

BOY SCOUT PROGRAMS

BOY SCOUT MERIT BADGE

(5th Grade and Older)

Our on-staff Merit Badge Counselor can guide you as you earn the following Merit Badges:

- **Bird Study**
- **Insect Study**
- **Environmental Science**
- **Soil and Water Conservation**
- **Sustainability**
- **Citizenship in the Community**

Suggested Donation: \$5/Scout

EAGLE SCOUT AWARD

Work with our staff to plan your project or earn volunteer hours as you prepare for and earn your Eagle Scout Award, the highest honor for a Boy Scout.

ABOUT CAMPING AT THE ARBORETUM:

- Cost of an Overnight, unless otherwise noted, is \$30/Person, to cover the cost of an educator to stay on site and must be scheduled one month in advance.
- Please remember to Bring Your Own Gear (BYOG) for camping at the Arboretum, the Arboretum does not have extra gear on site.
- When scheduling, please remember that CHA reserves the right to cancel a program and reschedule due to inclement weather.

ABOUT SCOUT PROGRAMS:

- Programs are 60 minutes long unless otherwise noted.
- Price is \$5/scout unless otherwise noted. No cost for leaders or chaperones.



For more Information

Visit our website at

www.HartshornArboretum.org

To Register: call us at

(973) 376-3587

or email:

nesposito@hartshornarboretum.org

A majority of the program will take place outdoors. Dress appropriately, as the program will continue if there is a little rain. In the event of thunderstorms or other inclement weather, the program will be rescheduled.

CORA HARTSHORN



ARBORETUM
& BIRD SANCTUARY

Cub Scout Boy Scout Programs

324 Forest Drive South
Short Hills, NJ 07078
(973) 376-3587

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CUB SCOUT PROGRAMS

TIGER CUB (1st Grade)

- **Backyard Jungle:** Take a guided hike at the Arboretum as we use all 5 senses to discover what is living in our backyard.
- **Tigers in the Wild:** Learn how to “Be Prepared” for anything that might happen on a hike, then take a guided hike at the Arboretum to discover the plants and animals that call the woodlands home.
- **Sky is the Limit: (1.5 hr) (\$8/Scout)** Scouts and leaders arrive at dusk. How do we see objects that are far away? Take a guided night hike while we discover what makes stars and constellations so special.

WOLF (2nd Grade)

- **Call of the Wild: (Overnight)** Take advantage of a special opportunity to sleep under the stars at the Arboretum while we learn together the essentials of camping safely.
- **Howl at the Moon:** History can be passed down through storytelling. Discover the importance of storytelling in the Lenape Culture and learn how to tell a story of your own.
- **Paws on the Path: (1.5 hr) (\$8/Scout)** Learn to “Be Prepared” for anything as we prep and participate in a 1-mile hike in our woodlands. While outside, discover the plants and animals that call the Arboretum Home.



CUB SCOUT PROGRAMS

- **Digging in the Past:** What are fossils and why are they special? Follow clues about the past can to learn about the animals and plants that came before us.
- **Running with the Pack (1.5 hr) (\$8/Scout):** Come stretch, gain flexibility and get healthy as we learn to move our bodies in creative ways and develop our team building skills by playing games in the woodlands.



BEAR (3rd Grade)

- **Bear Necessities: (Overnight)** What does it take to “Be Prepared”? Take advantage of the Arboretum’s expertise for a discussion about what items we need to bring with us and plan our meals before we camp in the Arboretum’s Woodlands.
- **Furs, Feathers and Ferns: (1.5h)(\$8/Scout)** Meet our resident endangered species, then take a guided hike in the woodlands to observe and study several plants and animals up close. Learn what conservation is and how to put it into action in your own backyard!
- **Beat of the Drum:** Who lived here before the Europeans settled? Visit the Arboretum to learn about the Lenni-Lenape who still call New Jersey home and their traditions.
- **Forensics: (1.5h) (\$8/Scout)** It’s an Arboretum whodunit as we search for the culprit that stole our Zebra Finch Family. Follow the clues and help us solve a mystery.

CUB SCOUT PROGRAMS

WEBELOS/ARROW OF LIGHT (4th-5th Grade)

- **Webelos Walkabout: (2 hrs) (\$10/Scout)** “Be Prepared” is the Boy Scout Motto. Put it into action with an Arboretum staff member as you prepare and go on an extended hike through our woodlands and help maintain our trails.
- **Camper: (Overnight)** We know how to plan, but what happens when the unexpected happens? Learn how to be best prepared for unforeseen events and how to be entertained without a smartphone.
- **Adventures in Science: (1.5h) (\$8/scout)** Discover the scientific method, talk to a scientist and become one yourself as you assist with an Arboretum Citizen Science Project.
- **Earth Rocks!:** What is Geology? Become a geologist for a day and learn how to identify different rocks and minerals right here in New Jersey!
- **Into the Woods:** Explore our historic woodlands and learn about the native trees right in our backyard. Help the Arboretum by looking for and identifying non-native species in our ecosystem.



