

EDUCATION PROGRAMS

2022 • 2023



**MYSTIC
SEAPORT
MUSEUM**

Welcome to One of the World's Coolest Classrooms

As the nation's leading maritime museum, we believe that every person has a sea story, and we strive every day to help people find and inspire an enduring connection to the American maritime experience. Nowhere is that more evident than in our education programs. Since 1946, our Education Department has been a pioneer in providing hands-on learning across the spectrum of subjects using the maritime world to make the lessons come alive. Our 19th century village, Planetarium, Sailing Center, and historic ships offer a unique and exciting setting for your class or group. Come join us for "school" on the Mystic River.

GET ON BOARD!



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MARITIME HISTORY

Seaport Sampler

(1 hour, grades Pre-K-12)

Students will have the opportunity to:

- Visit one of our historic vessels;
- Visit a historic home;
- Explore one of the many shore-side trades.

Available virtually or at the Museum.

Life in a Seaport Town

(1 hour, 45 minutes at the Museum, 60-75 minutes virtually, and 45 minutes in-school, grades 2-12)

Students will have the opportunity to:

- Discover why coastal communities developed and flourished;
- Learn how families lived by visiting a historic house (available at the Museum and virtually);
- Investigate a working craftsman's shop to examine traditional tools and compare them to their modern counterparts (available at the Museum and virtually);
- Visit a store to learn about the local economy and discover what types of goods were imported and produced in a seaport town (available at the Museum and virtually);
- Explore the important skill of ropemaking by making rope; or experience a school lesson in an authentic, one-room school house from Connecticut (available at the Museum and virtually).

Available virtually, in-school, or at the Museum .

Whaling: Sea and Sky Package

(2 hours, 15 minutes at the Museum, 60-75 minutes virtually, and 45 minutes in-school, grades 2-12)

Students will have the opportunity to:

- Examine why we whaled, how whale products helped to fuel the Industrial Revolution and the fashion industry, and explore how perceptions of whales have changed over time;
- Explore the National Historic Landmark vessel Charles W. Morgan and interpret how whalers made their living;
- Throw a harpoon (weather permitting), create artwork inspired by the traditional seafaring craft of scrimshaw, or participate in another related hands-on experience (time permitting);
- See the Morgan's Guiding Stars Planetarium show that illustrates what the night sky looked like to whalers aboard the Morgan.

Available virtually, in-school, or at the Museum.

This program is also available without a 30-minute Planetarium program.

MARITIME HISTORY

Your Proud Hometown History

(1 hour, 45 minutes, 60-75 minutes virtually, and 45 minutes in-school, grades 2-8)

Students will have the opportunity to:

- Learn how and why their town developed over time and the importance and impact of its geography;
- Learn what their hometown's claim to fame is by discussing famous people and inventions from their town and how they contributed to the growth of the state and country;
- Learn what industries have come and gone in their town and what the future might be;
- Experience working in a 19th-century trade; visit a typical 1800s home, and participate in a Connecticut geography lesson in our one-room school house (available at the Museum and virtually).

Available virtually, in-school, or at the Museum.

Sailors Sea Chest

(45-60 minutes, grades Pre-K-5)

Using artifacts, primary documents, and historical photographs from the collections of Mystic Seaport Museum, a Museum educator guides students as they unpack a sailor's sea chest. Students use the objects in the sea chest like clues, piecing together a picture of what a sailor's life would have been like more than 150 years ago.

Available virtually, in-school, or at the Museum.

Sailors' Skills and Ropemaking

(45-60 minutes, grades 4-12)

Students will learn about the importance of rope manufacturing in New England seaport towns and make rope right in their classroom. Students will practice their rope skills and learn how to tie a variety of common knots used on land and at sea, such as a square knot, bowline, and clove hitch.

