 2: Gain a New Camping Skill

Tie useful knots. Knots can be used to hang up gear, tie tent flaps, connect a boat to a dock, and for lots of cool crafts. As an older Girl Scout or other expert to teach you some basic knots, including the square knot, the clove hitch, and the bowline.

Digital Photographer

Step 2: Take Tons of Photographs

Photograph a friend or group of friends. Change locations so the photos have different backgrounds (both indoors and outdoors) and angles (like photographing someone from the side). Use the self-timer setting to include yourself in some of the photos.