



2010–2011

Girl Scout Programs

at Strong National Museum of Play®

Choose from *Facilitated Badge Workshops*
and *Self-Guided Backpacks*
(see reverse for registration information)

BROWNIE GIRL SCOUTS

Dancercise Try-It

Warm up with aerobics, create your own dances, and participate in a movement game. Visit *DanceLab* to demonstrate your skills! Please wear comfortable clothing and bring a water bottle.

Fee: \$9 per Scout

Saturday, November 20, 2010, 9:30–11:30 a.m.

Saturday, November 20, 2010, 12:30–2:30 p.m.

Saturday, February 19, 2011, 9:30–11:30 a.m.

Saturday, February 19, 2011, 12:30–2:30 p.m.

Let's Pretend Try-It

Examine masks and other theatrical artifacts from the museum's collections, and then make your own mask to take home. Practice miming, dress up in different costumes, and act out a story.

Fee: \$9 per Scout

Saturday, January 8, 2011, 9:30–noon

Saturday, March 12, 2011, 9:30–noon

Numbers and Shapes Try-It

Have fun with numbers and explore the museum's exhibits in search of shapes. Make and play with tangrams, create an origami cat, learn about the phases of the moon, and design your own jigsaw puzzle.

Fee: \$9 per Scout

Saturday, December 11, 2010, 9:30–11:30 a.m.

Saturday, April 16, 2011, 9:30–11:30 a.m.

Saturday, April 16, 2011, 12:30–2:30 p.m.

Making Music Try-It

Take a stroll through the museum's exhibits in search of all things musical! Make a rhythm instrument, sing in rounds, learn action songs, and try out melody glasses.

Fee: \$9 per Scout

Saturday, January 15, 2011, 9:30–11:30 a.m.

Saturday, January 15, 2011, 12:30–2:30 p.m.

Saturday, May 14, 2011, 9:30–11:30 a.m.

Saturday, May 14, 2011, 12:30–2:30 p.m.

JUNIOR GIRL SCOUTS

Toymaker Badge

Explore the museum's extensive toy collection on a scavenger hunt. Make a spinning top, a board game, and a historical toy. Work together in small groups to create games. Workshop includes a lunch break; bring a bag lunch and beverage.

Fee: \$10 per Scout

Saturday, December 11, 2010, 9:30 a.m.–2 p.m.

Saturday, January 15, 2011, 9:30 a.m.–2 p.m.

Saturday, May 14, 2011, 9:30 a.m.–2 p.m.

Prints and Graphics Badge

Complete an art scavenger hunt through the museum. Learn printing and design techniques. Decorate your own set of stationery, design and use stamps and stencils, create a picture frame, and take home your own personalized canvas purse or tote. Workshop includes a lunch break; bring a bag lunch and beverage.

Fee: \$10 per Scout

Saturday, December 4, 2010, 9:30 a.m.–2 p.m.

Saturday, April 2, 2011, 9:30 a.m.–2 p.m.

Folk Arts Badge

Learn about the arts of everyday people by visiting the museum's toy and folk art collections, creating a family portrait, and learning to weave. Take home your own chip-board loom. Workshop includes a lunch break; bring a bag lunch and beverage.

Fee: \$10 per Scout

Saturday, November 13, 2010, 9:30 a.m.–2 p.m.

Saturday, February 5, 2011, 9:30 a.m.–2 p.m.

CADETTE, SENIOR, AND AMBASSADOR GIRL SCOUTS

Uncovering the Evidence Interest Project

Are the new online IPs a mystery to you? Come to the museum and earn an Internet badge from the Studio 2B website. Try your hand at fingerprinting and explore the Mystery Mansion in *Reading Adventureland*. Workshop includes a lunch break; bring a bag lunch and beverage.

Fee: \$10 per Scout

Saturday, February 5, 2011, 9:30 a.m.–2 p.m.

Facilitated Badge Workshops

- Scheduled on specific dates.
- Facilitated by museum teachers.
- Scout fee includes materials, teacher, general museum admission, and Badge or Try-It.
- Space is limited in each workshop (no siblings please).
- One adult admitted free for every five Scouts registered. Additional adults pay regular museum admission fee.
- Groups may stay longer to explore the many hands-on exhibits at the museum. Workshops do not include free exploration time.
- Badge activities are taken from published GSUSA handbooks.