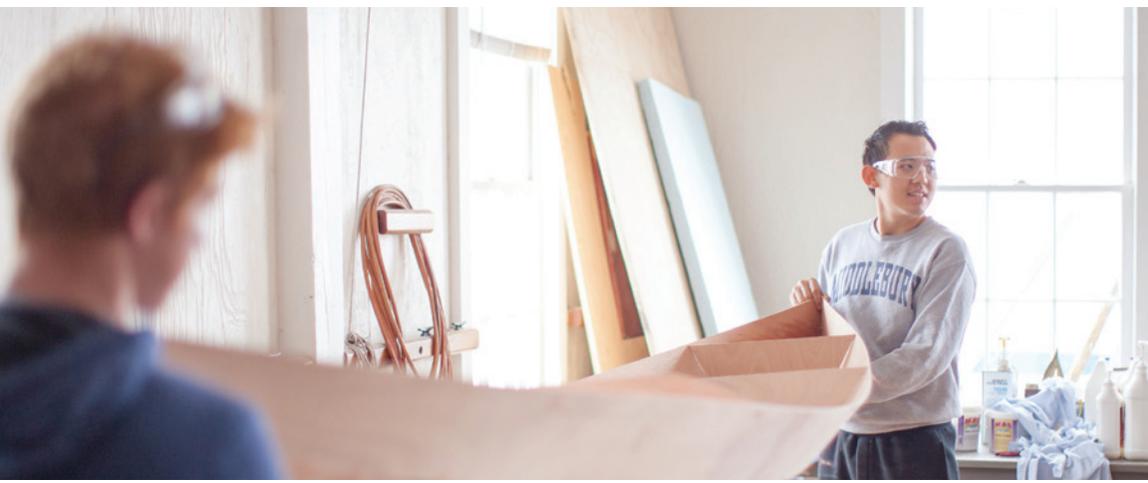
Available in-school or at the Museum.

Ocean Adventurers

(45-60 minutes, grades Pre-K-5)

Students will explore the stories of pirates and Vikings- the "other" sailors. These two types of sailors have captured everyone's imagination for hundreds of years. We'll discover each group's motivation for traveling the high seas, what their actual day-to-day life was like, and determine if we know is based on truth or fiction and rumor.

Available in-school or at the Museum.



MARITIME HISTORY

Cargoes around the World

(1 hour, 45 minutes, grades 2-12)

Maritime cargo transport has evolved from large square-rigged vessels and coastal schooners to massive container ships that accommodate international trade. During this tour students will have the opportunity to:

- Compare and contrast cargo transport historically and today, including types of cargo, vessels, and life aboard ship;
- Learn about world geography and how it determines the way goods and people are transported by water; and
- Learn about the environmental impact of transporting cargo.

Available at the Museum, virtually, and in-school.

Explorers and Navigators

(2 hours, grades 3-12)

Students will have the opportunity to:

- Experience a special 30-minute Planetarium show about explorers;
- Learn how to use a nautical chart, parallel rules, and sextant during a navigation challenge;
- Visit a vessel and life-saving station to understand why navigation skills are so important and how they are used on a ship.

Available at the Museum only.

Hands-On History

(2 hours, 30 minutes, grades 4-12)

Students will have the opportunity to be immersed in the life of a seaport town by participating in three hands-on activities from the list below, based on availability:

- Work in the Shipsmith, Shipcarver's Shop, Print Shop, or Cooperage;
- Or meet a roleplayer; hear a chantey performance;
- Or make a sailor's craft to take home.

Available at the Museum only.

Voyage to America: Immigration Tour

(1 hour, 45 minutes, grades 2-12)

Students will have the opportunity to:

- Experience the journey many immigrants took to come to America by visiting one of our historic sailing vessels;
- Participate in a naturalization class in an authentic, one-room school house from Connecticut;
- Discuss what it means to be a United States citizen;
- Learn how important communication and the printing industry were to new immigrants finding their way in America.

Available at the Museum only.

The Story of the *Amistad* **(2 hours, grades 4-12)**

This new joint program of Mystic Seaport Museum and Discovering Amistad tells the story of the Amistad and how it serves as an example of how citizens and communities, working together, can bring about landmark change. Students will be able to board the Amistad at the Museum and learn about the vessel, the story of the Amistad, and the Supreme Court case after the rebellion. The program includes a segment in the Planetarium that showcases the role that celestial navigation played in this local story. Using the legacy of the 1839 Amistad Uprising, the program bridges history and the challenges of that time to present-day issues of inequity. For the virtual version the program uses video footage of the *Amistad*, and software called Stellarium for the component about the stars and navigation.

