



BRUCE A. BLAKEMAN
 NASSAU COUNTY EXECUTIVE

CUB SCOUT ADVENTURES & MERIT BADGE PROGRAMS

LIONS - Kindergarten

MOUNTAIN LION *(Lion Required Adventure)*

Explore our nature preserve and participate in a game of I-spy and reverse hide and seek, culminating with an awesome animal craft! Fulfills entire adventure. For an additional \$5 per scout, each scout receives a 4-function whistle to keep!

READY, SET GROW *(Lion Elective Adventure)*

Learn all about gardening, play special gardening games and make an egg carton planter. Partial adventure fulfillment.

CHAMPIONS FOR NATURE *(Lion Elective Adventure)*

Learn about natural vs. man-made materials, types of trash, all about recycling, and make recycled paper with wildflower seeds inside! Fulfills entire adventure.

TIGERS - 1st Grade

TIGERS IN THE WILD *(Tiger Required Adventure)*

Discover the wildlife of our nature preserve during an I-spy adventure! Learn the scouting 6 essentials and 4 Cs of Outdoor Code (Clean, Careful, Considerate, Conservation), culminating with leaf and bark rubbing booklet craft. Fulfills entire adventure.

CHAMPIONS FOR NATURE *(Tiger Elective Adventure)*

Renewable and non-renewable resources nature walk, the 3 Rs of recycling, and turn recycled materials into something new! Fulfills entire adventure.

WOLF - 2nd Grade

PAWS ON THE PATH *(Wolf Required Adventure)*

Buddy system game, 6 essentials clues, Outdoor Code and "Leave No Trace" principles and proper attire - nature scavenger hunt as we explore our nature preserve.

DIGGING IN THE PAST *(Wolf Required Adventure)*

Discover the world of dinosaurs! Play a matching game, create an imaginary dinosaur, make a "fossil" craft and be a paleontologist as you participate in our Dino Dig! Fulfills entire adventure.

BEAR - 3rd Grade

BEAR HABITAT *(Bear Required Adventure)*

Scouts will learn to use a trail map as we participate in a 1-mile hike. Discover the importance of taking only memories & respecting wildlife as we search for signs of wildlife. Leave No Trace & fire safety also covered. Fulfills entire adventure.

CHAMPIONS FOR NATURE *(Bear Elective Adventure)*

Natural resources scavenger hunt and walk, soil investigation with microscopes and acid rain lab experiment! Partial adventure fulfillment. **Conservation projects may be set up separately on same or different day**

Programs available Tuesdays-Saturdays, 10:00am-4:00pm.

Schedule permitting, programs available after 4:00pm and are subject to \$80 after hours charge.

WEBELOS & ARROW OF LIGHT PROGRAMS ON OTHER SIDE



GARVIES POINT MUSEUM & PRESERVE

50 Barry Drive • Glen Cove • 516-571-8010 • 516-571-8011 • GarviesPointMuseum.com





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WEBELOS & ARROW OF LIGHT

WEBELOS - 4th Grade No cub scouts

WEBELOS WALKABOUT

(Webelos Required Adventure)

Review 6 essentials, Outdoor Code, "Leave No Trace" principles and trail first aid on a 2-mile hike. Fulfills entire adventure.

ART EXPLOSION *(Webelos Elective Adventure)*

With our nature preserve as inspiration, scouts will create mixed-media masterpieces! Partial adventure fulfillment (Digital artwork not covered)

CHAMPIONS FOR NATURE

(Webelos Elective Adventure)

Animal habitats walk, animal charades, threatened vs. endangered animals, build an air bee n' bee. Partial adventure fulfillment. (Animal Protection Comic Strip to be completed on own)

EARTH ROCKS! *(Webelos Elective Adventure)*

Scouts will experience hands-on mineral testing including rock breaking experiments, acid tests, and everything you need to grow your own crystals at home! Fulfills entire adventure.)

ARROW OF LIGHT - 5th Grade No Cub Scouts

INTO THE WILD

(Arrow of Light Elective Adventure)

Dip into the world of the pond as we investigate the web of life and observe the minute pond life with magnifiers. Learn when and how to help certain animals, and when its best to leave them be. Culminating with animal habitat mobile craft. Fulfills entire adventure.

INTO THE WOODS

(Arrow of Light Elective Adventure)

Tree inventory, leaf rubbing, trees as habitats, discuss native vs. non-native, introduced vs. invasive, observe how different types of wood burns at our fire pit. Fulfills entire adventure.

Programs available Tuesdays-Saturdays, 10:00am-4:00pm.

Schedule permitting, programs available after 4:00pm and are subject to \$80 after hours charge.

Cub Scouts: \$15.00 per scout per program. Must pay minimum of 6 per program, maximum of 25.
 \$4.00 per adult, 2 Adults free. Cub scout programs are 1-hour in length.

MINIMUM PAYMENT DUE IN ADVANCE OF PROGRAM: Payable to: FRIENDS of GARVIES POINT MUSEUM & PRESERVE
 Call Museum at 516.571.8011 or e-mail Veronica at vnatale@nassaucountyny.gov to book a program!

BSA Certified Merit Badge Counselors available for:

- American Heritage
- Basketry
- Gardening
- Insect Study
- Archaeology
- Citizenship
- Geology
- Law
- Architecture
- (Community & Nation)
- Indian Lore
- Nature

Most badges have required pre-requisites to be completed before the program. Bring all materials to be viewed by Counselor. Counselor will sign off on blue cards once program has been completed and requirements have been met. Programs can be customized. Conservation Service Projects and Eagle Scout projects available

\$20.00 per scout. Minimum of 6, maximum of 10 per program.
1.5-hour program for each listed Merit badge.

Programs can be customized. Programs open to Dens & Packs.



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