Mystic Seaport Museum Education Programs: 2025–2026

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 inspire people to find 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 a spectrum of subjects using the maritime world to make the lessons come alive. Our 19th-century village, planetarium, sailing center, historic ships, and engaging exhibits offer a unique and exciting setting for your students.

Table of Contents

MARITIME HISTORY

Guided tours

Seaport Sampler

Grades pre-K–12. Available at the Museum.
Duration: 1 hour
Students will:

- Visit one of our historic ships.
- Visit a historic home.
- Explore one of our 19th-century coastal trades.

Life in a Seaport Town

Grades 2–12. Available at the Museum, in school, and virtually.
Duration: 1 hour 45 minutes at the Museum, 1 hour in school, 1 hour virtually
Students will:

- Discover why coastal communities developed and flourished.
- Learn how families lived in a seaport town.
- Investigate what types of trades were needed in a town to support a ship's voyage.

Whaling

Grades 2–12. Available at the Museum, in school, and virtually.
Duration: 1 hour 45 minutes at the Museum, 1 hour in school, 1 hour virtually
Students will:

- Examine why we whaled and the products that were used from the whaling industry.
- Explore the 1841 whaleship *Charles W. Morgan*, a National Historic Landmark vessel, to interpret what the sailors' lives were like at sea, who they were, and where they came from.
- Examine a related maritime trade that was vital for supporting the whaling industry.

Additionally, we offer:

- A 30-minute *The Morgan's Guiding Stars* planetarium program that illustrates what the night sky looked like to the whalemen aboard the *Charles W. Morgan* (see the ASTRONOMY AND SPACE SCIENCE: PLANETARIUM PROGRAMS section for details).

Hands-On History

Grades 3–12. Available at the Museum.
Duration: 2 hours
Students will:

- Immerse themselves behind the scenes, in two historic maritime trade shops (such as the Ship Carver's Shop, Ropewalk, Print Shop, Sail Loft, and Cooperage) and make a sailor's craft (such as Sailor's Valentine, scrimshaw, or a knotted lanyard) to take home.

Voyage to America: Immigration

Grades 2–8. Available at the Museum.
Duration: 1 hour 45 minutes
Students will:

- Experience what it was like to immigrate to America in the late 19th century by visiting one of our historic vessels.

- Explore a 19th-century maritime community and learn how immigrants find family, places to live, and jobs in their new hometowns.
- Discuss what it means to be a United States citizen.
- Participate in a mini-naturalization class to see how well they know American history, geography, and our political system.

NEW To Brava and Back

Grades 5–12. Available at the Museum.

Duration: 1 hour 30 minutes

Students will:

- Use teamwork to unravel the amazing life story of the Cape Verdean whaler, John T. Gonsalves, by solving a challenging set of puzzles in hidden spots throughout the Museum.

The Story of the *Amistad (In Partnership with Discovering Amistad)*

Grades 4–12. Available at the Museum and virtually.
Duration: 1–2 hours at the Museum, 1 hour virtually
Students will:

- (Seasonally) Board the ship *Amistad* to learn about the vessel and the story of the *Amistad*.
- Learn who the captives were and how their courage, strength, and perseverance won their freedom back.
- Attend a planetarium program showcasing the role of different types of maritime navigation in 1839 and how they tied into the *Amistad* story.

The Story of the *Gerda III*

Grades 4–12. Available at the Museum and virtually.
Duration: 1 hour
Students will:

- Visit the Danish lighthouse tender, *Gerda III*, to discover what crucial role it had in saving hundreds of Danish Jews from occupied Denmark, bringing them to safety in Sweden during October 1934.
- Examine photos and hear first-hand accounts of the survivors and rescuers.
- Direct connections can be made to the children's book *Number the Stars* upon request.

Cargos Around the World

Grades 2–8. Available at the Museum, in school, and virtually.
Duration: 1 hour 45 minutes at the Museum, 1 hour in school, 1 hour virtually
Students will:

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

Force and Motion

Grades 2–8. Available at the Museum.

Duration: 1 hour 45 minutes
Students will:

- Visit one of our historic vessels to identify simple and compound machines in action.
- Use simple machines in our 19th-century village to concretely understand mechanical advantage.
- Discuss the evolution of simple machines to complex tools over time and how it has affected the way we move, work, sleep, and play.

