

NORTH CAROLINA MARITIME MUSEUM
IN BEAUFORT'S

GROUP PLANNING GUIDE

2023-2024



Welcome

Thank you for considering the North Carolina Maritime Museum in Beaufort for your next group outing. The North Carolina Maritime Museum hosts over 200 groups every year and we look forward to your group's visit.

The mission of the North Carolina Maritime Museum's Education Department is to offer visitors the opportunity to learn about the natural and maritime history of coastal North Carolina through creative, hands-on experiences.

Programs are offered year-round, with some limited to specific ocean tides or days of the week. Please review the program descriptions carefully to assure that the program is the right choice for your group.

For more information or to arrange a field trip please call 252-504-7759, email courtney.felton@dn-cr.nc.gov, or complete our inquiry form.

Thank You!



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Scheduling a Group Program/Visit

We ask that you make a reservation even if your group is not participating in a Museum program to assure that we do not have multiple groups visiting simultaneously.

To make a group reservation please contact the Group Program Coordinator at 252-504-7759 or through email at courtney.felton@dncr.nc.gov. Let the coordinator know what date and time you would like to visit and if applicable what program you would prefer.

If you are unsure of what program your group wants or your chosen program is unavailable, the group coordinator will be able to assist you in exploring and choosing the best plan for your group.

QUESTIONS?

ncmaritimemuseumbeaufort.com
Group Program Coordinator: 252-504-7759
Email: Courtney.Felton@dncr.nc.gov

Scavenger Hunts

*The North Carolina Maritime Museum offers two levels of scavenger hunts for grades K-4th and 5th-12th that can be **added to any visit at no cost**. These are designed to guide the students through the Museum exhibits. Additionally, we have specialty scavenger hunts available on various maritime topics. The specialty scavenger hunts can be added to any visit with at least 2 weeks' notice.*

*Each student is supplied with a clipboard, pencil, and paper scavenger hunt.
Maximum Capacity of 50 students at one time*

SEA HUNT

Grade Level: K-4th

Time to Complete: 20-30 minutes

This is a seek and find scavenger hunt consisting of roughly 24 items hidden in the Museum for the students to locate. Items range from large to small and are located at many different heights. Once completed each child will be rewarded with a sticker and may choose to take the scavenger hunt home with them.

MARINER'S MAP (SHORT FORM)

Grade Level: 5th-8th

Time to Complete: 30-45 minutes

This scavenger hunt consists of items they must find in an exhibit area and then a question they must answer by reading the signage. The short-form hunt consists of 15 questions. Once completed each child will be rewarded with a sticker and may choose to take the scavenger hunt home with them.

MARINER'S MAP (LONG FORM)

Grade Level: 5th - 12th

Time to Complete: 30-45 minutes

This scavenger hunt consists of items they must find in an exhibit area and then a question they must answer by reading the signage. The long-form hunt consists of roughly 30 questions. Once completed each child will be rewarded with a sticker and may choose to take the scavenger hunt home with them.

SPECIALTY SCAVENGER HUNTS

Grade Level: Variable

Time to Complete: 30-45 minutes

Fishing: This scavenger hunt focuses on the commercial and recreational fisheries of North Carolina. It can be either a seek and find or a clue based hunt.

Boating: This hunt focuses on the various boats that can be found throughout our exhibits. It comes in two forms either a seek and find or a clue based hunt.
Additional Options: Navigation, Marine Life. Crossword

Infant-Preschool Programs

All of the infant-preschool age programs are designed to be 30-45 minutes long. Each program includes an age-appropriate craft, interactive items, free exploration, and a guided song or story time.

BEACH FINDS

During this program, children will interact with shells, bones, and other items found on the beaches of North Carolina. We will be discussing the different items and how they feel in our hands regarding textures. Depending on the ages of the children we may also discuss patterns. Free play for this program will include stacking and building with blocks and shells (sand castles). This craft will be making egg shakers.

DOLPHINS

During this program children will interact with the skull, teeth, jaw bone, and ribs from a dolphin. We will be discussing the different sounds that dolphins make and practice making different sounds with our mouths. Free play for this program will include making different sounds with different types of musical instruments. This craft will include making rain sticks.

FINTASTIC FISH

What makes a fish a fish? How do they move? What do they eat? What do they feel like? We will answer all these questions and more in this program that has children interacting with fish models and reading a story about our local fish. The craft will include making fish prints.

