

CUB SCOUTS

Lion Scouts Kindergarten or 6 yrs old

Mountain Lion – 1.5 hrs, year-round

Completes requirements 1-3

Venture out to CNC and learn how to prepare for a hike. We'll gather important items to take with you and practice SAW (Stay, Answer, Whistle). Put these new skills to the test on a hike to explore local plants and animals.

Tiger Cubs 1st Grade or 7 yrs old

Backyard Jungle – 1.5 hrs, year-round

Completes requirements: 1, 2, 4, 5

From the smallest to the largest, we'll investigate the common plants and animals that are found around Michigan. Please bring a plastic milk jug to make a bird feeder to take home.

Tigers in the Wild – 1.5 hrs, year-round

Completes requirements: 1, 2, 3a, 3b, 3c, 4, 6, 7

We will play games as we learn how to prepare for a hike and practice Leave No Trace Principles.



Wolf Cubs 2nd grade or 8 yrs old

Paws on the Path – 2 hrs, year-round

Completes requirements: 1, 2, 3, 4, 5, 6

Venture out and learn how to prepare for a hike, make a map, identify local plants and animals, and explore the Nature Center trails.

Finding Your Way* – 1.5 hrs, year-round

Completes requirements: 1b, 2a, 2b, 3, 4

Learn how to draw a map and use a compass to identify the cardinal directions. Put these skills to the test as you complete a scavenger hunt expedition.

Grow Something – 1.5 hrs, May-Oct

Completes requirements: 1, 2, 3, 4a

Visit our homestead garden to take a closer look at how plants grow. You'll spend time planting or harvesting as well as taking a look at heirloom plant varieties that were grown in the 1870s. Please bring an empty water bottle to create a terrarium to take home.

Bear Cubs 3rd grade or 9 yrs old

Fur, Feathers and Ferns – 1.5 hrs, year-round

Completes requirements: 1, 2, 3, 4, 5, 6

Take a closer look at the interactions between animals and the ecosystems where they live. Spend time investigating as well as playing games, to better understand the relationships in nature and humans' impact.



Webelos 4th & 5th grade or 10 yrs old

Earth Rocks! – 2 hrs, year-round

Completes requirements: 1a, 1b, 2, 3a, 3b, 3c, 4a, 5, 6a, 6b

Rocks and minerals are all around us. Discover how we use them, where they come from, and what we can learn from them in this hands-on, experiment-focused program.

Webelos Walkabout – 2 hrs, year-round

Guided program completes requirements: 1, 2, 3, 4, 5

After choosing a route and preparing a hiking first-aid kit, we will embark on a guided 3 mile hike stopping to review the Outdoor Code and Leave No Trace Principles, identify hazardous plants and animals, and more. Please bring a snack or lunch to enjoy on the trail.

Castaway* – 2 hrs, year-round

Completes requirements: 1b, 1c, 2a, 2b, 2c

Following the survival rules of three we will learn shelter building, fire-making, and water purification.

Into the Wild – 2 hrs, year-round

Completes requirements: 1, 3, 4, 5, 6, 7a, 7b, 7c, 8, 9a

Look at the natural world with a bit more knowledge and understanding as we learn to explore with respect. When you register, please specify bird or aquatic option.

Into the Woods – 2 hrs, April-October

Completes requirements: 1, 2, 3, 4, 5, 6, 7

Join us as we learn about the parts of a tree, as well as how to identify coniferous and deciduous trees. We'll learn about trees' stories and how to take care of plants.

*Additional requirements must be completed in order for the scout to complete the badge.

Registration Information

Program Fees

Program Length	Up to 10 Scouts	Each Additional Scout
1.5 hrs	\$35.00	\$3.50
2 hrs	\$40.00	\$4.00

Chaperones

We ask that you please bring one chaperone for every 10-12 scouts. There is no charge for chaperones.

Scheduling

Request programs using the form at

www.chippewanaturecenter.org/Scout-programs.

Requests must be submitted at least two weeks in advance and are subject to availability.

Cancellation Policy

Programs cancelled less than 48 hours in advance will incur a \$25 fee. CNC will issue a full refund if CNC cancels programs due to severe weather.



 **chippewa naturecenter**

400 S Badour Rd, Midland • 989.631.0830
www.chippewanaturecenter.org



© Chippewa Nature Center, 2022



Scout Programs



Venture Out!

GIRL SCOUTS

Daisy Girl Scouts Kindergarten & 1st Grade

Noticing Nature – 1.5 hrs, April-October

Discover the wonders of nature. Activities will focus on the natural happenings of the season. This is a fun, introductory program to prepare your troop for the various outdoor adventures that await them in scouting.

Eco Learner Trail Adventure – 1.5 hrs, year-round

Completes: Trail Adventure 1-3, Eco Learner 1-3
Hit the trail and choose your adventure! Along the way, you will earn your Trail Adventure and Eco Learner badges and learn some ways you can protect nature.

