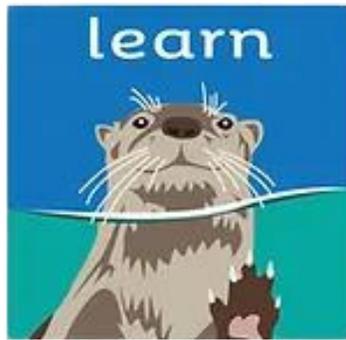


delmarva

# DISCOVERY MUSEUM



## Delmarva Discovery Museum 2024 Field Trip Packet

**Our mission is to foster an appreciation of Delmarva's unique natural and cultural heritage through education, exploration, and enjoyment.**

2 Market Street

Pocomoke City, Maryland 21851

(410)957-9933

[DelmarvaDiscoveryMuseum.org](http://DelmarvaDiscoveryMuseum.org)

[Fieldtrips@delmarvadiscoverycenter.org](mailto:Fieldtrips@delmarvadiscoverycenter.org)

# The Delmarva Discovery Museum Program Guide

Thank you for choosing the Delmarva Discovery Museum (DDM)! We are dedicated to fostering an appreciation for the natural and cultural history of the Delmarva Peninsula. Our 16,000-square foot restored brick building is nestled along the Pocomoke River in Pocomoke City, Maryland. We have hosted multiple summer camps, scout troops, and adult groups. Please review this guide and let us know how we can accommodate you. We hope to see you soon!

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# Planning Your Trip

## Reservations

Contact us at least two weeks in advance of your desired field trip date by email at [fieldtrips@delmarvadiscoverycenter.org](mailto:fieldtrips@delmarvadiscoverycenter.org), or fill out a field trip request form at [www.delmarvadiscoverycenter.org/field-trips-1](http://www.delmarvadiscoverycenter.org/field-trips-1)

Please provide:

- Name of group
- Name and address of organization or school
- Desired field trip date
- Contact person's name, phone number, and email address
- Back-up contact information
- Grade Level
- Number of participants for the field trip
- Number of chaperones
- Number of staff
- Arrival and Departure times (***we ask the arrival be between 10-10:30 am and departure time be no later than 12 pm***)
- Programs picked
- Special needs of your group/students

Depending on group size and number of programs picked, your group may be put on a rotation schedule that the contact teacher must approve of prior to the field trip.

**Groups with over 80 students will have to be split between two days.  
The maximum number of programs to book is 3.**

### ***PLEASE NOTE:***

***FIELD TRIPS ARE ARRANGED IN THE ORDER OF CONFIRMATION RESPONSES RECEIVED, FOLLOWING A FIRST-COME, FIRST-SERVED APPROACH.***

**If you do not plan to pay in full the day of, you will be required to pay a nonrefundable deposit of \$50.00 to schedule the field trip. The deposit amount will be applied to the total invoice balance.**

## Rates

School Group Admission Rates (min. of 10 students)

Students.....	\$7/Child
Teacher(s)/Staff.....	Free
Chaperones/Parents.....	\$5/Parent/Chaperone
Program Rates.....	\$2/program per student

**If you do not plan to pay in full the day of, you will be required to pay a non-refundable deposit of \$50.00 to schedule the field trip. The deposit amount will be applied to the total invoice balance.**

**You can submit your deposit [HERE](#) or by scanning the QR Code**



## Payment

An invoice of the estimated cost will be sent prior to the field trip date. Changes to the invoice will be made the day of the field trip to account for the actual number of participants. Payment is due the day of your field trip. Please specify your payment preference (cash, check, or credit card) before your visit. Payment prior to the day of your field trip may also be made by check or credit card.

Program payments can be made in three ways:

Mail or bring a check

- Please make checks payable to “Delmarva Discovery Museum”
- Mail to: 2 Market Street, Pocomoke City, Maryland 21851.
- Include name of school, grade, and date of field trip on the memo line.
- Credit card payment over the phone (MasterCard or Visa, we do not accept Discover or American Express).
- Cash or Credit Card payment the day of the program

## Cancellations

If a school or group must cancel a scheduled field trip, the group should contact DDM staff at least 2 business days before the start of the program. In the event of extreme weather, the DDM **or** the school may reschedule the field trip. A DDM staff member will attempt to contact the group representative if inclement weather is impending or occurring. Posts will be made on social media and news outlets if the DDM closes due to inclement weather.

## Rules of the Museum

Although visiting the museum is really fun, we do have some rules we require our guests to follow to ensure the safety and well being of everyone inside the museum. Listed below are our rules:

- Please no running or rough housing in the museum.
- Students must stay together as a group and be attentive to the instructor.
- While shopping in the museum's store, please respect all items. Do not play with or throw items.
- Please do not tap on the glass or place hands inside the aquariums or enclosures of animals.
- Please do not yell or scream inside the museum. Please use your inside voice.
- Please respect our displays throughout the museum as if they were your own.
- Please throw all trash away in the many trash cans located throughout the museum. No food or drink is allowed in any areas other than designated lunch areas.
- Schools and organizations will be responsible for any and all damages caused by their students or groups.

