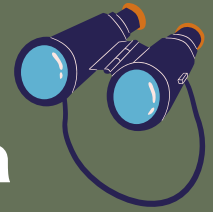




Scout Programs

Cape Fear Botanical Garden



Growing Gardens Tour



Take a tour of the Garden, view different methods of gardening, tour the vegetable garden, learn about composting and pollinators. Each scout will also create and take home their own succulent dish garden.

Badges: **Lion:** Ready, Set, Grow, **Bear:** Fur, Feathers, Ferns, **Scout:** Gardening, **Daisy:** Flower Garden, **Junior:** Gardener



Habitat Tour

View five different wildlife habitats in the Garden and consider the ways we can support wildlife in our community. Scouts will also assemble and paint a bird house to take home.

Badges: **Scout:** Environmental Science, Food Chain, or Environmental Science, **Junior:** Animal Habitats

Trail Skills Workshop

Learn basic trail skills like map reading and compass navigation with a fun group scavenger hunt. Then create your own working compass and learn about the history of early navigation.



Badges: **Wolf:** Paws on the Path, **Junior:** Camper, Compass Skills Patch, Find Your Way

Nature Discovery Tour



Explore nature with a tour of the Garden including both cultivated and woodland areas. We'll learn native plants and look for animal signs. For the last half hour, scouts explore touch boxes featuring five different groups of animals.

Badges: **Tiger:** Tigers in the Wild, **Wolf:** Paws on the Path, **Bear:** Fur, Feathers, Ferns, **Daisy:** Trail Adventure, Eco Learner, **Brownie:** Outdoor Adventurer

Night Hike



Explore the Garden at night! We'll learn to spot animal signs, look for eye shine, listen for owls, star gaze, and more! After the hike, scouts can make s'mores around a campfire.

Badges: **Wolf:** Call of the Wild Adventure, **Cadette:** Night Owl Hike

Leave No Trace



Practice the Leave No Trace Principles with a series of interactive outdoor games. Then practice fire safety while making s'mores around a campfire.

Badges: **Tiger:** Tigers in the Wild, **Wolf:** Call of the Wild Adventure, **Webelos:** Walk about Adventure, **Brownie:** Eco Friend, **Junior:** Eco Camper, **Cadette:** Eco Trekker



Reptiles and Amphibians

Scouts meet three live reptiles and amphibians and learn the unique characteristics that define these animals. Then create a "toad abode" home for amphibians.

Badges: Scouts: Reptiles and Amphibians, **Junior:** Animal Habitats



Outdoor Art Workshop

Create outdoor art in the style of famous artist Andy Goldsworthy using rocks, leaves, sticks, feathers and more! Then use pressed flowers and leaves to create bookmarks or cards to take home.

Badges: Daisy: Outdoor Art Maker, **Brownie:** Outdoor Art Creator

Insect Study



We'll take beat sheets, bug boxes, and butterfly nets to look for insects in the Garden. While learning why these small animals are so important. Then scouts create their own bug box to take home.

Badges: Scouts: Insect Study and Nature, **Brownie:** Bugs



Pond Study

Scouts use nets to dip in the pond for crayfish, tadpoles, tiny fish, baby dragonflies, and more! In the process scouts learn the importance of protecting aquatic ecosystems. Then meet a live salamander and learn about the unique needs of wetland animals.

Badges: Scouts: Nature, **Brownie:** Eco Friend, **Junior:** Animal Habitats



Pricing and Scheduling

Program Length and Badges

Each program is 1.5 hours. The programs meet some of the requirements for the recommended badges, but may not meet all the requirements to complete the badge. All programs are adjusted for the scout group's ages.

Pricing

Scout Programs are \$15 per scout with a minimum of 10 scouts. Accompanying parent chaperones and siblings can pay half price admission to the Garden (\$5). A pavilion rental is included with the program reservation for lunch or a group meeting.

Please contact bgoldentyer@capefearbg.org to schedule a program. Staff are particularly busy in peak seasons and may need more advanced notice.

