

Delmarva Discovery Center & Museum



Pocomoke City, MD

Delmarva Discovery Center & Museum 2017 Field Trip and Group Program Guide

2 Market St. Pocomoke City, MD 21851
(410) 957-9933
DelmarvaDiscoveryCenter.org

The Delmarva Discovery Center & Museum Program Guide

Thank you for choosing the Delmarva Discovery Center & Museum (DDCM)! We are a 16,000 square foot building dedicated to fostering an appreciation for the natural and cultural history of the Delmarva Peninsula. Our restored brick building is nestled along the Pocomoke River in Pocomoke City, Maryland. We have hosted thousands of students, summer camps, scout troops and adult groups. Please feel free to review this guide and we hope to see you soon!



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Discovery Classroom Programs

\$2 per participant, per program in addition to admission (see page 7)

Program availability is subject to change

Minimum 10 participants required; 30-40 minutes each

Program Offerings

Suggested Grade Level

- **Guided Tour or Scavenger Hunt-** *All ages*
Discover the interactive exhibits in our 16,000 square foot museum! Explore Native American history, watch the River Otters swim in the aquarium, steer a 2 story steamship, try oyster tonging and so much more! *(Cannot be combined with touch tank or otter program for groups of 25 or more)*
- **Nature Walk in the Bald Cypress Swamp-** *All ages*
Take a walk along the Cypress Park Nature Trail as we learn about animal life cycles and this unique ecosystem! (Alternate activity will be planned in case of inclement weather).
- **Native American Program-** *PreK- 1st grade*
Learn about local Native Americans on the Eastern Shore through storytelling.
- **Critter Craft-** *PreK- 1st grade*
Make a craft about animals that call the Delmarva Peninsula home, focus on animal life cycles, food webs or adaptations!
- **Boat Building Workshop-** *3rd- 9th grade*
Learn about the boat building history of Delmarva, while you craft your own boat and see how much it can hold while still staying afloat!
- **Nest Building Challenge-** *4th- 12th grade*
Use your best STEAM skills to create a bird nest in this challenge! Students will use teamwork, budgeting, design and engineering skills to complete a nest that will be tested to see how much weight it can hold!



Focused Learning Programs

\$6 per participant, per program in addition to admission (see page 7)

Program availability is subject to change

Minimum 10 participants required. 2-3 hour programs

Program Offerings

Suggested Grade Level

- **STEAM and Birds-**

6th grade

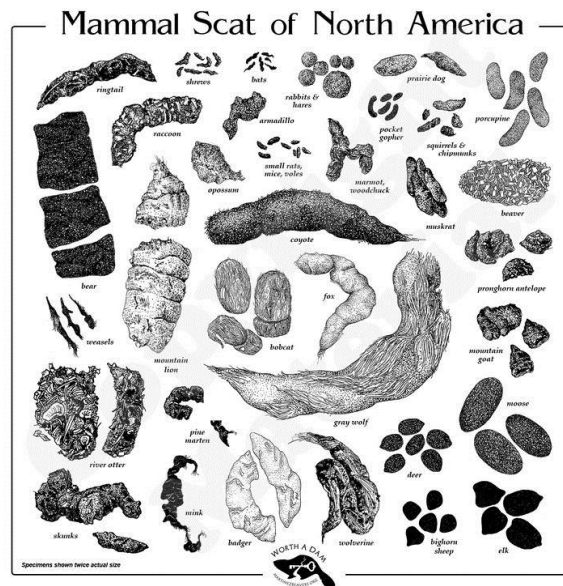
What makes a bird, a bird? Learn how to look for field marks to identify different birds, try a variety of bird beaks to learn how birds have adapted to eat specific types of food, explore bird migration, and become a citizen scientist and categorize and report your bird sightings to the world famous Cornell Lab of Ornithology!



- **Nature Detectives**

3rd grade

Explore the world of scat, tracks and skulls! We'll learn to identify natural objects through honing our observation skills. Meet some live animals, become detectives while you scour the nature trail for signs of wildlife, inspect scat for hints of what that animal ate, and examine some skulls!