Available virtually and at the Museum
(virtual program is 60 minutes)

The Story of the *Gerda III*: Rescuing Jews during WWII **(60 minutes, grades 4-12)**

This program uses the resources of several institutions to tell the story of the boat *Gerda III*, a Danish lighthouse tender that played a critical role in carrying Jews to safety in Sweden during October of 1943. Students will experience survivor accounts, oral histories, and behind the scenes footage on the vessel. Specific connections to the book *Number the Stars* can be made for classes that are reading that book. This program is a partnership between The Museum of Jewish Heritage: A Living Memorial

to the Holocaust, the Holocaust Center of Pittsburgh, and Mystic Seaport Museum.

Available virtually only.

The Cabinet of Curiosities: A Peek into the Unusual at Mystic Seaport Museum **(45 minutes, grades 4-12)**

Every year, thousands of people visit Mystic Seaport Museum to explore the world-class exhibits, climb aboard tall ships, and learn about life on sea and shore. But many people are unaware of the vast collections of artifacts, documents, photography, rare books, boats, ship's plans and film and video at the Museum! This program will take you on an adventure behind locked doors into the "vault" that stores the Museum collections. Within the collection are many unusual and surprising artifacts. Virtual visitors will have a chance to see everything from unusual animal parts and strange furniture, to a curious secret ingredient used in some perfumes.

Available virtually only.

Primary Source Workshop: The Curator's Challenge **(45-60 minutes, grades 4-12)**

In this workshop, students work in teams to design an exhibit using historical objects. Students develop their historical thinking skills as they make decisions about what objects to include in the exhibit and what stories they tell. Each team presents their exhibit at the end of the program. Themes include whaling, immigration, children at sea, fishing, and general maritime history.

Available virtually, in-school, or at the Museum.

ASTRONOMY, NAVIGATION, AND SPACE SCIENCE



PLANETARIUM PROGRAMS

The night sky comes alive for your students in our variety of Planetarium programs for all ages. Our programs have been designed to align with the Next Generation Science Standards, and some of our programs have interdisciplinary connections to mathematics, history, and world cultures. Hands-on learning and interactivity are incorporated into all of our offerings!

Planetarium's Signature Program

Stars and Constellations: Current Season's Sky

(45 minutes, grades 3-12)

This show explores the current night's sky, with something for everyone! We will examine the moon, planets, and the constellations that are visible this time of year - where they are and how to find them in the sky. We will talk just a little bit about navigating by the stars. While we will focus on the traditional "Western" view of the sky, which is Greek and Roman in origin, we will also briefly explore the diversity of the night sky by seeing one or two constellations from other cultures around the world. Astronomy and History, Science and Math all converge in this interactive program!

Available virtually or at the Planetarium.

DIVERSITY OF THE NIGHT SKY: STAR LORE AND STORIES FROM OTHER CULTURES

Our astronomy programming celebrates the diversity of the night sky as participants will explore the star lore of different cultures from around the world.

Available virtually, in-school, or at the Planetarium.

African Americans in Astronomy

(45 minutes, grades 4-12)

For hundreds of years African Americans have made groundbreaking contributions in astronomy and space exploration. Many of these pioneering astronomers and astronauts worked in the face of laws that prevented them from drinking from the same water fountains or using the same bathrooms as their white co-workers. From Benjamin Banneker, considered to be the first African American astronomer in the United States, to Dr. Mae Jemison, the first African American woman in space, this program will explore the amazing contributions of African Americans to astronomy and space exploration.

Available virtually or at the Museum.

The Story of the *Amistad*

(60 minutes for virtual and 90 minutes for program at the Museum, grades 4-12)

This new joint program of Mystic Seaport Museum and Discovering *Amistad* tells the story of the *Amistad* and how it serves as an example of how citizens and communities, working together, can bring about landmark change. Using the legacy of the 1839 *Amistad* Uprising, the program bridges history and the challenges of that time to present-day issues of inequity. The program features behind the scenes footage from the vessel itself, and a segment in the Planetarium that showcases the role that celestial navigation played in this local story. The program at the Museum includes a tour of the vessel *Amistad* when she is docked there.

Available virtually and at the Museum.

