

Delmarva Discovery Center & Museum



Pocomoke City, MD

Delmarva Discovery Center & Museum 2017-2018 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 dedicated to fostering an appreciation for the natural and cultural history of the Delmarva Peninsula. Our 16,000-square foot, 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 review this guide and let us know how we can accommodate you. 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 and 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** *All ages*
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 as 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

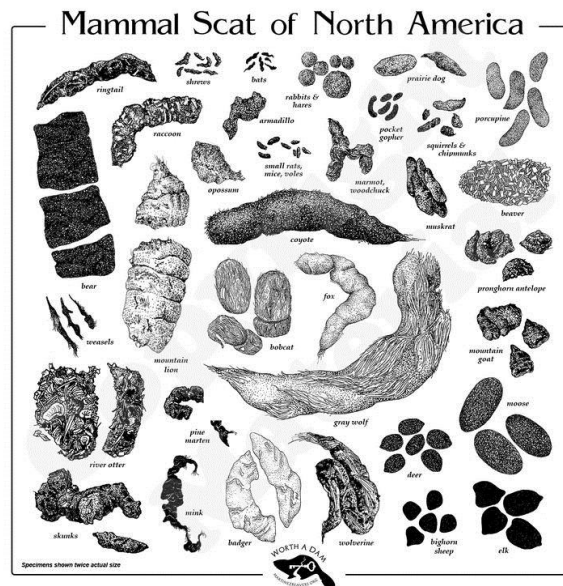
What makes a bird a bird? Learn how to look for field marks to identify different birds, try a variety of bird beaks to learn how birds have adapted to eat specific types of food, explore bird migration, and become a citizen scientist and categorize and report your bird sightings to the world famous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



Animal Encounters

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

All age levels, 30-40 minute program.

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 to get to know Mac and Tuck, our resident North American River Otters, and discover what makes them special animals! Learn about adaptations that make them perfectly suited to their environment. Meet one of the otter keepers to find out what it takes to ensure that our otters are healthy and happy.

- **Reptiles**

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 adaptations that allow our resident animals to 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 Pool**

All ages

Meet some animals that call the waters of Delmarva their home! Students will be able to touch animals of the Chesapeake Bay in our hands-on, wheel chair-accessible exhibit. Learn what and how these animals eat, and discover how these animals help humans.

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. What would rural schools and homes have been like 100 years ago? Take a step back in time to find out!

- **Costen House Museum**

2nd– 12th grade

How did the Industrial Revolution shape American life in the 1800s? How have medical practices and the American home advanced since then? Visit the historical home of Dr. Isaac Costen in downtown Pocomoke to explore this evolution.



- **MAR- VA Theater**

All ages



Explore this beautiful theater 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 Alyssa Scott, Education & Programming Coordinator, at least two weeks in advance of the date at (410) 957-9933, or e-mail Alyssa@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, and expected number of chaperones
- Preferred and alternate date, arrival and departure times, and type of program(s)
- Special needs of your group/students
- Suggested: 1 chaperone for every 10 students
- A deposit of \$50



Rates

School Group Admission Rates

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/Program per Student
Animal Encounters (page 5).....	\$2/Program per Student
Community Programs (page 6).....	\$2/Program per Student

Payment

Please specify your payment preference (cash, check, or credit card) before your visit. 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

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 the 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.
 - Include name of school, grade, and date of field trip in the memo line.
- 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 event of extreme weather, the DDCM **or** the school may 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 the DDCM closes due to inclement weather. If groups are unable to reschedule a trip cancelled due to inclement weather, the deposit will be returned in full.

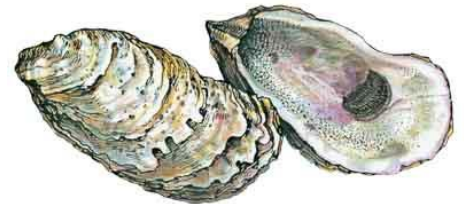
Late Arrivals

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

Hours

School field trips and group visits can be scheduled any day of the week.

We are open 7 days a week: Monday- Saturday 10:00 am - 4:00 pm
and Sunday 12:00 pm - 4:00 pm.



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 will receive a brief orientation to the museum. Please consider the following:

- If you are participating in program rotations, please have your group divided into smaller groups prior to arrival.
- Make sure that DDCM staff are aware of your lunchtime 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.
 - Educators have fun, interactive lessons planned, but students should be listening for instructions in order to participate!
 - Be respectful of the space of our live animals. Harassing animals and tapping on enclosures is not acceptable. You are more likely to see shy animals when you are quiet and move slowly!
 - We are proud of our interactive, hands-on exhibits, but please be gentle and careful while touching them.
- Please divide students into groups prior to arrival if instructed.
- 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.
- Leaders and Chaperones, please enjoy our exhibits yourselves!

Visiting the Museum Store?

We encourage you to peruse the museum store! Because the space is small and features fragile artwork, 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. We ask that chaperones assist students with handling merchandise, budgeting, and organizing their money and purchases before arriving at the counter.
- Make sure students understand that sales tax will be applied to their purchases.
- We suggest that there be one adult for each five students in the museum store.

