

JOIN US FOR AN OUTDOOR ED-VENTURE!

From exciting outdoor activities to engaging educational programs, we can help your scout group work towards their next merit badge in one of our beautiful State Parks.

WE OFFER SCOUT PROGRAMS AT THE FOLLOWING PARKS:

- Bayard Cutting Arboretum
- Caleb Smith State Park Preserve
- Caumsett State Historic Park Preserve
- Connetquot River State Park Preserve
- Heckscher State Park
- Montauk State Park
- Nissequogue River State Park
- Sunken Meadow State Park
- Wildwood State Park

Contact us:

☎ (631)-581-1072

✉ LiEnvironmentalEd@parks.ny.gov

🌐 www.parks.ny.gov

For programs at Sunken Meadow or Caleb Smith please contact:

☎ (631) 269-4333 ext. 235

Program Fees:

All programs are \$4.00 per person. Depending on the date of the program, parking fees may be in effect.

**IF YOUR GROUP REQUIRES A
TOPIC OR BADGE NOT LISTED
IN THIS BROCHURE, PLEASE
CONTACT US TO SEE WHAT
WE MAY BE ABLE TO OFFER.**

SCOUT PROGRAMS

NEW YORK STATE PARKS ON LONG ISLAND



New York State
Parks, Recreation and
Historic Preservation

parks.ny.gov

PROGRAM TOPICS

- Each program topic may include several programs that we offer. If you are interested in a topic, please contact us to see what options we have.
- Not all programs are available at all parks.
- Please let us know if you are completing a badge.
- It is the responsibility of the group leader to know what is required to help complete the badge.

Animal Helpers (1.5 hours)

Learn how to take care of pets and protect wildlife, how animals help us, and what you can do to become an Animal Helper.

Boy Scouts: (Webelo) Pet Care, Animal Science, Horsemanship, Fish and Wildlife Conservation, Bird Study
Girl Scouts: (Brownies) Journey, (Cadettes) Animal Helpers, (Senior) Voice for Animals, (Brownie) Outdoor Adventurer, (Junior) Animal Habitats

Forests Forever (1.5 hours)

Enjoy a hike where you will discover how to identify trees, what growth rings are, what trees are used for, and how minerals in the soil help them grow. Examine several plants that are useful to wildlife, and discover the role that forest fires play.

Boy Scouts: (Webelo) Forester, (Scouts) Forestry, (Scouts) Plant Science
Girl Scouts: (Cadettes) Trees

Rockin' Resources (2 hours)

Discover how rocks form, how we use them, and perform exciting experiments to explore the properties of rocks.

Boy Scouts: (Webelo) Earth Rocks! (Boy Scout) Geologist
Girl Scouts: (Daisy) STEM Career Exploration

Jr. Naturalist (1.5 hours)

Take a hike in the park to observe plants and animals in their natural habitat. Go on a backpack adventure, wildlife watch, search for tracks and traces, or start a field journal as you take on the role of a Jr. Naturalist.

Boy Scouts: (Webelo) Naturalist, (Scouts) Nature, Plant Science
Girl Scouts: Wildlife, Plants and Animals

Jr. Scientist (1.5 hours)

Become a Jr. Scientist by learning how to conduct an experiment, use a microscope to get a closer look at the natural world, or examine evidence left behind to determine what an animal eats.

Boy Scouts: (Webelo) Scientist, Art, Bird Study
Girl Scouts: Science Sleuth, (Daisy) Outdoor Art Maker, (Brownie) Outdoor Art Creator, (Junior) Outdoor Art Explorer, (Cadette) Outdoor Art Apprentice, (Senior) Outdoor Art Expert, (Ambassador) Outdoor Art Master

Hiking 101 (2 hours)

Discover hiking essentials: what to wear and bring with you, where to go, and how to safely hike on LI. Learn to determine directions without the use of a compass!

Boy Scouts: Jump-start to Outdoor Adventurer, (Scouts) Hiking
Girl Scouts: (Daisy, Brownie, Junior, Cadette, Senior, Ambassador) Trail Adventure, (Brownie) Outdoor Adventurer

Night Hike (2 hours)

Explore the sights, sounds, and smells of the night, and learn how nocturnal animals find their way in the darkness.

Girl Scouts: (Cadettes) Night Owl

Orienteering (2 hours)

Discover how to find your way as you become familiar with a compass and map. Then, use a compass to follow the course we've laid out for you.

Boy Scouts: (Webelo) Orienteering
Girl Scouts: Jump-start to Find Your Way

The Water's Edge (1.5 hours, Summer)

Visit a body of water to discover what creatures rely on this unique habitat. Wear water shoes or old sneakers for wading and bring a towel.

Boy Scouts: Soil and Water Conservation, Insect Study, Nature
Girl Scouts: Water Wonders

Final Frontiers (1.5 hours)

Discover the wonders of space: the final frontier. Learn about the size and scale of the planets in our solar system and the stars in our galaxy. Explore the lives of pioneers in the field of astronomy.

Boy Scouts: (Webelo, Boy Scout) Astronomy
Girl Scouts: Sky Search

Terrific Tours (1.5 hours)

Take a tour of a fish hatchery, historic house, or one of our many state parks to learn its history. On each tour you will discover a little something about the way things were once done, and in some cases are still done today.

Boy Scouts: Fish and Wildlife Management, Nature
Girl Scouts: (Daisy) Animal Observer