SHARK TALES

Are sharks scary? Are sharks helpful? Are all sharks big? During this program we will be diving into to take a closer look at sharks and learn all about their role in their environment. Children will get the chance to touch jaws from real sharks, learn what sharks feel like, and learn how their senses compare to a sharks. Students will get to take home real shark teeth!

TERRIFIC TURTLES

Explore the world of sea turtles through interacting with bones from turtles. We will discover what they eat, what challenges they face, and how we can help them by reading a short story. This craft includes the opportunity to make a turtle shell to take home with you.



Kindergarten-2nd Grade Programs

All of the K-2nd Grade Programs are designed to be 45-60 minutes long.
There are no fees associated with the programs.

BOATS THAT FLOAT

Maximum Capacity of 30 students

"Will it float or will it sink?" Students will learn to judge different items (cannonballs, toy boats, spoons, etc.) and decide if they float or sink before testing their 'hypothesis' with a VERY scientific experiment where they drop their items into a pool of water. Following their experimentation with floating items, the students will be treated to a story about a very special toy boat. After learning about different types of boats and different items that float, students will get the chance to make their very own toy blow boats from kits made at the Museum's Watercraft Center.

HATTERAS JACK

Maximum Capacity of 50 students

Does a dolphin bark? Can a whale sing? How do they breathe? Students are invited to the Museum for this free program where they will have the chance to hear a story about the legendary Hatteras Jack and smell the oil from a Sperm Whale. Children will also have the chance to touch the heart of the Museum's own 33.5' sperm whale named "Echo".

A SAILOR'S LIFE FOR ME

Maximum Capacity of 50 students

Students are invited to the Museum to explore the world of sailors! Following a story about being a sailor. Students will explore what it was like to live on a boat, navigation, and will discover what was in a sailor's chest.

TIDAL FLAT BEACH EXPLORATION

Maximum of 30 students

Time to complete: 60-90 minutes

Investigate a sand flat and adjacent salt marsh to study intertidal organisms and their adaptations, food chains, productivity, and the estuarine nursery area. A seine net is pulled in shallow water to view a sample of marine animals.



**A SCAVENGER HUNT CAN
BE ADDED TO ANY OF
THESE PROGRAMS**

3rd-5th Grade Programs

All of the 3rd-5th Grade Programs are designed to be 45-60 minutes long.
There are no fees associated with the programs.

A SAILOR'S LIFE FOR ME

Maximum Capacity of 100 students

This educator lead program will introduce students to the life of a sailor using replica and prop items similar to those used in the 1700s. This program will discuss navigation, the trials and tribulations of life at sea, and more!

BARRIER ISLAND ECOLOGY

Maximum Capacity of 30 students

North Carolina is home to many amazing habitats, but none as interesting and unique as barrier islands. This program will introduce students to the habitats, plants, and animals that can be found on a barrier island. Topics that can be covered include food chains and webs, plant and animal adaptations, and lifecycles.

BOATS THAT FLOAT

Maximum Capacity of 30 students

We take the traditional "Will it Float?" lesson a step further, asking why does it float or sink. This program includes discussions on different boat designs. Students are challenged to create a tin foil boat that can hold a large amount of weight, that will be tested out during the program. Following the float test of the tin foil boats, students will get the chance to make their very own toy blow boats from kits made at the Museum's Watercraft Center.

TIDAL FLAT BEACH EXPLORATION

Maximum of 30 students

Time to complete: 60-90 minutes

Investigate a sand flat and adjacent salt marsh to study intertidal organisms and their adaptations, food chains, productivity, and the estuarine nursery area. A seine net is pulled in shallow water to view a sample of marine animals.



**A SCAVENGER HUNT
CAN BE ADDED TO ANY
OF THESE PROGRAMS**

6th-12th Grade Programs

All of the 6th-12th Grade Programs are designed to be 45-60 minutes long.
There are no fees associated with the programs.

ONE WHALE, MANY LESSONS

Maximum Capacity of 30 Students

Students will rotate between different stations containing information about a specific whale stranding. The students will be expected to use the information at each station to ultimately determine what species of whale beached itself, possibly why, and come up with solutions.

BARRIER ISLAND ECOLOGY

Maximum Capacity of 30 students

North Carolina is home to many amazing habitats, but none as interesting and unique as barrier islands. This program will introduce students to the habitats, plants, and animals that can be found on a barrier island. Topics that can be covered include energy flow through the ecosystem, predator-prey relationships, abiotic and biotic factors, and more.

UNDERWATER DISCOVERY

Maximum Capacity of 30 students

In this hands-on lesson, learn how scientists discover North Carolina shipwrecks and the technology used to remove artifacts. Students will "dive in" and create models of how side-scanning sonar and remotely operated vehicles work.

