

**GUIDELINES:** Visit The Mariners' Museum. Based on the grid, complete the number of activities for your grade level.

	DISCOVER	CONNECT	TAKE ACTION	ANY ACTIVITY UNDER ANY KEY	TOTAL NUMBER OF ACTIVITIES
Girl Scout Daisy	1	1	1	0	3
Girl Scout Brownie	1	1	1	1	4
Girl Scout Junior	1	1	1	2	5
Girl Scout Cadette	1	1	1	3	6
Girl Scout Senior	1	1	1	4	7
Girl Scout Ambassador	1	1	1	5	8

## Discover

- Visit the activity ship located in the main lobby. Open the various trunks and barrels and:
  1. Learn about the games sailors would play in their spare time.
  2. Learn about the food they ate.
  3. Try on their clothing and take a picture of yourself at the steering wheel.
- Watch the video “*Early Navigational Instruments*” in the Age of Exploration Gallery . Compare navigation from times past until today. Also, play the “*Merchants of the Great Exchange*” game.
- Visit the Great Hall of Steam and try sending a distress signal on the wireless Marconi from the *Titanic*.
- Identify how many miniature model ships in the Crabtree Exhibit do not have sails.
- In the Small Craft Center, there is a small boat made from metal with a lawnmower engine in it. It was used by very brave people wanted to come to the United States during the 1960s. What country did they leave? For older girls, when you get home, go online and do a Google search on “*Castro Revolution*” to determine why these people and some of their fellow countrymen would want to escape from their homeland.

## Connect

- As you enter the *USS Monitor Center* and pass through the first (where you learn about the sinking of the *Monitor*) stand over the wreck of the ship on the ocean floor and answer the following questions:
  1. Is the ship right side up or upside down?
  2. Identify the bow and stern (remember the propeller is at the stern of the ship).
  3. Did the turret remain in the center of the ship? The turret is the large round object that was originally located in the middle of the ship.
- Watch the video showing in the same area. What is the name of the woman who was in charge of recovering the *Monitor's* turret?
- Play “*Build your own ironclad*” game. Was your design a success?
- The objects from the *Monitor* are being conserved at The Mariners' Museum. Go up the stairs to look into the conservation area. What items do you see? For older girls, divide into two groups and research and debate the difference between conservation of underwater artifacts with the salvage of underwater artifacts.
- Take a walk on the Noland Trail. What native species of animal, trees and plants do you see? Hint: read the wayfinding signs along the way.

## **Take Action**

- Take a look at The Mariners' Museum website to find out information on the exhibits and galleries that will interest you on your visit. Design a tour and present it your troop to help prepare for your visit.
- Discuss various ways that you can help protect the plants, trees, animals, and waterways you see while walking along the Noland Trail.

Find out how you can become a Volunteer at the Mariners' Museum (Age restrictions apply) or complete a volunteer project at The Mariners' Museum with your troop. Contact The Mariners' Museum for projects, dates and availability.