

BOY SCOUT WORKSHOP

Indian Lore

Fee- \$6 per boy. One adult per 10 boys will be admitted free of charge. Additional adults pay \$6 each.

Schedule- This is a 1 ½-2 ½-hour program suitable for weekday afternoons or any time on a weekend day. Each activity lasts ½ hour:

- **Native Life-** examine a wide variety of touch-its including tools, clothing, historic images, and other aspects of Native American life, hear a story, and learn a word or phrase in the Abenaki or Mohawk language.
- **Native Food-** learn about the "Three Sisters", hear a story about the origin of corn, string pumpkin for drying, make and sample a corn snack called "nocake". **It would be helpful if the boys can provide Indian or field corn.**
- **Native Amusements-** play a variety of games. **In order to make the game of "Hubbub", it would be helpful if the boys can provide twigs, stones, and scraps of cloth.**

For a 2 hour program, the boys might choose to end their visit at the Native American Room in Memorial Hall Museum to sketch and examine artifacts including stone tools, and try napping flint. This option is available May through October.

GIRL SCOUT WORKSHOPS

Fee- \$6.00 per girl. One adult per 10 girls will be admitted free of charge. Additional adults pay \$6.00 each.

Schedule-These are 2-hour programs suitable for weekday afternoons or any time on a weekend day.

Architecture

This program meets fully or partially, the following requirements:

- **Building Tour-** walk Old Deerfield's main street and record the architecture that you like, sketch the outline of a building of which you would like to make a model
- **Making Their Mark-** Learn about Asher Benjamin and see one of the buildings that he designed
- **Down to Scale-** use graph paper to make a scale drawing of one of the rooms in the Indian House Children's Museum, a recreation of a home first built in 1698

Local Lore

This program is appropriate for girls living in Deerfield, South Deerfield, Greenfield and Conway, MA. It meets fully or partially, the following requirements:

- **Word of Mouth-** hear about the story of the 1704 attack on Deerfield, MA, while visiting the Indian House Children’s Museum, a copy of one of the homes that survived the attack, see the monument that marks the spot where the original house stood
- **It’s All on the Maps-** examine historic maps of Old Deerfield and discuss the changes.
- **Tour Your Community-** tour the main street of Old Deerfield, record information on architectural styles, building materials and when and why the buildings were built
- **Take a Trip-** fulfilled in “Word of Mouth” above
- ***Take Pride-** with special prior arrangements, the girls might volunteer at the Commemoration of the 1704 Attack on Deerfield held on a weekend in late February at the Indian House Children’s Museum, or they might volunteer at the Old Deerfield Craft Fair.

Prints and Graphics

This workshop is available May through October. It meets fully or partially, the following requirements:

- **Rubbed the Right Way-** Make 3 different rubbings using crayon, chalk, or pencil. Try different surfaces. Repeat patterns and make a design.
- **Stamp Designs-** Use a potato or sponge to create your own stamp. Create a design.
- **Nature’s Prints-** Print with natural objects such as bark or leaves to make designs.
- **Stencil Fun-** Create a one to two-part stencil using stiff paper and learn how to print with it. Learn about the history of stenciling and examine antique stenciled items.
- **Eye for Design-** Create a set of greeting cards using one or more of your techniques and designs.

Girls will need to provide sponges if they wish to make a sponge stamp, and natural objects for printing. This might include bark, leaves, seashells, feathers, etc.

Toymaker

This program is available May through October. It meets fully or partially, the following requirements:

- **Toys through History-** visit the toy room at Memorial Hall Museum, play with the museum’s collection of reproduction toys and games; make a “thaumatrope”.
- **Make a Board Game-** make and learn to play “Morris” or “Fox and Geese”, brainstorm ideas for your own board game (think about your favorite parts of several board games, what the board and pieces could be made of, what the theme would be, etc.)

Yarn and Fabric Arts

This workshop is divided into 2 sessions, each 2 hours long. It is available May through October. It meets fully or partially, the following requirements:

Fee- \$6 per girl per session. One adult per 10 girls will be admitted free of charge. Additional adults pay \$6 each per session.

- **Weave On-** learn how to weave on a floor loom in the textile studio at the Indian House Children's Museum, make a backstrap loom and start a project on it, learn how to fingerweave.
- **Famous Fabric Masterpieces-** view quilts, cross-stitch samplers, embroidered pockets and the embroidery work of the "Blue and White Society" at Memorial Hall Museum.
- **A Stitch in Time-** start a sampler of embroidery stitches, to include chain, cross, satin, blanket and back stitches, and the French knot.
- **Fabrics of the Past-** after viewing the needlework at Memorial Hall Museum, learn more about how embroidery fit into the lives of women from the 18th Century.

Session One- use a floor loom, make a backstrap loom, fingerweaving

Session Two- view needlework at Memorial Hall, begin a sampler, learn about 18th C. women and embroidery, thread and start a project on a backstrap loom