ASTRONOMY, NAVIGATION, AND SPACE SCIENCE

All programs below are available at the Planetarium or virtually

DIVERSITY OF THE NIGHT SKY: STAR LORE AND STORIES FROM OTHER CULTURES

The Maya and An Ancient Calendar

(45 minutes, grades 4-12)

This program will investigate the ancient Mayan civilization of Central America. The Maya were famous for creating one of the first calendar systems to track the passage of days and years, long before the invention of the modern calendar that we use today. We will explore the constellations of the Maya that support this ancient timekeeping system.

Stars of the Vikings

(45 minutes, grades 4-12)

This program provides a fresh take on the night sky! Together, we will explore the stars and constellations as seen by Norse people. We will also hear stories associated with these ancient seafarers, to explain phenomena in the sky, from eclipses to the Milky Way to the Northern Lights!

Polynesian Wayfinders

(45 minutes, grades 4-12)

This show offers a unique perspective on star lore as well as navigation! We will view the night sky as seen from Honolulu, Hawaii while learning about how the people of Polynesia could find their way across vast distances of ocean without any tools of technology. We will explore how clues from the natural world not only helped Polynesians with direction-finding, but also informed the stories that created their very own constellations.

Polar Night, Arctic Light

(45 minutes, grades 4-12)

This show ventures up to the Arctic Circle to experience a time of year when the Sun never rises above the horizon for certain parts of the Earth (a condition known as Polar Night). While this may seem dreary, the local Inuit people who call this part of the world home make the most of the darkness, as evidenced by their constellations and legends from the sky (Arctic Light).

Star Lore of Ancient Egypt

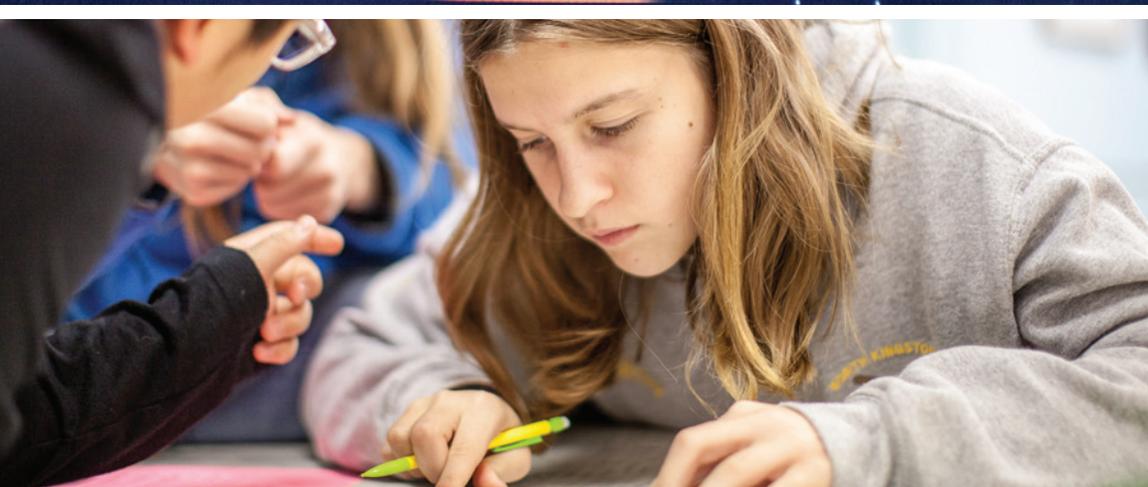
(45 minutes, grades 4-12)

Nearly 5,000 years ago, the Egyptians became one of the first ancient cultures to keep written records. From their hieroglyphics, we have been able to extract star shapes and stories. This show will examine the constellations as seen by the ancient Egyptians.

Chinese Star Lore from the Song Dynasty

(45 minutes, grades 4-12)

China has a long and rich history, running all the way from ancient times to the modern-day nation. The Song Dynasty, beginning around 960 A.D., was a period that saw great record-keeping, especially with regard to shapes in the sky and stories that go along with them. This program will focus on the star lore from this specific era in the history of China.