Outdoor Art Maker – 1.5 hrs, year-round

Completes: 1-3
Nature is full of colors and sounds which can inspire beautiful pieces of art! Your troop will get the chance to make masks, instruments, and nature-inspired skirts.

Brownie Girl Scouts 2nd & 3rd Grade

Hiker (It's Your Planet) – 1.5 hrs, year-round

Completes: 1-5
We'll hit the trails and explore together through games and activities learning what gear to pack, how to pick a trail, and practice our observational skills.

Senses (It's Your Planet) – 1.5 hrs, year-round

Completes: 1-5
Let your senses come alive as we open our eyes, ears, hands, and noses to the wonder of nature. On a guided hike through the woods, we will focus on using our five senses to enjoy and discover the natural world.

Bugs (Legacy Badge) – 1.5 hrs, April-October

Completes: 1-5
Insects and spiders are all around, learn all about our six- and eight-legged neighbors as we make a craft, explore outdoors, and look at some crawling critters up close.

Eco Friend Trail Adventure – 2 hrs, year-round

Completes: Trail Adventure 1-5, Eco Friend 1-5
Hit the trail for a three-part hike! Along the way, you will partake in a Woods hike, a Heritage hike, and a Senses hike as you earn your Trail Adventure and Eco Friend badges.

Outdoor Adventurer – 1.5 hrs, year-round

Completes: 1-5
Adventure awaits! Scouts will get the chance to complete team building activities, explore nature, and play games as they experience nature in new and exciting ways!

Outdoor Art Creator – 2 hrs, year-round

Completes: 1-5
Nature is full of birds that make great muses for works of art. Spend time in nature to find inspiration to aid in the creation of bird photography, a nest, a bird call, and a bird feeder. Scouts will need to bring a cell phone or digital camera for photography.

Junior Girl Scouts 4th & 5th Grade

Flowers (Legacy Badge)* – 1.5 hrs, April – Oct

Completes: 1-4
Flowers add color and beauty to a natural setting. As we head out on the trail to search for flowers, we will learn about their parts and role in the ecosystem.

Animal Habitats (It's Your Story)* – 1.5 hrs, year-round

Completes: 1-5
Animals meet their need for food, water, shelter and space in their habitat. We'll use games, activities and exploration to learn about the animals of Michigan. Specific activities will depend on the season. *We will focus on an endangered habitat in Michigan for requirement 4.

Camper (It's Your Planet)* – 1.5 hrs, year-round

Completes: 1-4
Preparing for a campout can be lots of fun. Scouts will have the opportunity to learn how to tie knots, use a map and compass, and set a campfire. We will also explore Leave No Trace principles as we help your scouts get ready for a campout.

Energize and Investigate (Get Moving Journey) – 1.5 hrs, year-round

Completes: The Energize Award and Part 1 (Energy use in buildings) of Investigate Award
Let's learn about energy! Through learning about the energy efficient features in our Nature Center buildings and finding out about nature's ways of conserving energy, scouts will learn how they can make energy efficient decisions in their own lives.

**Additional requirements must be completed in order for the scout to complete the badge.*

Cadette Girl Scouts

Compass – 1.5 hrs, year-round

Completes: 4b of Trailblazing Badge
Scouts will learn the parts of a compass, practice using a compass with a map, and complete a short orienteering course.

Trees (Legacy Badge)* – 2 hrs, year-round

Completes: 1-4 (To complete this badge, girls must do requirement 5 on their own.)
Scouts will have the opportunity to learn about different tree species, get creative with trees, and learn about how we care for our forests. *If you plan your visit for March you can learn how to make maple syrup.*

Eco Trekker Trail Adventure* – 3 hrs, year-round

Completes: Trail Adventure 1-4, Eco Trekker 1-5
Hit the trail and choose your adventure! Along the way, you will complete most of the requirements for your Trail Adventure and Eco Trekker badges and partake in a conservation project to help preserve biodiversity at CNC.

Outdoor Art Apprentice – 2 hrs, year-round

Completes: 1-5
Nature is a precious resource that needs protecting. Outdoor Art Apprentices will learn how to keep nature safe while writing poetry, taking pictures, and sketching in a nature journal. Scouts will need to bring a cell phone or digital camera for photography.



Self-Guided Visits

CNC is open to the public year-round. Scout groups are welcome to plan a self-guided visit and make use of our trails and Ecosystem Gallery located in the Visitor Center. If you are planning to bring a large group for a self-guided visit, please give us a call to be sure we do not have another large group scheduled.

**FREE
Admission!**

Visitor Center Hours
8 am-5 pm Mon-Sat
12-5 pm Sun & select holidays

*Closed Thanksgiving, Christmas Eve,
Christmas, New Year's Eve & New Year's Day*