



Old Sturbridge Village is an outdoor history museum presenting the story of everyday life in an early 19th-century rural New England setting. Historic homes, craft shops, mills, farms, and public buildings re-create a community where authentically costumed Villagers demonstrate and discuss the daily life, work, and celebrations of early New Englanders.

NEW OVERNIGHTS AT OSV!

Check our website for more information, or contact the Education Scheduling Office.

Scout Day, Saturday November 6, 2010.
Online pre-registration begins a month in advance of the event date. www.osv.org

Send Form and Payment to:

Old Sturbridge Village
Education Scheduling Office
1 Old Sturbridge Village Road
Sturbridge, MA 01566

www.osv.org
508-347-0285
FAX 508-347-0263

Boy Scout Activities at Old Sturbridge Village



Come, immerse yourself in America's proud past! Explore everyday life in our re-created early 19th-century village. Help your Scouts fulfill requirements while enjoying fresh air and fun. Register TODAY for a truly unique hands-on learning experience!

2010



Studios are specific to Cub (Tiger, Wolf, and Bear) Scout Requirements. We have made the connections for you! Each activity accommodates up to 10 Scouts and lasts approximately 50 minutes.

Tiger Cub Scout Studios

Games (Fulfills Electives 1, 3, 14, 19) Learn about the personal special events, local, and national holidays that people chose to celebrate in the early 19th century. Make a Tangram puzzle set. Sew a simple Tangram puzzle book.

Home (Fulfills Electives 14, 25, 44) Experience cooking 19th-century style, using common household tools and recipes. Cook over the open hearth. Make an early 1800s breakfast treat, apple pancakes, and share as a snack. Top with your freshly churned butter.

Plain & Fancy (Fulfills Electives 2, 4, 14) Learn a technique that was used to decorate 19th-century household goods. Make a family register to record your own family history. Make a simple traditional picture frame to mount your family register.

Farm (Fulfills Electives 14, 30, 31) Explore the seasonality of the farmer's year, gender roles, and family life on the farm. Learn about farm animals. Try your hand at churning butter for a tasty treat. Plant a seed to begin your spring crop.

Wolf Cub Scout Studios

Plain & Fancy (Fulfills Be an Artist 12CE) Patriotic symbols such as the eagle, liberty cap, and national heroes were common sights in early America. Create your own patriotic work of art with stencils of an American eagle.

Wood (Fulfills Tools for Fixing and Building 5ADE) Use a variety of hand tools to reproduce a useful 19th-century wooden kitchen tool called a spaddle. Discuss safe tool use.

Games (Fulfills Play a Game 4C, Spare Time Fun 5CE, Foot Power 7A) What did children do for fun? In the Games Studio, along with playing many early 19th-century games, you will make a paper and wood kite and a reel with string.

Bear Cub Scout Studios

Farm (Fulfills Farm Animals 16BD) Learn about the farm animals and their roles on the farm as a food product, work animals, and for clothing. Try your hand at churning butter for a tasty treat. And, plant a seed to begin your spring crop.

Home (Fulfills What's Cooking 9A) Experience cooking 19th-century style, using common household tools and recipes. In the Home Studio, as a group, share in the process of mixing, forming, and baking a 19th-century recipe known as *Jumbles* over an open hearth.

Print (Fulfills the Past is Exciting and Important 8AEF) Be an apprentice and learn about the trades in a printing office. Sew a traditional journal to record your own family history and recollections. Write your first journal entry with a quill pen.

Wood (Fulfills Sawdust and Nails 20A) Use a variety of hand tools to reproduce a useful 19th-century wooden object. Discuss safe tool use. Make a useful early 19th-century object called a bootjack.

Games (Fulfills Magic 13ACD) Participate in popular children's activities from the 19th century. Learn about a famous traveling magician from this time. Learn and play some tricks. Make a thaumatrope, a toy that fools the eye.

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New England Town Meeting

(up to 125 Scouts) \$100
Grades 6 and up

During this focused field study program, Scouts take on the roles of male 1830s Sturbridge residents to decide if the town should purchase a farm to care for the poor to replace the "vendue" system of auctioning off those in need. Scouts interview costumed Villagers to gather opinions. They then join our costumed Town Moderator at the Center Meetinghouse to debate and vote on the issue. Find out what really happened!