Animal Encounters

All age levels, 30-40 minute program

\$2 per participant, program in addition to admission (see page 7)

Minimum 10 participants required

Program Offerings

Suggested Grade Level

- **Otters**

All ages

Otters are incredibly fun and lively! Visit the Wally Gordon River Otter Exhibit, get to know our resident North American River Otters, Mac and Tuck, and learn about what makes them special animals! Learn about adaptations that make them perfectly suited to their environment. Meet one of the otter keeps and find out what it takes to ensure that our otters are healthy and happy.

- **Reptiles and Amphibians**

All ages

- *Habitats:* What animals live where? Discover what types of habitats are necessary for different animals to survive! Meet some ambassador animals that would live in these habitats.
- *Adaptations:* Learn about the different adaptations that allow each of our resident animals thrive in their favorite habitats.
- *Local or invasive:* Which animals can be found locally on Delmarva and which are considered invasive? Discover what an invasive animal is and how they can negatively impact the eco-system.



- **Touch Tanks**

All ages

Meet some animals that call the bays of Delmarva home! Explore our hands on and wheel chair accessible exhibit, students will be able to touch a variety of aquatic animals, and learn how water quality can impact their health!

Community Programs

\$2 per participant, per program in addition to admission (see page 7)

Program availability is subject to change

Minimum 10 participants required; 30-40 minutes each

Community programs are scheduled in partnership with other organizations and require a minimum of a month's notice in most cases

Program Offerings

Suggested Grade Level

- **Sturgis One Room Schoolhouse -**

All ages



The Sturgis School is the only African American one room schoolhouse in Worcester County, it was built 100 years ago and has been lovingly restored. Learn about life when this beautiful structure was built.

- **Costen House-**

Varies

Visit this historical home in downtown Pocomoke, learn about the historic architecture and how homes and technology have changed over time.



- **MAR- VA Theater**

all ages



Explore this beautifully restored theater, right in downtown Pocomoke! Students will get a chance to get right up on the stage to get their time in the spotlight!

Planning Your Trip

Reservations

Contact the Education Department at least two weeks in advance of the date at (410) 957-9933, or e-mail education@DelmarvaDiscoveryCenter.org or contact@DelmarvaDiscoveryCenter.org

Please provide:

- Name of Group.
- Name and address of organization or school.
- Name, phone numbers and e-mail address of contact person.
- Grade level/ age and number of participants, expected number of chaperones.
- Preferred and alternate date, arrival and departure times, and type of program(s).
 - Field trips are generally hosted on Mondays, Wednesdays and Fridays.
- Any relevant special needs of your group/students.
- Suggested: 1 chaperone for every 10 students.
- A deposit of \$50.



Rates

School Group Admission Rates- includes one classroom program of your choice

Students.....\$5/ student
 Teacher Leaders.....Free
 Chaperones/ Parents.....\$5/ Parent Chaperone

Group Rates- Organized groups of 10 or more

Youth/Scout group Admission.....\$5/ Scout/ Youth
 Adult group Admission.....\$8/ Adult
 Senior (ages 60+) Group Admission.....\$7/ Senior
 Civic Group Leaders (up to 2 per group)..... Free
 Chaperones/ Parents.....\$8/ Parent Chaperone

Program Rates (in addition to admission)

“Discovery Classroom Programs” (page 3)..... \$2/ Program per Student
 Focused Learning Programs (page 4).....\$6/ Student
 Animal Encounters (page 5).....\$2/ Program per Student
 Community Programs (page 6).....\$2/ Program per Student

Payment

Please specify your payment preference before your visit; cash, check or credit card. If payment cannot be made the day of your visit, a purchase order is required and should be arranged ahead of time.

Field Trip Deposit

Participating groups are required to make a deposit of \$50 as part of registering for a field trip. The deposit will be applied toward the full cost of the visit. If the deposit is not received within two weeks of booking, the group will forfeit their desired date. Deposit will not be returned if the group violates cancellation policy (see below).

