

Scouts at the Reading Public Museum

Overview

The Reading Public Museum offers workshops and sleepovers that align with its mission and the requirements for various Cub, Boy and Girl Scout requirements.

The Reading Public Museum is the perfect place for your scouts to earn a variety of badges! From our collections featuring a 2,000-year-old mummy to art from around the world, to our 25-acre arboretum, to our state-of-the-art planetarium, we have many incredible experiences to share with your scouts. All workshops are led by qualified, enthusiastic Museum Educators.

Workshops

When: Daily from 9am-8pm. Workshops are 2.5 to 3 hours long. Call for availability.

Group Size: Workshops have a minimum of 8 scouts, or a minimum payment of \$120.00. Workshops are for scouts and their chaperones only.

Fees: \$50 deposit to hold the date with remaining balance due 1 week prior to the scheduled workshop. Workshops are \$15/scout and \$6/adult, with 1 adult free for every 10 scouts.* Workshops that take place during normal Museum hours include Museum admission for the day.

Reservations: Are required. Please contact Megan Weld at 610.371.5850 x. 258, or email education@readingpublicmuseum.org

* girlSTEM workshops are \$17/scout and \$6/adult, with 1 adult free per workshop, and 1 adult free for every 10 scouts.

Sleepovers

When: 6pm-8:30am on the weekends (Friday-Saturday) Call for availability.

Group Size: Sleepovers have a minimum of 30 scouts and adults, or a minimum payment of \$1,200. Sleepovers are for scouts and their chaperones only. We require 1 adult per 10 scouts. Includes a special "I Slept at the Reading Public Museum!" patch!

Fees: \$100 deposit to hold the date with the remaining balance due 1 week prior to the scheduled sleepover. Sleepovers are \$35/scout and \$20/adult, with 1 adult free for every 10 scouts registered.

Reservations: Are required. Please contact Megan Weld at 610.371.5850 x.258 or email education@readingpublicmuseum.org

Girl Scouts

RPM offers workshops for Daisies, Brownies, Juniors, Cadettes and Seniors.

Daisies (grades K-1)

- ❖ Sunny Petal: Read Sunny's Story, and then explore the art at the Reading Public Museum before making your own special mural!
- ❖ Zinni Petal: Read Zinni's Story, and then visit the Modern & Contemporary art galleries to learn about different kinds of art. Then get ready to create your own special pictures with the help of your Daisy friends!
- ❖ Clover Petal: Read Clover's Story, and then pay a special visit to the Animal Habitats gallery in the Museum to learn about how animals can be resourceful, too! Make a collage out of old magazines that you can take home with you!
- ❖ Rosie Petal: Read Rosie's Story, take a walk to learn about how the Museum keeps the Arboretum in beautiful condition, come up with ways that you can reduce trash, and more!
- ❖ Board Game Design Challenge: Engineers are people who like to know how things work. They design and build things people use every day, like computers, phones, roads, bridges and cars. They use their imaginations to solve problems and create new products. Create board games and engineer your own game spinner using GoldieBlox.
- ❖ How Robots Move: Robots are simple machines made of many different parts that are programmed to run automatically. Programmers are the engineers that create step-by-step instructions, or algorithms, that tell robots how to move, understand, and act. Think you might be a good robot? See if you can follow your programmer's algorithm. After, become a programmer, and create algorithms for robots and friends.
- ❖ Design A Robot: Now that you know what robots can do and how they do it, it's time to design your own robot! Work like engineers to plan and build a prototype of your robot that solves an everyday problem. Don't forget to make a program for your robot, as it will need it for your prototype to "run." After, test and share your robot prototype with your fellow Daisies for ideas on how to make it even better.
- ❖ What Robots Do: A robot is a machine that is programmed to act automatically. Robots do things we, as humans, can't or don't like to do. Robots can be super small to go into small spaces or be built to go places that are too hot or cold for us. They can even go to far away planets and send information back to scientists! Learn about the many things robots do, and work in teams, like engineers, to design a robot that solves an everyday problem.

Brownies (grades 2-3)

- Hiker: Get ready to go on an adventure at the Reading Public Museum! Explore how the Native Americans would make sure they were prepared before they set out on a journey, assemble your own hiking kit, including a healthy snack for the trail, and go on a scavenger hunt through the 25-acre arboretum! *
- Bugs: View hundreds of bugs from our Museum collections, learn what type of home ants live in, and go on a bug hunt in our arboretum! *

- Home Scientist: Learn how science is used in cooking, experiment with static electricity, make an eruption, and more. Plus, take home your own homemade silly putty!
- Inventor: Learn how to think like an inventor as we explore how to turn everyday objects into new inventions. Practice problem solving, planning, and even create your own new contraption.
- Making Games: Use the Museum exhibits to design a scavenger hunt and make up your own games. Then learn how to play games our ancestors played and games that are played in other countries!
- Painting: Visit our European and American art galleries to discover what types of paintings appeal to you! Then learn how to paint a still-life using objects from our collections, make your own stamp, and more!
- Potter: Visit our Pennsylvania German and Ancient Civilizations galleries to discover different types of pottery. Then learn how to create your own masterpieces!
- Senses: How well do you know your senses? Can you identify an orange just by its smell? Do you know what a cup of dried rice sounds like? Explore all of your senses with these fun experiments!
- girlSTEM: From making a working circuit, to using geometric patterns to making a tile coaster, your girls will have fun while learning! *
- Designing Robots: Learn about the different parts of robots, how they all work together, and plan your very own robot! Build a prototype, and share it with your Brownie Friends!
- Programming Robots: Create your very own robot, and test your robot senses. Learn all about programming, and even code your robot!