Workshops

Primary Sources: Curator's Challenge

Grades 3–12. Available at the Museum and in school.
Duration: 1 hour
Students will:

- Work in teams to analyze real historic artifacts from the Museum's collections.
- Develop their historical-thinking skills to design a mini-exhibit of the artifacts.
- Explain their exhibit to the other teams, strengthening public speaking skills.

NEW CIVICS PROGRAMS

Guided tours

Your Proud Hometown History

Grades 3–5. Available at the Museum, in school, and virtually.
Duration: 1 hour 45 minutes at the Museum, 1 hour in school, 1 hour virtually
Students will:

- Learn how and why their town developed over time.
- Discover how their town's inventions and industries contributed to the growth of the state and country.
- Understand how their local government works and how they can be engaged members of their community.

The Letter of the Law

Grades 3–5. Available at the Museum.
Duration: 1 hour 45 minutes
Students will:

- Explore Mystic Seaport Museum as they interview local "citizens" in businesses, aboard ships, and in craftsmen shops, discussing a hot topic in the village.
- Learn the importance of freedom of expression and community harmony.
- Participate in a mock town hall meeting and cast their vote based on personal opinion on what the townspeople have argued.

Stolen Sailors

Grades 3–5. Available at the Museum.
Duration: 1 hour 45 minutes
Students will:

- Learn about the lives of 19th-century sailors aboard ship and ashore.
- Examine the once legal practice of impressment of merchant marines.
- Participate in a civics-based group activity that outlines the process of designing bills and how the proposed laws are passed in Congress.

Classroom Programs

The Legend of the Charter Oak
Grades 1–5. Available in school.
Duration: 1 hour
Students will:

- Uncover the history and legend of the Charter Oak tree and its impact on the newly founded state of Connecticut.
- Learn why this tree is so important and how it changed the way laws were made and kept.
- Learn why writing our laws and protecting them is important for everyone and how a tree in our state capital saved our state.

State and Connecticut Town Symbols
Grades 1–5. Available in school.
Duration: 1 hour
Students will:

- Learn how states and Connecticut towns represent their unique identity and heritage through symbols, seals, and flags.
- Explore state flags and town seals, and design their own flags and seals that represent their family or school.

The Unlikely Candidate
Grades 1–5. Available in school.
Duration: 1 hour
Students will:

- Learn about local government and its role in creating laws and managing communities.
- Learn about the political symbols of the donkey and the elephant by tracing their origins to historical campaigns and political cartoons.
- Hear five real stories about non-human electoral candidates (animals) running for political office as a form of protest or satire, and then design their own campaign logo.

MARITIME ART, MUSIC, AND CULTURE

Workshops

Sailor's Sea Chest

Grades pre-K–5. Available at the Museum and in school.
Duration: 1 hour
Students will:

- Imagine what is most important for a student to pack in their backpack for a journey of unknown length and duration.
- Explore what a 19th-century sailor would pack in his sea chest for a voyage at sea.
- Compare the change over time in the materials of objects, the technology of entertainment, safety gear, and hygiene.

Scrimshaw: The Sailor's Art

Grades 3–12. Available at the Museum, in school, and virtually.
Duration: 1 hour
Students will:

- Learn about the unique art form of scrimshaw, which was born aboard whaling ships in the 1800s.
- Discover what elements in the lives of whalemen at sea helped them develop the art of scrimshaw.
- Understand how artists today still carry on the tradition of scrimshaw, but in an environmentally responsible way.
- Create their own piece of scrimshaw to take home.

Sailors' Superstitions

Grades K–5. Available at the Museum and in school.
Duration: 1 hour
Students will:

- Discuss what superstitions are and if they are real.
- Discover why sailors were and are very superstitious.
- Explore examples of good luck and bad luck from several types of ships.
- Create a drawing based on luck to take home.

International Signal Flags

Grades 2–5. Available at the Museum and in school.
Duration: 1 hour
Students will:

- Learn how international ships could communicate important messages to each other over distance without electronic communication systems by using a simple set of colored flags.
- Create a signal flag bookmark using colored flags to spell out their own name.
- Play Signal Flag Bingo to help children remember which letter in the alphabet is represented by specific international signal flags.

Sailors' Valentines

Grades 2–12. Available at the Museum and in school.
Duration: 1 hour

Students will:

- Empathize with sailors who remembered their loved ones waiting for them at home.
- Discover the real story behind the sailor's souvenir.
- Create a sailor's valentine with seashells to take home.