COOKIE ARCHAEOLOGY

Maximum Capacity of 30 Students

Following a presentation about shipwrecks and maritime archaeology, students will be given the opportunity to try being conservators. Using chocolate chip cookies as fake concretions, the students will be asked to excavate artifacts (chocolate chips) with a follow up discussion connecting this exercise to the work being done by maritime archaeologists.



Museum Exploration

These facilitated experiences are offered to all age groups, but are specifically designed for groups of interested adults.

There are no fees associated with the programs.

MUSEUM INTRODUCTION

Maximum Capacity of 100 Participants

Time to Complete: 5-10 minutes

Brief introduction and overview of the Museum supplied by a Museum staff member either in the Museum's auditorium or lobby.

CURATOR'S HIGHLIGHTS

Maximum Capacity of 15 Participants

Time to Complete: 45-60 minutes

Museum staff member highlights their top ten favorite artifacts and/or exhibits in the Museum. This experience can be adapted to focus on a theme the group may be interested in.

EXHIBIT EXPLORATION

Maximum Capacity of 15 Participants

Time to Complete: 45-60 minutes

This experience will focus on one specific exhibit of the Museum such as the Whales and Whaling exhibit featuring the preserved heart of a sperm whale or our boat building exhibit.

BEST VIEW IN BEAUFORT

Maximum Capacity of 15 participants

Time to Complete: 20-30 minutes

This experience will take visitors to the Museum's observation deck to observe local sites including the Rachel Carson Reserve, Fort Macon State Park and on clear days, the Cape Lookout Lighthouse. The observation deck is only accessible by a winding staircase. Larger groups are welcome to sign up for this program but are asked to split into multiple, smaller groups.



Outreach

CAN'T COME TO US? WE'LL COME TO YOU!

The Museum comes to you with interactive programs featuring artifacts, activities, and experiences that connect participants with North Carolina's culture, history, and environment.

Programs are flexible and can be taught at many locations, including but not limited to: schools, camps, libraries, community festivals, and early childhood or senior centers. Presentations can be adapted for all ages and abilities.

SCHEDULING INFORMATION

If you have questions or would like to schedule a program, contact Courtney Felton at courtney.felton@dn-cr.nc.gov. Scheduling requests must be made at least 3 weeks before the program date.

Cancellations: A minimum of two-week notice (in writing) is required for a refund.

Cancellations due to weather: If Carteret County Schools are canceled or delayed due to weather, programs will be rescheduled as the Museum's calendar permits. If we are unable to reschedule your program, we will offer a credit or refund as appropriate.

SMALL GROUP PROGRAMS

We can offer any of our current onsite group programs as an outreach.

Group Size: Minimum of 6; Maximum of 30. For more than 30 participants, you must schedule additional programs.

Note: An adult from your organization must be present during the program

Program Length: 45-60 minutes

Fee: Free

FESTIVAL PROGRAMS

Museum educators will bring a variety of materials to provide an interactive, educational experience at your event. We offer a variety of themes including marine mammals, beach finds, marine archaeology, and more! Availability will depend on conditions at the time of the event.

Fee: Free

LECTURES

Museum staff can come to your facility and offer lectures related to many maritime topics.

These include but are not limited to lighthouses and the US Lifesaving service, boating, shipwrecks, fishing, North Carolina wildlife, and more.

Fee: Free

NC Standards Alignment

K-2

A Sailor's Life for Me

- NC Social Studies Kindergarten: K.B.1.1, K.C&G.1.1, K.C&G.1.3, K.E.1.1, K.H.1.3
- NC Social Studies 1st: 1.C&G.1.1, 1.C&G.1.2, 1.E.1.2,
- NC Social Studies 2nd: 2.E.1.1

Hatteras Jack

- NC Science Kindergarten: LS.K.1.2
- NC Science 1st: LS.1.1.1
- NC Science 2nd: LS.2.1.1

Boats that Float

- NC Science Kindergarten: PS.K.1.1, PS.K.1.2
- NC Science 1st: PS.1.1.2, ESS.1.3.1

Tidal Flat Beach Exploration

- NC Science Kindergarten: LS.K.1.1, LS.K.1.2, LS.K.2.1
- NC Science 1st: LS.1.1.1, ESS.1.3.1
- NC Science 2nd: LS.2.1.1

3-5

A Sailor's Life for Me

- NC Social Studies 3rd: 3.E.1.2, 3.H.1.2
- NC Social Studies 4th: 4.H.1.3
- NC Social Studies 5th: 5.G.1.1, 5.H.1.3