LEADERSHIP JOURNEYS

All Leadership Journeys are 10 Sessions to complete and \$5/Session/Scout. Programs must be scheduled in advance with the Education Staff.

- **Between Earth and Sky:** Explore the CHA's Woodlands, Flowers and Natural Surroundings with our resident Grown Up Girl Scout.
- **WOW! The Wonders of Water:** Water is special and it helps all plants and animals survive on our planet. Join our Grown Up Girl Scout as she guides your troop through a series of experiments and water-based lessons.
- **Get Moving!:** Explore the connection between the energy in our bodies and the energy in the world around us as our Grown Up Girl Scout guides your troop through a series of activities that teach you how to motivate those around you.
- **Breathe! :** Air is all around us– but what makes it clean? Along with our Grown Up Girl Scout, learn how to communicate with others, interpret air quality and make the world a better place through a series of lessons and experiments.
- **Sow What? Leadership Journey:** Have you ever taken a bite of a Jersey Fresh Tomato and wondered exactly how its made? Explore how our food is grown, processed and distributed while exploring the cultures of other Girl Scouts. Join our Girl-Scout-In-Residence to teach others the value of becoming a “Locavore” and supporting local agriculture.
- **Justice!:** In this final chapter of the *It's Your Planet– Love It!* Leadership series, we will build on all the knowledge gained to identify and improve an environmental issue.

ABOUT SCOUT PROGRAMS:

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- Price is \$5/scout unless otherwise noted or an overnight. No cost for leaders or chaperones.
- To learn more about completing your Journey and Leadership Awards, e-mail nesposito@hartshornarboretum.org



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GIRL SCOUT PROGRAMS

DAISY (K & 1st grade)

- **Clover Petal:** Learn how to use resources wisely and make the world a better place as we learn where everything comes from and where they go when we are done with them.

BROWNIE (2nd & 3rd grade)

- **Bugs:** Learn about some of the invertebrates that call New Jersey home, then go for a hike and discover how the logs on the ground act like a house for insects, spiders and more!
- **Hiker: (1.5hr) (\$8/Scout)** Learn hiking basics and how to plan for a hike, then practice these skills on a hike through our woodlands habitat!
- **Senses:** We use our senses everyday– learn how they help us explore the world and how animals might use these senses outside.
- **Household Elf: (\$8/Scout)** Do you know what is in cleaning solutions? Learn how to be a better buyer and teach others to reduce their carbon footprint on the world around us.
- **Potter: (\$8/Scout)** Clay is a special type of soil that has been used by many cultures throughout history. Explore how the Lenape used clay pots and make one to take home.

JUNIOR (4th & 5th grade)

- **Animal Habitat:** All animals need similar essentials to survive. Learn what these are and explore the woodlands to identify animal homes.



GIRL SCOUT PROGRAMS

- **Flower:** Learn the parts of a flower before we spend time in the pollinator garden and go for a wildflower hunt in the woodlands.
- **Detective: (1.5 hr) (\$8/Scout)** It's an Arboretum whodunit as we search for the culprit that stole our Zebra Finch Family! Follow the clues and help us solve a mystery.
- **Gardener: (\$8/Scout)** Learn how to plant a garden and what plants and flowers you should plant in New Jersey. Visit the wildflower preserve and leave with your own seed cup.
- **Geocacher:** Learn about GPS, satellites and navigation as we explore the woodlands and look for our cache.
- **Camper: (Overnight)** Pitch a tent and spend the night at the Arboretum! Take a night hike or kick back with a special campfire-cooked treat.



CADETTE (6th-8th Grade)

- **Night Owl: (2 hr) (\$10 per Scout)** Girls arrive at dusk. Take a hike in the woodlands as some creatures wake up and others go to sleep. When we're done, compare and contrast what we observed as ecologists.
- **Trees:** Trees are in our name. Take a hike in the woods and learn how to identify tree species, look for the oldest tree in the forest and discover the many uses of trees.
- **Special Agent:** Scientists come in all shapes, sizes and skill sets. Use your detective skills to uncover what is causing all the logs to disappear in the woodlands!

GIRL SCOUT PROGRAMS

SENIOR (9th & 10th grade)

- **Sky: (\$5/Scout):** Girls arrive after dark. Look out for constellations and learn about the role of the night sky in navigation.
- **Social Innovator:** The CHA staff is available to help troops identify and learn about social problems, research and identify possible solutions, connect troops with relevant stakeholders, and help troops develop a solution to their chosen social problem.
- **Ask a Grown Up Girl Scout...:** Ask our Girl-Scout-In-Residence about *Business Etiquette* and how to impress with an elevator pitch, ace an interview and more!

AMBASSADOR (11th & 12th grade)

- **Water: (2hr) (\$12/Scout)** Become a hydrologist and explore the properties of water through a series of experiments.

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