ASTRONOMY, NAVIGATION, AND SPACE SCIENCE

DIVERSITY OF THE NIGHT SKY: STAR LORE AND STORIES FROM OTHER CULTURES

Star Lore of the Ojibwe

(45 minutes, grades 4-12)

This show will explore the star lore of the Ojibwe, a First Nations tribe living in the Great Lakes Region of southern Canada and the Midwestern United States. We will discover the elements that make up the traditional ecological knowledge of the Ojibwe, to see how they incorporate their cultural values into creating an understanding of the world around them.

PLANETARIUM PROGRAMS FOR YOUNGER STUDENTS

Zoo in the Sky

(30 minutes, grades Pre-K-3)

This program will unlock your students' imaginations to see animal shapes in the stars! Nearly half of the 88 constellations in the night sky are some kind of animal. We will "connect the dots" together as we tour the "zoo" in the night sky. We will also share some stories about how these animals came to live in the sky, and encourage students to imagine their own constellations in the stars they see.

Available virtually, in-school, or at the Planetarium.

Patterns of Change

(30 minutes, grades Pre-K-3)

This program explores the ways in which our dynamic world is always moving and always changing. After humans have spent hundreds of years observing patterns in the world around us, we have a better understanding of how Earth and other objects are moving through space. This show will explore day and night, seasons, and the phases of the moon, along with other patterns we can see and predict.

Available virtually, in-school, or at the Planetarium.

PLANETARIUM PROGRAMS ABOUT SPACE SCIENCE

Scaling the Solar System

(45-60 minutes, grades 4-8)

Some concepts in Astronomy are difficult to convey simply due to the vastness of outer space, or the fact that some objects in our universe are massively larger than Earth. Scale models are a powerful way to overcome these hurdles. In this program, we use a variety of models and methods to devise fun ways to express astronomical distances, and to compare the different sizes of celestial bodies.

Available virtually, in-school, or at the Planetarium.

Phases of the Moon

(45-60 minutes, grades 4-8)

This program will explore the human connection to our closest neighbor in outer space. Students will learn about the role the moon plays both in the night sky and in our solar system. We will examine the relationships between the Sun, Earth, and Moon, and discover not just the moon's phases, but also how each object has an impact on tides, eclipses, and even our concept of time!

Available virtually, in-school, or at the Planetarium.

Design-A-Mission

(45 minutes, grades 5-12)

This program introduces students to the engineering process behind space exploration missions. Students will be assigned to teams and given the chance to design their own spacecraft and mission. The success of each team's mission will be dependent on a series of carefully-considered choices. After designing their spacecraft, we will view and analyze a custom simulation of each mission.

Available virtually, in-school, or at the Planetarium.

In the Footsteps of Galileo

(45-60 minutes, grades 5-12)

An important aspect of critical thinking in the science world is the ability to use observations and data collection to make predictions about the future. This program challenges students to take on the role of the famous astronomer Galileo Galilei, and to see exactly what he saw centuries ago as he sought to explain the mysteries of outer space. In this hands-on program, we will take Galileo's observations, make precise predictions about what will happen next, and evaluate the results.

Available virtually, in-school, or at the Planetarium.

PLANETARIUM PROGRAMS ABOUT NAVIGATION

Navigation and Explorers

(45-60 minutes, grades 4-12)

This program introduces the basic concepts of navigation through the lens of maritime explorers throughout history. We will see the tools used by Magellan and Cook, among others, and will also identify some lesser-known but equally-important navigators. Ultimately, we will use the stars to demonstrate how improved technology and understanding of the sky has led to safer and more accurate travel around the world.

Available virtually, in-school, or at the Planetarium.

COMING SOON

Overnight Programs in the Planetarium! Thanks to new removable seating we have in our Planetarium theater, we will be offering students the opportunity to sleep under the stars in our Planetarium theater! Details will be on our website soon.

Navigation by Sextant

(45-60 minutes, grades 3-12)

This program puts a sextant in the hands of students to introduce the basics of celestial navigation. Angle measurements and other math concepts are incorporated into exploring how mariners determined their current location, before ultimately plotting a course on the open seas.

Available in-school and at the Planetarium.

Celestial Navigation Challenge

(45-60 minutes, grades 6-12)

This on-site teambuilding program provides a practical application of celestial navigation in the context of one of the Museum's signature vessels. We transport students back to the era when the Joseph Conrad was sailing around the world, and after viewing the stars in the "mystery location," student teams (crews) will try to figure out precisely where we are. Each crew member has a role to play in the Challenge, and only by working together can the crews pinpoint their location on the globe!