CADETTE, SENIOR, AND AMBASSADOR GIRL SCOUTS (cont.)

The Performing Arts Interest Project

Do you like to perform or would you like to try? Learn warm-up exercises, storytelling techniques, and how to overcome stage fright. Then create and act out a performance for your peers. Workshop includes a lunch break; bring a bag lunch and beverage.

Fee: \$10 per Scout

Saturday, January 8, 2011, 9:30 a.m.–2 p.m.

Saturday, March 12, 2011, 9:30 a.m.–2 p.m.

CALL NOW TO REGISTER

Pre-registration (at least two weeks prior to workshop or backpack rental date) is required.

Registrations also require a full, non-refundable payment two weeks prior to workshop or backpack date.

To register for a workshop, to reserve a backpack, or for more information, please call Strong National Museum of Play® at 585-263-2700.

Self-Guided Backpacks

- Choose a convenient date and time (during regular museum hours).
- Enjoy self-guided troop activities at your own pace. Badge activities are taken from published GSUSA handbooks.
- Backpack includes instructions and all materials necessary for leader to guide Scouts through specific requirements, plus a Try-It or Badge for each Scout (when applicable).
- Backpack rental fee based on number of Scouts in group. Minimum of four Scouts required per backpack.
- One adult admitted to the museum free for every five Scouts attending.
- **Minimum** recommended time required to complete badge work is listed; groups may stay longer to work on backpack activities or to explore the museum.
- Activities are completed in museum exhibit spaces. Backpack reservations do not include a separate room.

Daisy Adventure Backpack

Make a “me doll,” design a puppet, and hunt for shapes. Look for puppets in the museum’s collections and practice counting in *Sesame Street*. Activities are based on *Daisy Girl Scout Activity Scrapbook*.

Fee: \$8 per Scout; minimum recommended time 60 minutes.

Brownie Listening to the Past Try-It Backpack

Visit *One History Place* to learn about people and games from long ago. Hear community stories and learn interesting facts about the museum. Dress up and act in an time-honored kitchen and play old-fashioned games.

Fee: \$8 per Scout; minimum recommended time 70 minutes.

Brownie Math Fun Try-It Backpack

Do you know that you use math every day? Play a guessing game with museum artifacts. Make an alphabet decoder and a “My Numbers” poster. Visit *Super Kids Market*, *Sesame Street*, and other exhibits in search of the most “expensive” words.

Fee: \$8 per Scout; minimum recommended time 90 minutes.

Brownie Senses Try-It Backpack

Use your senses of hearing, sight, and touch to learn about the world around you. Visit *Kid to Kid* to learn about communicating in American Sign Language or braille. Make a paper “ear” to try to improve your hearing. Use your sense of touch to detect objects in containers and make a toy that tricks your eyes.

Fee: \$8 per Scout; minimum recommended time 90 minutes.

Junior Food Power Badge Backpack

Score points for good nutrition with this badge. Go on a scavenger hunt for important nutrients and investigate food labels as you shop in *Super Kids Market*. Study food advertisements and then create one for a healthy food. Play a fun food choice game and design your own Healthy Lifestyle pyramid. Materials for the “Track It” requirement will be mailed upon registration and should be completed prior to your museum visit.

Fee: \$8 per Scout; minimum recommended time 2.5 hours.

Junior Math Whiz Badge Backpack

Go on a math hunt to discover ways math is used in museum exhibits such as *TimeLab*, *Sesame Street*, and *Super Kids Market*. Practice measuring and estimating while drawing scale models of museum objects, and look for geometric shapes in the exhibits. Play a puzzling math game.

Fee: \$8 per Scout; minimum recommended time 2 hours.

Junior Visual Arts Badge Backpack

Tour the museum in search of art and designs and create five pieces of artwork to take home. Learn about the relationship between color and mood. Draw a still life picture, mix colors, and create black and white designs.

Fee: \$8 per Scout; minimum recommended time 2.5 hours.

Cadette/Senior “Do You Get the Message?” Interest Project

Learn phrases in other languages in the museum’s *Kid to Kid* exhibit. View business cards from collections and design your own. Create a fashion collage. Experience how tone of voice impacts a verbal message.

Fee: \$8 per Scout; minimum recommended time 2.5 hours.