



Scout & Youth Group Adventures

2015-2016

Programs for Cub Scouts at the Mercer Museum:

These programs are designed with Cub Scouts in mind, but can be booked by any youth group.

Simple Machines – Make it Move! Scouts investigate the six simple machines through hands-on activities based on the historical tool collections of the Mercer Museum, and then build and use their own windlass using recycled materials. Participants also explore the museum to locate and identify 10 tools that employ one or more simple machine principles. Connects with the Bear “Make it Move” Elective Adventure. Fee: \$12/scout. 10 scouts minimum, 25 maximum. Program length: 1½ hrs.

Hand Crafts & Trades – Build It! Scouts construct a simple candle holder or other wooden craft using the same tools early Americans used in their everyday lives. Safety tips and brief tool histories will be covered. Depending on the craft, tools may include a brace and bit, hammer, saw, clamp, vise, spoke shave, and peg cutter. Connects with the Webelos “Build It” Elective Adventure. Fee: \$12/scout. 10 scouts minimum, 15 maximum. Program length: 1½ hrs.

Programs for All Youth Groups:

These programs make great outings for Cub Scouts, Brownie Girl Scouts, Junior Girl Scouts or any youth group of similar ages. Programs require a minimum of 10 children, with leaders and chaperones admitted free.

Programs at the Mercer Museum:

A Pirate Voyage: 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: \$12/child. Program length: 1½ hours.

The Underground Railroad: 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: \$12/child. Program length: 1½ hours.

A Civil War Soldier's Life: Discover 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: \$12/child. Program length: 1½ hours.

A Day in the Life of a Victorian Lady: Participants take on the role of a Victorian lady in this interactive program. Learn proper etiquette, create Victorian calling cards and fans, play parlor games, and take part in a Victorian tea party. Fee: \$12/child. Program length: 2 hours.

Myths & Legends of North America: 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/child. Program length: 2 hours.

Coming to America: Journey through time as you tour the Mercer Museum, listening to music, hunting for artifacts and experiencing an array of activities related to the immigrant experience. Families came to America from many different areas of the world. This program focuses on the period 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/child. Program length: 2 hours.

Programs at Fonthill Castle:

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 as inspiration as they create their own version of an Aztec or Mayan Headdress. Fee: \$10/child. Program length: 1½ hours.

Make a Print: Explore some of Fonthill's many engravings and etchings and learn about the printmaking process. Then make your own prints. Fee: \$10/child. Program length: 1½ hours.

Trees & Tiles: Discover the many different trees in Fonthill Park and make your own leaf tile using flour clay dough. Fee: \$10/child. Program length: 1½ hours.

Ships Ahoy! Take a closer look at Henry Mercer's interest in ships through his tiles and artifacts. Then make your own sailing ship out of recycled materials. Choices include: a Viking Noor, Chinese Junk, or Spanish Galleon. Fee: \$9/child. Program length: 1½ hours.

Animals in the Castle: Journey on a brief scavenger hunt through the castle, searching for tile and artifact examples of animals, then make a series of tile rubbings and create a paper animal mosaic inspired by a Mercer tile design. Fee: \$10/child. Program length: 1½ hours.

Babylonian Tablets: Learn about one of Henry Mercer's oldest collections, the Babylonian tablets. The tablets, some of which are 4000 years old, are covered in cuneiform, one of the earliest forms of writing. Participants will practice cuneiform and use their new linguistic skills to make their own Babylonian tablet. Fee: \$10/child. Program length: 1½ hours.

Hark! It's Heraldry: Discover how Henry Mercer used images from medieval heraldry to create some of his tile designs. Learn about the rules of heraldry and paint your own coat-of-arms. Fee: \$10/child. Program length: 2 hours.

Columns & Arches: Construct a supported concrete ceiling using the techniques employed by Henry Mercer in building his home, Fonthill Castle. Program includes a tour of Fonthill to learn more about Mercer's materials and construction methods. Fee: \$12/child. Program length: 2½ hours.

Fonthill Park Walk: Henry Mercer devoted a great deal of time to 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 focuses on some of the trees and fauna that populate the woods and grounds. Fee: \$8/child. Program length: 1 hour.

Towers & Trebuchets: As a boy Henry Mercer was fascinated by castles. As an adult, they served as inspirations for the design of his castle-like home. In this program, children learn about different types of castles and then construct their own castle. Finally, participants discover and test their building skills with medieval siege engines. Fee: \$10/child. Program length: 2½ hours.

Call 215-348-9461, ext. 210 to register your group for any of these programs, or e-mail at fhmail@fonthillmuseum.org.