Available at the Planetarium only.

The Morgan's Guiding Stars

(45 minutes, grades 3-12)

What did the night sky look like to whalers aboard the Charles W. Morgan? Find out as we use excerpts from her logbook to display the night sky at various dates, times, latitudes, and longitudes of her storied history.

Available virtually or at the Planetarium.



All about Whales!

(45-60 minutes, grades K-8)

Students will learn about the history and science of whales and why they were hunted. Students will experience how whale blubber keeps them insulated and how different types of whales eat.

Available in-school or at the Museum.

Weather and Climate

(45-60 minutes, grades 4-12)

Students will learn about how we measure weather phenomena and about different weather-related instruments, and build their own backyard weather station.

Available in-school or at the Museum.

MARINE SCIENCE AND ENGINEERING



All About Boats— Design Your Own!

(45-60 minutes, grades 4-12)

In this program students learn about and design their own small boats. Students will learn about buoyancy, friction, hull design, and water displacement and complete a design challenge.

Available in-school or at the Museum.

Wonder of Water

(45-60 minutes, grades 4-12)

Students will learn the history of the Mystic River estuary and its changes over time, the types of life the river supports, and analyze water samples from the Mystic River for salinity, turbidity, pH, pollutants, and micro plastics.

Available in-school or at the Museum.

Force and Motion

(1 hour, 45 minutes, grade 4-8)

Students will have the opportunity to:

- Use simple machines on board or on shore to concretely understand mechanical advantage;
- Visit a historic vessel to identify simple and compound machines in action;
- Discover how simple machines make work easier by visiting our Force in Motion at Sea exhibit.

Available at the Museum only.



Music of the Sea—Sing Along!

(45 minutes, grades K-12)

Sing along with one of the Museum's renowned musician educators. Our chantey staff can bring your curriculum to life with stories told through music. Students are invited to become crew members as they join in a chorus, picture the events in a ballad or use a chantey as a tool to help accomplish hard work like raising sail. Available virtually, in-school, or at the Museum.

Scrimshaw: The Sailor's Art

(45 minutes, grades 4-12)

Students will learn about the unique sailor's art of scrimshaw in this hands-on program. A Museum educator will showcase examples of scrimshaw and then students will be able to create their own piece of scrimshaw right in the classroom. Available virtually, in-school or at the Museum.

Arts From Around the World

(45 minutes, grades 4-12)

Students learn about countries and cultures around the world and create art projects related to each country. Sample countries and crafts can include Thailand, Japan, Egypt, Greece, and Cuba; with associated art projects such as origami, Nile River diorama, papyrus bookmarks, masks of Greek myths, and a country flag craft. With enough notice we can create programming for other requested countries.

Available in-school or at the Museum.

Mythical Sea Monsters

(45 minutes, grades 2-8)

The Loch Ness Monster, Kraken and mermaids capture our imagination and inspire so many stories. But are they real? What are the origins of sea monsters? We will examine



MARITIME ART, MUSIC AND CULTURE

the history of the sightings of several sea monsters and, based on our investigations, come to our own conclusions if these creatures are fact or fiction.

Available in-school, virtually, or at the Museum.

Sailors' Superstitions, Luck, and Tattoos (45 minutes, grades 2-12)

Because of the never-ending dangers faced by sailors and fishermen, there are countless superstitions about the sea, weather and ships. Students will examine where these superstitions came from and the strange things that sailors believed would bring them bad or good luck. Students will use their findings to create a craft based on their discoveries.