## Programs

Programs are 25-30 minutes long

Our animal programs are focused on educating students about native and invasive species of animals that can be found or were found here on the Delmarva Peninsula, by discussing the species adaptations, ecosystems and food webs they can be found in or be apart of. Some of our animal programs will include ambassador animals that are not native to our area but can still help to educate about native species that we can not house in captivity.

Our Discovery Programs are focused on educating students by having them use one or more of their five senses to learn about the environment on the Delmarva Peninsula by making observations of native and invasive plants to using their sense of touch to explore what can be found on the beaches that our close to our homes to learning how to create a hands on Native American craft.

## Animal Programs



### All about Otters



Learn all about the native North American River Otter with Mac and Tuck.

#### Pre-K and Kindergarten

This program will focus on teaching about the adaptations the river otters has that help them find their food and what makes them good swimmers

#### 1st-3rd Grade

This program will focus on teaching about general information and the adaptations the river otter has that help them in their daily lives, as well as teaching about the environment they can be found in.

#### 5th Grade & Up

This program will focus on teaching about why river otters are important to our ecosystems while also exploring the food web that otters are apart of.



### Sharks and Rays



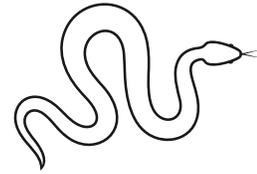
This interactive program lets students learn all about sharks and rays from their skin and teeth to why they are important in the oceans ecosystem. Students will be able to look at our Brown Banded Bamboo Shark and Juvenile Yellow Stingray.

#### Pre-k and up

The information will be geared appropriately for each age group



## Cold Blooded Friends



This program lets students meet and learn about some of the native reptiles and amphibians we have here on Delmarva with help from our ambassador animals.

### Pre-k - 1st Grade

Students will get to meet our ambassador reptiles and learn about some of the native species in their area and what adaptations they have to help them in the wild.

### 2nd - 4th Grade

Students will get to meet our ambassador reptiles and learn about some of the reptiles and amphibians native to their area and discuss which of our ambassadors are not native. As well as learning the differences between reptiles and amphibians, and also learning what animals are ectothermic and endothermic.

### 5th Grade and up

Students will get to meet our ambassador animals, and will play a game to guess who is native and who is not native. We will discuss the difference between endothermic and ectothermic as well as the difference between reptiles and amphibians while gaining general knowledge for some native and non native species.



## **Predators of Delmarva.**



Learn all about three of the native predators ( Great Horned Owl, Coyote and North American River Otters) that we have here in Delmarva by exploring what they eat and what habitats they live in. By learning about where an animal lives we can play a game by taking a food source and guessing what animal will eat what based off of what habitat they are found in. This is an introduction to food webs.

### **1st - 2nd Grade**

This program will let students discuss and learn about where we can find certain predators and based off where they live predicate what they could eat.

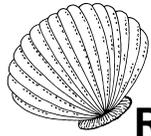
### **3rd- 4th Grade**

This program will let students discuss and learn about the habitats of predators can be found in and how those habitats can control the diets of those predators. This program will also demonstrate how different predators can all share a food source.

### **5th Grade and up**

This program will let students discuss and learn about how the habitats of predators can control their diets as well as how other predators can effect each others diets due to having the food sources.

## Discovery Programs



### **Recycle Delmarva**



Recycle Delmarva: Children learn what a healthy beach looks like and how they can recycle trash into something new. Various Delmarva native shells, eggs, and fossils are discussed and students learn what they could find along a local beach. (Please bring one plastic bottle per student.)

#### **Pre-k and up**

This program can be changed to be appropriate for each age group



### **Nature Detectives**

This program has students use their senses to explore and discover the world around them. By using the sense of touch and sight the students will be able to be nature detectives and find objects inside the museum that they will also be able to find out in nature.

#### **Pre-k and Kindergarten**

This program can be changed to be appropriate for each age group



## Cypress Swamp



Hike the 1.5 mile cypress swamp trail and learn the extensive history and hidden wonders within this biodiverse area. Identify a variety of indigenous and invasive plant species along the way. Depending on the season we will be identifying different species of plants that the Native Americans of Delmarva used for thousands of years.

**Please chose a back up program in case weather is bad.**

### 1st Grade and up

This program can be changed to be appropriate for each age group



## Native Americans of Delmarva



Learn about Native Americans that inhabited Delmarva through a hands on activity.

### Pre-k - 2nd Grade

Students will learn a Native American craft called the Honor Bundle. This bundle is created to give to someone they knee-top (respect).

### 3rd grade and up

Students will learn about the different tribes that inhabited the Delmarva Peninsula and learn how to create a piece of Native American jewelry.



## **Fashion a Fish**



Students will learn about adaptations of fish to their environments, how adaptations can help fish survive in their habitats and why adaptation is important.

**3rd grade and up**

Students will learn about fish adaptations due to their environments and habitats. Students will also be able to create their own fish from the adaptations they are given.



### **Sturgis One Room School Museum**

This is a guided tour of only African American One Room School in Worcester County retaining its original integrity. Sturgis One Room School Museum, Inc. is an organization that actively works to preserve, promote, and protect the rich cultural heritage of Sturgis One Room School and educate our youth to value the school's cultural and historical richness.

**The Sturgis One Room School Museum can only accommodate groups of 15 - 20 students at a time.**