Barrier Island Ecology

- NC Science 3rd: LS.3.2.1, LS.3.2.2, LS.3.3.1
- NC Science 4th: LS.4.1.1, LS.4.1.2, ESS.4.3.1, ESS.4.3.3
- NC Science 5th: LS.5.2.3, LS.5.2.2, LS.5.2.3

Boats that Float

- NC Science 3rd: PS.3.2.1, PS.3.3.2
- NC Science 4th:
- NC Science 5th: PS.5.1.1, PS.5.2.1

Tidal Flat Beach Exploration

- LS.3.2.1, LS.3.2.2, LS.3.3.1
- NC Science 4th: LS.4.1.1, LS.4.1.2, ESS.4.3.1, ESS.4.3.3
- NC Science 5th: LS.5.2.3, LS.5.2.2, LS.5.2.3

NC Standards Alignment

6-12

One Whale, Many Lessons

- NC Science 6th: LS.6.2.1, ESS.6.3.2
- NC Science 7th: LS.7.1.4
- NC Science 8th: LS.8.2.1, LS.8.2.2, LS.8.2.3, ESS.8.3.2
- NC Biology: LS.Bio.5.1, LS.Bio.5.2, LS.Bio.10.1, LS.Bio.10.2
- NC Environmental Studies: ESS.ESS.4.1, ESS.ESS.4.4, ESS.ESS.4.5, ESS.ESS.5.6

Barrier Island Ecology

- NC Science 6th: LS.6.1.1, LS.6.1.3, LS.6.2.1, LS.6.2.2, ESS.6.3.1, ESS.6.3.2
- NC Science 7th: ESS.7.2.1, ESS.7.2.3
- NC Science 8th: LS.8.2.1, LS.8.2.2, LS.8.2.3, ESS.8.3.2
- NC Biology: LS.Bio.5.1, LS.Bio.5.2, LS.Bio.10.1, LS.Bio.10.2
- NC Environmental Studies: ESS.ESS.4.1, ESS.ESS.4.4, ESS.ESS.4.5, ESS.ESS.5.6

Underwater Discovery

- NC Science 6th: PS.6.3.4, ESS.6.2.2
- NC Science 7th: PS.7.2.3, PS.7.2.4,
- NC Science 8th: ESS.8.2.2, ESS.8.4.2
- NC Environmental Studies: ESS.ESS.2.2, ESS.ESS.3.1,
- NC Physical Science : PS.PSC.8.4

Cookie Archaeology

- NC Math 6th: NC.6.RP.4, NC.6.NS.6
- NC Math 7th: NC.7.RP.2

A Sailor's Life for Me

- NC Social Studies 6th: 6.H.1.1
- NC Social Studies 7th: 7.B.1.2, 7.E.1.4,
- NC Social Studies 8th: 8.G.1.5, 8.E.1.2, 8.H.1.1

FAQ

IS THERE ANYWHERE TO STORE MY BELONGINGS AT THE MUSEUM?

We do not have a secure area to store your belongings while visiting the Museum.

CAN MY GROUP EAT LUNCH IN THE MUSEUM?

Food and drinks are not allowed in the Museum. Groups are invited to eat lunch on either the Museum's front porch or the Harborside Park waterfront deck across the street.

DO YOU HAVE BATHROOMS?

In addition to the general Men's and Women's four stall restrooms, the Museum offers a family style and handicap accessible restroom.
The Museum's Harborside Park waterfront desk also includes bathroom accommodations.

HOW LONG DOES IT TAKE TO EXPLORE THE NC MARITIME MUSEUM IN BEAUFORT?

Without participating in any programs the average visitor will spend 45-60 minutes explore the Museum.

IS THERE A MUSEUM STORE?

The Museum store, "Port of Call," is located in the Museum's lobby and features a variety merchandise, including items specifically chosen for school age children.
The average school age child will spend \$10-\$30 in the Museum's store.

DO YOU HAVE PARKING?

Limited car and van parking is available behind the museum.
Street parking is also available. Please note that from Memorial Day Weekend until Labor Day Weekend street parking is subject to metered fees.

Buses may ONLY load/unload students in front of the museum. NO PARKING ALLOWED for school, charter, or activity buses.

Public parking for buses and all oversize vehicles is available at one of the shopping centers in Beaufort between the 1500 & 1700 blocks of Live Oak Street (Hwy 70) or Front Street Village, 2400 Lennoxville Road. Call ahead for parking at Front Street Village (252) 838-1524.

