

Boy Scout Program Options

The Children's Museum of Fond du Lac

Badge Programs:

General Information

The Children's Museum of Fond du Lac is proud to offer programming for scouts to earn badges, petals, loops, and patches. The programming for scouts typically fulfills most badge requirements or focuses on a badge topic. Some additional activities outside of the program may be required. Museum admission is included in the price of the badge program.

Participation:

- A minimum of 5 scouts in a session is required to hold a scout badge program.
- No more than 30 scouts will be admitted into one session.
- One adult is required for every 5 scouts.

Pricing:

- The price for badge programs is \$15/scout and includes a 1-2 hour program and 1 hour of museum time either before or after the program. *Unless otherwise indicated.
- To reserve a badge program, a \$25 non-refundable deposit should be given at the time of registration. This deposit will count towards your final total.
- Complete payment is expected the day of the badge program.
- Badge programs are typically booked Tuesday – Sunday anytime between 9AM & 3PM.
- One adult will be admitted free for every 5 scouts.
- Extra parents or siblings are not included in the group rate and must pay the general admission fee of \$7 per person if staying at the museum during the session.

The programs taught by the museum are designed to fulfill requirement of badge programs. The badge itself will not be provided by the museum and should be purchased by either individuals or troops.

The Children's Museum will be looking to develop more Scouting programs in the future. If you are interested in programs not currently offered please let us know.

For more information about scouting programs with CMFDL or to register for a session, call (920) 929-0707, or email marta@cmfdl.org.

Tiger Elective Adventure: Stories in Shapes

Shapes are used a lot in abstract art. In this program, Scouts will explore some famous artwork and create their own masterpieces using shapes and various mediums.

Tiger Elective Adventure: Floats and Boats

Set sail while learning about boats and how they move and float. Design and create a boat out of recycled materials and test it in water. Scouts will challenge themselves and their friend's designs by adding weight to see if how much their boat can hold.

Wolf Elective Adventure: Digging in the Past

Learn about dinosaurs (what they may have looked like, ate and behaved) and what it is like to be a paleontologist. Scouts will experience a "dino dig", use their imaginations and create their own dinosaur, and take a look at fossils.

Wolf Elective Adventure: Finding Your Way

The Children's Museum of Fond du Lac is the passport to the world. In this program, Scouts will explore both local locations and places throughout the world. They will learn about maps and compasses and use them while competing in an exciting scavenger hunt through the museum.

Wolf Elective Adventure: Motor Away

Scouts will create test models of different modes of transportation out of various materials. They will predict and test the models to figure out which is the best prototype.

Bear Elective Adventure: Robotics

Learn about robots and what they are used for in manufacturing companies. Build simple robots such as a brush bot or doodle bot and articulated hand.

Bear Elective Adventure: Make It Move

Ever since the discovery of the wheel, simple machines have been making work easier for thousands of years. Scouts will learn about these machines by building them and working together to create their own Rube Goldberg-type machine.

Bear Elective Adventure: Super Science

Science is amazing. Scouts will explore the principals of static electricity, buoyancy, and pigment by completing hands-on activities and experiments.

Webelos/AOL Elective Adventure: Adventures in Science

Explore chemical reactions and electricity in this fun, hands-on class! Scouts will create circuits, use household ingredients in science experiments, and learn about the scientific process while they adventure.

Webelos/AOL Elective Adventure: Art Explosion

Improve your skills as an artist and explore some of the varied career choices available to those who can master creativity. Scouts will explore different art forms and techniques while creating wonderful works of art. They will use paints, pencils, and other mediums.

Merit Badge: Gardening (only in Spring/Summer)

Spring is planting time for gardens. Scouts will get the chance to check out the museum's garden beds and assist in helping maintain or prepare a garden plot for growing. In addition scouts will have the chance to learn about composting, the different types of vegetables and fruits grown in the museum's beds, and meet a Fond du Lac native Master Gardener.

Merit Badge: Theater-Mime/Pantomime

Learn about the basics of theater and improvisation from a children's theater director. Have fun creating an original pantomime and perform it at the conclusion of class.

Merit Badge: Weather

Take some time to explore the air while learning about things that influence the ever changing weather. Scouts will explore different weather types through hands-on experiments and activities.

NEW! Merit Badge: Aviation Day Camp

In this innovative engineering design program developed by NASA's education department, Scouts will use their imaginations and work together to find a solution for an aviation challenge NASA is working on right now! They will get the opportunity to talk to real NASA engineers and have fun learning about aeronautics. Price: \$30/per scout (includes materials, 4 hours of instruction, 30 minute break/lunch time)

Museum Lock-ins:

Experience the Children's Museum in a whole new way! Gather your scouting troop for a fun and memorable overnight experience.

A night at the Museum is the ultimate sleepover for children ages 7-15. Chaperones are required (1 for every 5 children) with the lead chaperone at least 21 years old. Additional chaperones are free, but must be at least 16 years old.

- The Museum will provide staff to lead activities. Themes include: CSI Kids (fingerprinting), Mad Scientist Night, or Technology & Engineering—please inquire for details!
- Guests should arrive at 6:30 pm and depart by 8:00 am the next morning.
- Participants must bring their own bedding.
- Food is not included with the party fee; however, food may be brought in.

Price: \$35 per child with a minimum of 14 children (maximum 50). Chaperones will not be charged.

To schedule your overnight lock-in, contact the Museum at least three weeks in advance of the event by calling 920-929-0707 or emailing marta@cmfdl.org.