

# Discovering Port Discovery

## Scout Program

### 1 INSTRUCTIONAL FORMAT

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This program is tailored to help young scouts to master several of their required achievements. This small-group format would allow scout groups to work with museum staff to earn badges and meet scout requirements. Over the course of three hours scouts will travel around the museum to investigate museum exhibits to learn about art, language, forensics and team work, as well as reinforce map-reading skills.

The program is a guided program through three of the popular Port Discovery exhibits designed to help scouts meet requirements in the areas of art, language and cultures and science. With a museum guide, they will complete a Scout Checklist as they are guided through the museum while receiving interesting background information and engaging in unique hands-on experiences with “Studio Workshop”, “Adventure Expeditions” and “Miss Perception’s Mystery House.”

The unique needs of the scout program make this small-group format will help scouts to master the requirements of their scout curriculum, but also work together to learn all about art, language and the science behind forensics.

### 2 INTRODUCTION MATERIALS

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To begin this program, scouts will meet their museum guide in a meeting room. This museum staff member will be assigned to work with the group throughout the duration of the program. The group and their guide will have a brief meeting to get to know each other, to gather information to get to provide each scout with their program materials. Upon receiving the introduction materials, scouts will watch a brief video that shows what scouts will be able to do in the museum, and well as a brief introduction about what they will learn. Program materials include a special “investigation” badge and the introduction materials.

Upon beginning this educational program, each scout will receive a clip-board containing the introduction materials and a pencil. The paperwork included on each clip-board will have a color-coded map of the museum and a coded checklist for each scout to complete as they move from one exhibit to the next and complete different tasks. Some tasks will require that they work with others, and some will require that they work alone. As each child completes the required task or tasks at each exhibit, he or she will check off it off on the checklist, fill in the required information on the checklist and move to the next exhibit with the group. The group will work together to read the map of the museum and find their way from their starting point to the first exhibit, as well as the remainder of the exhibits.

### 3 HANDS-ON ACTIVITY

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This program will feature several hands-on activities as the scout group interacts with several different exhibits in the museum.

1. Throughout the duration of the program, scouts will be reading the map of the museum and plotting their movements. As they begin, they will mark their map with their beginning destination, then by matching the symbol of the first exhibit on their checklist, they will find and plot their movements to the first exhibit that they will visit.
2. Their first stop will be "Studio Workshop". Students will look around the art studio and take notes on their checklist about the tools that they see and make guesses about what an artist would do with those tools. Here their museum guide, will explain some elements of art and let scouts investigate some completed art projects. Because the art programs available in the "Studio Workshop" change throughout the year, depending on when scouts visit, they will have the opportunity to try their artist's hand at different types of art. Scouts will be given time to work individually on their own art project. They will complete an art placard with their name and the title of their work. At the end of this segment of their visit, scouts will participate in a "Gallery Walk" where they will walk around to see each other's completed art projects.
3. After completing their task at the "Studio Workshop", scouts will locate their next destination on their museum map, and work together to plot their journey to the next exhibit.
4. The second exhibit that the scouts will visit will be "Adventure Expeditions". Here their museum guide will give a brief overview of Egypt and what life would have been like in 1920s Egypt. He/she would give some information on hieroglyphics. Scouts would complete a segment on their checklist pertaining to hieroglyphics. Then, working in pairs, scouts would move through the exhibit to use their newly obtained hieroglyphic-reading skills to solve riddles and find pharaoh's tomb. There will be a special message on their scout checklist that they will need to decode.
5. After finding pharaoh's tomb and decoding their special message, the scout group would re-group to find their next destination on their individual maps and plot their movements to get there.
6. The third and final stop in this guided-scout tour is "Miss Perception's Mystery House." Again, their museum guide will introduce them to some main ideas of forensics and what it takes for an investigator to solve a crime. Scouts will take some time to look around and chart information on their checklist. Then, scouts will participate in role-playing as they pretend to be a detective to solve the mystery of the Baffeld family, who has gone missing. They may choose to work with a partner or to work alone as they read information and learn solve the mystery. In the end, they will compare their findings and as a group agree on what happened to the Baffeld family.

7. After completing the mystery, the group will use their maps to plot their way back to their original meeting room. Here their museum guide will re-cap what they learned. After completing their checklist, they will be awarded a Certificate of Achievement for completing the Port Discovery Scout Program.

## 4 PRINTED TAKE-AWAY

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In addition to the Certificate of Achievement, scouts will also be given a booklet of additional activities. Because this program only involved three of the many exhibits that Port Discovery offers, this booklet will give them another list of tasks that they can complete in order to earn more badges and achievements in their scout program. They can choose to stay and work through the booklet after the conclusion of the scout program or during another visit.

This color printed glossary booklet will include a coupon for a discount on their next visit, a marked map and photographs of the exhibits, as well as simple, easy to read instructions for tasks that they can complete at each of the remaining exhibits. In addition to the easy to read instructions, this booklet will include QR codes for each exhibit that will link the scout to a short video of a member of the museum staff giving a brief over-view of the learning objective of the exhibit. The QR codes will offer another opportunity for scouts to learn about the exhibit in addition to the museum placards placed throughout the museum.