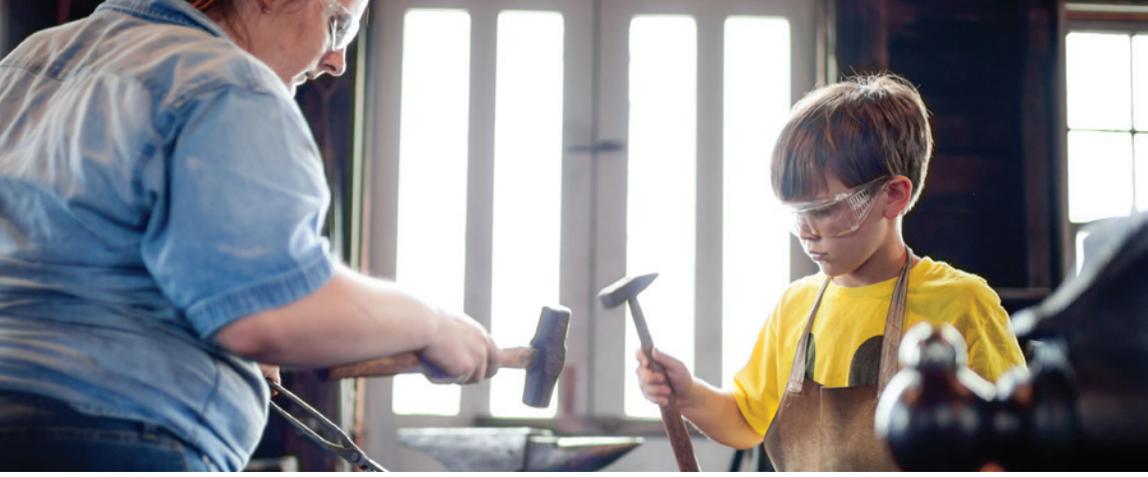
Available in-school, virtually, or at the Museum.

Witness History: Roleplaying Program with Russian Immigrant Inna Belova

(45 minutes, grades 2-12)

Students will meet one of our Museum roleplayers who specializes in bringing her character to life and transporting students back to the 1800s. Inna Belova, a Russian immigrant in New London, by way of Alaska, shares entertaining personal travel and other stories and engages the students through show and tell and gets the students moving with a little Russian dancing. Students also have a chance to speak with the educator out of character to learn how she created their character using primary and secondary sources.

Available virtually, in-school, or at the Museum.



OVERNIGHT PROGRAMS



Ship to Shore (Grades 3-12)

Ship to Shore offers your students the opportunity to immerse themselves in history through exploration of Mystic Seaport Museum by day and by staying on board the 1882 full-rigged ship Joseph Conrad by night. Teachers can choose from topics including Life in a Seaport Town, Whaling, and Teambuilding.

For program options and details please visit <https://www.mysticseaport.org/learn/k-12-programs/ship-to-shore/>

COMING SOON

Overnight Programs in the Planetarium! Thanks to new removable seating we have in our Planetarium theater, we will be offering students the opportunity to sleep under the stars in our Planetarium theater! Details will be on our website soon.

Anchor Watch (all ages)

Mystic Seaport Museum's overnight Anchor Watch program provides an opportunity for youth groups to engage in hands-on maritime activities on our large riverfront campus. Groups begin their adventure with an introduction to Mystic Seaport Museum and spend the rest of their adventure immersed in activities related to their selected program theme. Anchor Watch programs are appropriate for any youth group ages 6-18 and some programs allow scouts in particular to obtain certain achievements and/or special badges.

For program options and details please visit <https://www.mysticseaport.org/learn/youth/anchor-watch>

PLANNING YOUR MYSTIC SEAPORT MUSEUM EXPERIENCE: FEES AND LOGISTICS

To register call 860-572-5331 weekdays between 9 a.m. and 4 p.m. or email reservations@mysticseaport.org. Grant funding is available.

AT THE MUSEUM

Self-Guided Exploration: fee for admission | Students: \$12 • Chaperones: \$22 • Teachers: FREE

Optional On-site Add-Ons:

- Boat ride on steamboat Sabino (seasonal, mid-May–mid-Oct.): \$8 per person
- Roleplayer and Music of the Sea Chantey programs: \$100 flat fee per 45-minute program
- Planetarium program: \$6.50 per person; \$150 flat-rate fee for groups of 20 or fewer
- Planetarium only programs (no admission): \$9.50 per person; \$200 flat-rate fee for groups of 20 or fewer

Guided Tours: fee for admission plus tour | Students: \$19 • Chaperones: \$22 • Teachers: FREE

Optional On-site Add-Ons:

- Boat ride on steamboat Sabino: \$8 per person
- Roleplayer and Music of the Sea Chantey programs: \$100 flat fee per 45-minute program
- Planetarium: \$6.50 per person; \$150 flat-rate fee for groups of 20 or fewer

