

Cub Scout Achievement, Electives and Activity Badge programs

The Mercer Museum has several programs designed to correspond to standard Cub Scout Achievements, Electives or Activity Badges. For more information about these programs, including pricing, please contact us at 215-348-9461, extension 210 or at fhmail@fonthillmuseum.org. The Mercer Museum offers:

Wolf Elective 8 - Machine Power

Bear Achievement 8 - The Past is Exciting and Important

Webelos Activity Badge - Craftsman

In addition to the programs designed especially for Cub Scouts, the Mercer Museum offers a series of fun, engaging and educational non-badge programs, suitable for Brownie Girl Scout, Junior Girl Scout, Cub Scouts, and other youth groups. These programs require a minimum of 10 children, and range in price from \$10 to \$12 per scout, with scout leaders and chaperones admitted free.

A Pirate Voyage: Children will explore the life of a pirate from the 1600s through the 1800s by engaging in creative and interactive activities. They will learn about a pirate's life at sea and the various tools they needed to survive in their chosen profession. Activities include creating a Jolly Roger flag, planning your own pirate voyage and learning about nautical and other related artifacts in the Mercer Museum collection. Fee: \$10 per child, chaperones free Program duration: 1.5 hours

The Underground Railroad: Children explore the freedom struggle of African Americans before the Civil War in this program with resources that include interactive activities, hands-on objects and storytelling. Fee: \$10 per child, chaperones free Program duration: 1.5 hours

A Civil War Soldier's Life: Explore the hardships, daily routines, and pastimes of a soldier during the Civil War in this program featuring touchable objects, period images, and interactive learning. Fee: \$10 per child, chaperones free Program duration: 1.5 hours

A Day in the Life of a Victorian Lady: Scouts take on the role of a Victorian lady in this interactive program. They will learn proper etiquette, create Victorian calling cards and fans, play parlor games, and take part in a Victorian tea party. Fee: \$12 per child, chaperones free Program duration: 2 hours

Myths & Legends of North America: Scouts will become immersed in the cultural background of North America by exploring the myths and legends of Native American tribes, American Folklore, Tall Tales, weather proverbs and more! Storytelling, creative writing, music, and craft activities. Fee: \$12 per child, chaperones free Program duration: 2 hours

Coming to America: Scouts will go on a journey through time around the Mercer Museum, listening to music, hunting for artifacts and experiencing an array of activities related to immigration. Families came to America from many different areas of the world, this program will focus on the immigrant's journey to America between 1880-1920. What did they bring with them? What if they didn't speak English?

Where did they go once they arrived? Storytelling, music, and craft activities. Fee: \$12 per child, chaperones free Program duration: 1.5 hours

Fonthill Castle Programs:

Fonthill Castle offers a series of fun, engaging and educational non-badge program, suitable for Brownie Girl Scout, Junior Girl Scout, Cub Scouts, and other youth groups. These programs require a minimum of 10 children, and range in price from \$7 to \$12 per scout, with scout leaders and chaperones admitted free.

Aztec Headdress: Henry Mercer was inspired by the colorful designs he saw in the Aztec and Mayan Codices. From these drawings Mercer created a set of unique tiles. Participants in this program will use some of these tiles for inspirations as they create their own version of an Aztec or Mayan Headdress. Fee: \$8 per child, chaperones free Program duration: 1.5 hours

Make a Print: Children explore the prints of Fonthill and learn about the traditional printmaking process. They make their own prints. Fee: \$9 per child, chaperones free Program duration: 1.5 hours

Tree & Tile: Children discover the different trees in Fonthill Park and make their own leaf tile in flour clay dough. Fee: \$10 per child, chaperones free Program duration: 1.5 hours

Ships Ahoy!: Children take a closer look at Mercer's interest in ships through his tiles and artifacts. They will then make their own ship out of recycled materials. Ship craft choices: Viking Noor, Chinese Junk, or Spanish Galleon. Fee: \$9 per child Program duration: 1.5 hours

Animals in the Castle: Children go on a brief scavenger hunt through the castle, searching for tile and artifact examples of animals. Following their hunt, the children will make a series of tile rubbings and create a paper animal mosaic inspired by a Mercer tile design. Fee: \$8 per child Program duration: 1.5 hours

Babylonian Tablets: Children learn about one of Henry Mercer's oldest collections, Babylonian Tablets. The tablets, some of which are 4000 years old, are covered in cuneiform, one of the earliest forms of writing. The children will practice cuneiform and use their new linguistic skills to make their own Babylonian tablet. Fee: \$8 per child Program duration: 1.5 hours

Heraldry: Children discover how Henry Mercer used images from medieval heraldry in creating some of his tile designs. Children will learn about the rules of heraldry and paint their own coat-of-arms. Fee: \$10 per child, chaperones free Program duration: 2 hours

Columns & Arches: Children construct supported concrete ceiling using the construction techniques developed by Henry Mercer. This program includes a tour of Fonthill where children will learn more about the materials and methods Mercer used in constructing his one-of-a-kind house. Fee: \$12 per child, chaperones free Program duration: 2 hours

Fonthill Park Walk: Henry Mercer devoted a great deal of time into shaping the land around Fonthill to match his interests and ideas. This one-hour guided tour through Fonthill Park explores how Mercer remade his property and the trees and fauna that populate it to this very day. Fee: \$7 per child, chaperones free Program duration: 1 hour

Towers & Trebuchets: As a boy Henry Mercer was inspired by castles. As an adult, they were the inspirations of the castle-like designs for his home. Children will learn about different types of castles and use this knowledge to construct their own castle. Then the children will discover and test their skills with medieval siege engines. Fee: \$10 per child, chaperones free Program duration: 2.5 hours