Deposits can be made in two ways:

- Mail a check
 - Please make checks payable to “Delmarva Discovery Center & Museum”
 - Mail to: 2 Market Street, Pocomoke City, Maryland 21851.
- Credit card payment over the phone (MasterCard or Visa).



An invoice of the estimated cost will be sent prior to the field trip date. Charges to the invoice will be made the day of the field trip to account for the actual number of participants. Payment is due in full the day of the trip. Payments can be made with cash, check or credit card.

Cancellations

Field Trip Cancellation Policy

If a school or group must cancel a scheduled field trip, the group should contact DDCM staff as soon as possible. Deposits will be returned (less a 20% administration fee) for cancellations at least two weeks prior to the trip date. Deposits will not be returned to groups that cancel the trip less than two weeks prior to their scheduled date.

Weather Cancellation Policy

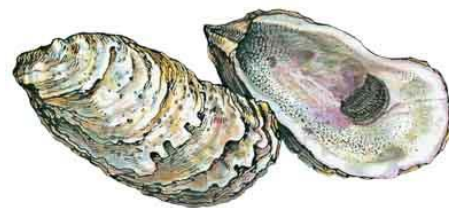
In the case of an extreme weather event, the DDCM **or** the school may cancel and reschedule the field trip. A DDCM Staff Member will attempt to contact the group representative if inclement weather is impending or occurring; posts will be made to social media and news outlets. If groups are unable to reschedule a trip cancelled due to inclement weather, the deposit will be returned in full.

Late Arrivals

We understand that sometimes groups might be running late. We ask that groups make every effort to contact the DDCM staff to alert them to their new schedule. We will accommodate schedule changes to the best of our availability.

Hours

School Field Trips and group visits are scheduled on Mondays, Wednesdays and Fridays. If your schedule does not allow you to choose those days, please let us know and we will try to arrange an alternative for you. We are open 7 days a week, Monday- Saturday 10:00 am- 4:00 pm and Sunday 12:00 pm- 4:00 pm. Typically field trips and tours begin in the morning.



Special Notes for School Field Trips

Upon arrival to the Delmarva Discovery Center & Museum, your group will be greeted by our education and front desk staff and given a brief orientation to the museum. Please consider the following:

- If you are doing program rotations, please have your group divided into smaller sections prior to arrival.
- Make sure that DDCM staff are aware of your lunch time plans. We have wonderful outdoor options, and during inclement weather you may eat in the STEAM Lab or Discovery Station.
- Make sure that all group leaders and chaperones are familiar with the chaperone guidelines.

Chaperone Guidelines

- Chaperones/ parents may be responsible for 10 or fewer students/youth at a time.
- While inside the museum or on the trails, please remember that students must stay with you at all times for their safety and that of other visitors.
- Please ensure that your group follows our behavioral guidelines throughout their stay
 - Please walk while inside the museum.
 - Instructors have fun interactive lessons planned, but students should be listening for instructions in order to participate!
 - Be respectful of the live animals' personal space. Harassing animals or banging/tapping on enclosures is not acceptable, your best chance at seeing shier animals is staying quiet and moving slowly!
 - Please enjoy, but be gentle with our electronics and interactive exhibits.
- Please arrive for pre-scheduled group programs a few minutes ahead of time to ensure that each group of students will enjoy the same program length.
- Please split students into groups prior to arrival if instructed.
- Leaders and Chaperones, please enjoy our exhibits yourselves!
- During programs, please allow students to answer all questions, we will help guide them towards the answers as they use their own critical thinking skills.

Visiting the Gift Shop?

We are happy to have groups peruse the gift shop! Because the space is small, and many fragile items are featured, we ask that leaders and chaperones consider the following:

- Before arrival, let us know that you would like to visit the gift shop so that we can accommodate your group.
- Close chaperone supervision is key. Students should be closely supervised and assisted with budgeting and organizing their money and purchases before arriving at the counter.
- Make sure students understand that tax will be applied to their purchases.
- Only groups of 15 or fewer students will be allowed in the gift store at one given time, along with 3 or more chaperones.