Your Day in Court

(up to 30 scouts) \$50
Grades 5 and up

Students determine innocence or guilt by taking on the roles of lawyers, witnesses, plaintiffs and defendants involved in actual 19th-century Justice of the Peace court cases.

Cooking a 19th-Century Meal

\$45 per person (\$450 minimum)
Groups of more than 40, please call to make special arrangements.
Grades 5 and up

Please allow 3 hours for the meal in addition to 1-3 hours to visit the Village. Your Scouts prepare a meal over an open hearth fire using reproduction utensils and are introduced to 1800s dining etiquette as they enjoy the meal they prepared.

TRADITIONAL Theme-based Studios for All

Each activity accommodates up to 10 Scouts and lasts approximately 50 minutes.

Wood - Use a variety of hand tools to reproduce a useful 19th-century wooden object. Discuss safe tool use.

Farm - Explore the seasonality of the farmer's year, gender roles, and family life on the farm.

Home - Experience cooking 19th-century style, using common household tools and recipes. Cook over the open hearth.

Home Remedies - Create a simple home remedy and explore herb use and patent medicines. Make comparisons to health practices today.

Plain & Fancy - Examine objects for the home and learn a technique that was used to decorate 19th-century household goods.

Textiles - Take part in the process of 19th-century textile production. Card and spin wool, weave cloth.

Games - What did children do for fun? Participate in popular children's activities from the 19th century.

Printing - Be an apprentice and learn about the trades of printing, bookbinding, or paper marbling. Use tools and equipment common in a printing office.

Archaeology - Learn the process of archaeology through the examination and classification of "artifacts".

Boy Scout Merit Badge Workshops:

Check website for more information or contact the Education Scheduling Office at 508-347-0285.

You will receive confirmation material with additional information prior to your visit. Upon arrival you will receive admission tickets, maps, pertinent information and assigned activity times for any registered programs.

Boy Scout Activities Application

Please return a completed application by mail or fax. A full refund—less the registration fee of \$5.00—is extended to groups who cancel registration at least one month prior to the date of the program. All prices are subject to change.

Contact Name _____ Troop # _____ Age Range _____
Mailing Address _____
City _____ State _____ Zip _____
Daytime Telephone _____ e-mail address _____

Tiger Wolf Bear Webelos Boy Scouts Other _____

Weekend availability limited. Please plan a month in advance.
Preferred Dates of Visit (please list in order of preference)

1st Choice _____
2nd Choice _____ Arrival Time _____ Departure Time _____
3rd Choice _____

Studio Choice: Tiger Wolf Bear **OR TRADITIONAL**
 Wood Farm Home Home Remedies Plain & Fancy
 Textiles Games Printing Archaeology

Fees

_____ # Scouts (ages 6-16) x \$7.00 each	\$ _____
_____ # Chaperone Adults (1-3 per group of 10 scouts) x \$7.00 each	\$ _____
_____ # Additional Adults x \$20.00 each	\$ _____
_____ # OSV Member* Scouts (ages 6-16) x free	\$ _____
_____ # OSV Member* Adults x free	\$ _____
_____ # Activity Fee \$50.00 (per group of up to 10 scouts)	\$ _____
_____ # New England Town Meeting (up to 125 Scouts)—\$100	\$ _____
_____ # Your Day in Court (up to 30 Scouts)—\$50	\$ _____
_____ # Cooking a 19th-Century Meal x \$45.00 each—Minimum \$450	\$ _____
	Total Payment Due \$ _____

* Please list membership numbers for any OSV members listed above.

Payment Method

A non-refundable \$50 deposit is required to reserve all education programs, except the Self-Guided Investigation. Faxed or online reservations require a deposit received within seven business days to reserve a program and date.
\$ _____ By check payable to Old Sturbridge Inc. Check No. _____ Date _____

\$ _____ By credit card, circle one: AMEX VISA MC Discover/Novus

Card # _____ Exp. Date _____

Cardholder Signature _____