Sea Chanties: Music of the Sea

Grades K–12. Available at the Museum and in school.
Duration: 45 minutes
Students will:

- Learn how the difficult work aboard ship, such as raising a sail or an anchor, can be made easier through music—hearing it, and moving to it.
- Listen to the feelings of sailors hidden in words of the songs.
- Join in the chorus of work chanties.
- Examine a variety of musical instruments which were brought to sea, such a concertina, accordion, "bones," and a fiddle.

Sailors' Knotwork

Grades 3–8. Available at the Museum and in school.
Duration: 1 hour
Students will:

- Learn to tie a variety of vital knots used aboard ship and at home, including the square knot, figure 8 knot, clove hitch, and bowline.
- Discover why the sailor's lanyard is a very important part of a mariner's tool kit.
- Use knot tying skills to tie a useful sailor's lanyard to take home.

MARINE SCIENCE AND ENGINEERING

Workshops

All About Whales

Grades K–8. Available at the Museum and in school.
Duration: 1 hour
Students will:

- Discover how whales compare in size by measuring out distances in children's shoes.
- Learn about the two different types of whales.
- Experiment with how each type of whale eats, and then examine real baleen and whale's teeth.
- Understand how whales see by using special goggles to find food.
- Feel how blubber works as an excellent insulator.

Design A Hull

Grades 4–8. Available at the Museum and in school.
Duration: 1 hour
Students will:

- Compare ship hull shapes, predicting what shape of hull will be faster or more stable.
- Working in small teams and using a customer's list of requirements for a new ship, the group will creatively design the perfect ship to fit the customer's needs.
- Each team will "sell" their design to the customer, strengthening their public speaking skills.

Design A Lighthouse

Grades 4–8. Available at the Museum and in school.
Duration: 1 hour
Students will:

- Discover the importance of lighthouses on the coasts, rivers, and in lakes.
- Understand why lighthouses are designed the way that they are.
- Working in small teams and using a town's list of requirements for a new lighthouse, the group will creatively design the perfect lighthouse to fit the town's needs and regulations.
- Each team will "sell" their design to the town, strengthening their public speaking skills.

Sink or Float Challenge

Grades 2–8. Available at the Museum and in school.
Duration: 1 hour
Students will:

- Understand the concepts of ballast and balance.
- Experiment with boat hull shapes by forming boats from tinfoil.
- Participate in seeing how long their boat will float with ever-increasing cargo loads.

NAVIGATION

Guided tours

Explorers and Navigators

Grades 3–12. Available at the Museum.
Duration: 2 hours
Students will:

- Participate in a 30-minute planetarium program about explorers.
- Learn how to decode a nautical chart.
- Use simple navigation tools to discover the depth of the Mystic River.
- Visit one of our historic vessels to understand why navigational skills are so vital shipboard.

Alternatively, groups have the option of doing a **45-minute Planetarium-only Explorers and Navigators program (available at the Planetarium and in school).**
Students will:

- Examine the basic concepts of navigation through the lens of maritime explorers throughout history.
- Review familiar explorers, such as Magellan and Cook, while learning about some lesser-known but equally-important navigators from around the world.
- Demonstrate how improved technology and understanding of the sky has led to safer and more accurate seafaring.

Workshops

Navigational Chart Exploration

Grades 3–8. Available at the Museum and in school.
Duration: 1 hour
Students will:

- Learn the difference between a map and a chart.
- Examine a nautical chart and unlock the meanings of the numbers and symbols.
- Discover how a navigator would use charts and other navigational tools to bring a ship from one area to another.

Cartography

Grades 2–6. Available at the Museum and in school.
Duration: 1 hour
Students will:

- Learn about the history of map making.
- Examine a collection of local historic maps and compare them to modern maps.
- Design their own fantasy map to take home.

Sundials

Grades 2–6. Available at the Museum and in school.
Duration: 1 hour
Students will:

- Discuss how and why people have been able to tell time throughout history.
- Explore the sun’s pathway over a period of a day and a year.
- Learn how a sundial works and how to use a sundial as a clock and a compass.
- Build a sundial to take home.

Planetarium program about navigation: *Conrad* Navigation Challenge

Grades 6–12. Available at the Museum.
Duration: 90 minutes
Students will:

- Conduct a practical application of celestial navigation in the context of one of the Museum's signature vessels, the *Joseph Conrad*.
- View stars projected onto our planetarium dome from a mystery location.
- Assemble into crews (teams) with each student taking on a different role from the crew of the *Joseph Conrad*. Each crew member has a role to play, and only by working together can the crews solve the mystery location and pinpoint themselves on the globe!