IN-SCHOOL PROGRAMS

- Programs can be implemented before, during, and after school
- Programs are 45–60 minutes but can be extended if needed
- Programs can be 1–5 days per week depending on need if before or after school.
- Cost = \$225 per program plus mileage

VIRTUAL PROGRAMS

- Programs cost \$225 per program.
- Programs are 45–75 minutes depending on the program.
- We use Zoom for our programs with a capacity of 500, but we recommend no more than 100 participants per program. We can use Google Meet or other platforms if needed.
- When possible, participants are encouraged to have their videos on, and we have participants muted unless it is a small group. A staff moderator will field questions from the chat throughout the program—interactivity through questions and comments related to the content of the program via the chat is encouraged!
- At least two days before your program, our staff will send you a personalized Zoom link that you can then share with your students if they are doing the program from home.

OVERNIGHT PROGRAMS

Ship to Shore overnight program for school groups

Offered: Weekdays: September–November, March–early June

Length: Either a) one-night, two-day b) two-night, three-day c) three-night, four-day d) four-night, five-day

Group size: 50 maximum

Chaperones: One adult per 10 students; chaperones under this ratio are admitted free

Cost: a) \$220 per person (includes admission, activities, lodging, and all meals) for one-night, two-day program

b) \$300 per person for two-night, three-day

c) \$380 per person for three-night, four-day

d) \$460 per person for four-night, five-day

See <https://www.mysticseaport.org/learn/k-12-programs/ship-to-shore/> for program options.

Anchor Watch overnight program for Scout groups

Programs run Friday and Saturday nights (one-night program), mid-March through mid-June, and again September through November. Cost includes Museum admission, accommodations, breakfast, and all activities. Cost is \$75–\$85 per person depending on the program.

See <https://www.mysticseaport.org/learn/youth/anchor-watch/> for program options.

All proceeds support Mystic Seaport Museum, a not-for-profit educational institution that strives to inspire an enduring connection to the American maritime experience. Accredited by the American Association of Museums. Prices and programs are subject to change.

Grant Funded Groups

Limited grant funding of up to 50% of student fees available based on free and reduced price lunch percentages. Please note no adjustments to student numbers for grant funded groups can be made at the gate on the day of arrival.

Chaperone Policy

One adult is required for every 10 students. Chaperones are required to stay with their group at all times and are responsible for the safety and behavior of their students. In order to benefit from discounted group rates, chaperones must pay in advance. Chaperones paying individually on arrival will be charged regular admission.

Lunch

If purchasing lunch groups can eat at the Museum restaurant, or if they bring their own lunch they can picnic on our Village Green or if bad weather can eat at an assigned location. Lunch storage is available.

Access and Special Needs

For the best experience, leaders of groups with special needs will want to plan their visit with Museum staff by calling 860-572-5331.

Payment/Refund Policy

Full payment for all programs is due two weeks prior to program start date. If the booking is made within two weeks, full payment with a credit card must be made at the time of booking. Please note no refunds will be awarded if your group arrives with fewer students than stated on the confirmation. Additional tickets may be purchased on the day of your visit. Payment must be made with one check or credit card (MasterCard, Visa, Discover, American Express). Checks (or purchase orders) made out to Mystic Seaport Museum, Inc. and mailed to Mystic Seaport Museum, Education Department, P.O. Box 6000, Mystic, CT 06355-0990.

Cancellation/Rescheduling Policy Information

Mystic Seaport Museum is open rain or shine. Please dress for the weather and wear comfortable walking shoes. If you must cancel or reschedule your field trip, please call 860.572.5331 at least one week in advance. For emergency cancellations on the visit date or if you will be late, please call 860-572-0711. Late arrivals will not be refunded for missed programs.

Directions

Our address is 75 Greenmanville Ave., Mystic, CT, 06355. Take Interstate 95 to Exit 90 in Connecticut. Proceed one mile south on Route 27 (Greenmanville Avenue) to the 2nd parking lot across from the big, red tugboat at the South entrance. Parking is free.

**We Look Forward
to Welcoming You!**



Smithsonian Affiliate



75 Greenmanville Avenue

P.O. Box 6000

Mystic, CT 06355-0990