Juniors (grades 4-5)

- Animal Habitats: From our Natural History gallery to our arboretum, the Museum provides many opportunities to study animals and their habitats! Learn about endangered animals, practice observing animals from afar, and make your own nest!
- Detective: Do you have what it takes to be a detective? Find out as you explore our very own Museum “mystery.” Practice breaking codes, finding clues, and more!
- Drawing: Begin by looking at drawings from famous artists. Then learn how to draw using a variety of mediums and techniques. Finish by having your own “art show” in the Museum!
- Flowers: Study the flowers that are blooming in our arboretum, make your own bath beads to take home, and make your own flower art. Plus see how flowers are used in different works of art in the Museum! *
- Gardener: Start your workshop by visiting our arboretum and/or on-site greenhouse to learn how professionals use plants in landscape design. Then practice designing your own garden as you find out what type of plants will grow well in your backyard, when they will bloom and more. Finish by planting an indoor garden to take home! *
- Jeweler: After seeing jewelry from different time periods and cultures you will get to make your own accessories to take home! Practice using wire, paper, and even t-shirts to make fun jewelry for you, or to give away!

- Playing the Past: What better place to study the past than a Museum? Learn about our 2,000 year old famous female, play games from centuries ago and even practice the chores our ancestors had to do!
- girlSTEM: From math-inspired shrinky-dink necklaces to paper circuit cards, your girls will be excited about all the opportunities STEM has to offer! *
- Entertainment Technology: Explore the world of technology, from the earliest kind of animation, and even making your own animation! Explore video game development, and even make your own entertainment technology to take home with you.
- Programming Robots: Robots are simple machines programmed to run automatically. But someone has to program the robot—you! Start by engineering a robot, and learn all about how programming is done, then code your very own robot!
- Designing Robots: Robots can be inspired by anything—humans, animals, even nature. Scientists are continuing to develop robots, and you can too! Explore what AI (artificial intelligence) is, and how it helps the world. Then work with your fellow Juniors to design your own robot!

Cadettes (grades 6-8)

- Book Artist: Start this workshop with a tour of our library (yes, the Museum has a library!) as you see how different books have been made throughout history. Then take apart a book to see what is inside, use this knowledge to make your own planner, and more!
- Comic Artist: Did you know that The Museum has comic art in its collection? View some of this work as you learn techniques used by famous artists, and how they told stories with only a few words. Then make your own comic from start to finish!
- Night Owl: Spend the day exploring the dark! Look at works of art that feature night themes, interview Museum staff who work overnight, and see a Planetarium show. Plus, learn about animals that are adapted to the night and create your own nocturnal animal. *
- Special Agent: This badge explores the science of crime scene investigations! Learn what to look for in fingerprints, see how good you are at being an eye witness, and extract DNA from fruit. Then see if you have what it takes to be a forensic artist as you compare your work to that of expert Frank Bender, who reconstructed our mummy's face!
- Trees: The arboretum is the perfect place to get to know trees! View our tree cookie to learn about tree-ring dating, study leaves to identify different trees, and learn what it takes to be a tree caretaker at the Reading Public Museum. Plus draw up a plan for a tree-garden that includes a tree-house! *
- Woodworker: Use a hammer and nails to create a neat take-home craft, explore The Museum and learn how tools like a level are very important, do your own wood-working, and more!
- girlSTEM: Use math to make a gear-inspired necklace, make your own electronic matching game, and much more! *

Seniors (grades 9-10)

- **Sky:** Begin your studies of the night sky with a star show in our state-of-the-art planetarium. Then get hands-on as you build and launch a rocket, make night-art, and more. This badge takes place in the Neag Planetarium, next to the Museum building.
- **Collage Artist:** Explore collages in the Museum's collection, including some from behind-the-scenes! Then learn how to make collages using a variety of techniques. Practice cubomania, experiment with color arrangements and even make a self-portrait.
- **Game Visionary:** Push the boundaries, and create a series of challenging, awesome games for yourself and your friends! From board games to physical challenges, this badge has them all.
- **Novelist:** Writing a novel lets you dream the world your way! Experience the fun of a novelist's career—creating new characters and exploring new worlds, all while working up a work of fiction you wrote yourself!
- **Outdoor Art Expert:** Connect with nature and create something helpful to the environment at the same time! Find ways to express yourself, while exploring unique art that is outside Museum walls.
- **Science of Style:** Fashion and beauty are glamorous businesses, but did you know how much science goes into those industries? Use the science of style to imagine and create your own products!
- **Textile Artist:** There are so many kinds of fabrics, and yarns. Get ready to explore the world of textile arts, finding your own favorite medium and creating your very own special textiles.
- **Voice for Animals:** Animals play a huge role in our everyday lives, whether as pets, entertainment, or even being our chicken nuggets! Explore more about animals in this badge, leaving with knowledge of animals in sports and entertainment, and even in science!
- **girlSTEM:** Use math to make a gear-inspired necklace, make your own electronic matching game, and more! *

* Offered as a workshop only

* This badge is best completed when the weather is warmer

* This badge is best completed during evening hours

*Price is different for this event; \$17/scout, \$6/adult, one adult per workshop is free, with an additional free adult for every 10 scouts registered. Fees include all workshop activities, an exclusive girlSTEM patch, and Museum admission the day of the workshop