NEW Low-ropes challenge course at the Museum

We are excited to announce our new low ropes challenge course at the Museum that we can use to complement any program. Elements of our course include a Wall, A-frames, All Aboard, Bangle Boards, Islands, Moby Deck, Nitro Crossing, Spider's Web, Team Trolley Traverse, Kyoob, Mast Two-Step, and Trolleys.

TEAMBUILDING PROGRAMS

Step back in time as we imagine living and working on a sailboat. Operating a large, complex vessel requires teamwork and coordination among crew members to trim sail, navigate, and make it safely home. Each person on board has specific roles and responsibilities, but the most important role they all share is that of a crewmate. The interdependence of sailing tasks means that trust and cooperation are essential—no one person can move the boat alone. Join us to complete some of the Museum's more adventurous activities while we practice coordination, teamwork, and cooperation, and see each other in a new light as crewmembers of our class.

Ropes Course-Only Programming

Grades K–12. Available at the Museum.
Duration: 1, 2, or 3 hours
Students will:

- Complete collaborative challenges on our low ropes course with trained facilitators.
- Participate in a custom designed program for your group to fit your size, ages, and desired outcomes and objectives.

Haul Together

Grades 6–12. Available at the Museum.
Duration: 3 hours
Students will:

- Work together to complete collaborative challenges on our low ropes course elements.
- Climb the rigging of the historic vessel *Joseph Conrad.*
- Take to the oars and row a whaleboat on the Mystic River.

ASTRONOMY AND SPACE SCIENCE: PLANETARIUM PROGRAMS

Signature Program: Stars and Constellations

Grades 4–12. Available at the Museum.
Duration: 45 minutes
Students will:

- Explore the night sky as it appears on the day of their visit to the Museum.
- Examine the moon, planets, and constellations—where they are and how to find them in the night sky.
- Briefly explore the diversity of the night sky by seeing one or two constellations from other cultures around the world.

Zoo in the Sky

Grades K–3. Available at the Museum and in school.
Duration: 30 minutes
Students will:

- Unlock their imaginations to see pictures in clouds and in the sky.
- "Connect the dots" to tour the "zoo" of animal constellations in the night sky.
- Be encouraged to imagine their own shapes in the stars that they see.

Patterns of Change

Grades K–3. Available at the Museum and in school.
Duration: 30 minutes
Students will:

- Explore the ways in which our dynamic world is always moving and changing.
- Discuss what a pattern is, and how we can use it to predict what will happen.
- Learn about day and night, seasons, and the phases of the moon.

The *Morgan*'s Guiding Stars

Grades 4–12. Available at the Museum and in school.
Duration: 45 minutes
Students will:

- Discover a fascinating answer to the question: What did the night sky look like to whalers aboard the *Charles W. Morgan*?
- Examine excerpts from the logbooks of the *Morgan*'s voyages.
- Travel around the world (under our planetarium dome) to view different night skies from a variety of dates, times, latitudes, and longitudes.

Phases of the Moon

Grades 4–8. Available at the Museum and in school.
Duration: 45 minutes
Students will:

- Forge a human connection with our closest neighbor in outer space.
- Learn about the role the moon plays both in the night sky and in the bigger picture of our solar system.
- Discover not just the moon's phases, but how this object has an impact on tides, eclipses, and even our concept of time.

Scaling the Solar System

Grades 4–8. Available at the Museum and in school.
Duration: 45 minutes
Students will:

- Understand that some concepts in astronomy are difficult to convey due to the vastness of outer space and the fact that some objects in our universe are massively larger than Earth.
- Create and use scale models to effectively overcome these hurdles.
- Devise fun ways to express astronomical distances and to compare the different sizes of celestial bodies.

Hurricane Tracking

Grades 4–8. Available at the Museum and in school.
Duration: 60 minutes
Students will:

- Explore the properties of Earth that occasionally cause our planet to experience extreme weather.
- Work in teams to track initial progress of a simulated hurricane in the Caribbean.
- Assume the roles of meteorologists and weather forecasters in deciding when and how to issue storm watches and storm warnings to regions in the US as the storm approaches.

Design a Mission

Grades 6–12. Available at the Museum and in school.
Duration: 60 minutes
Students will:

- Be introduced to the engineering process behind space exploration missions.
- Work in teams to design a spacecraft, while carefully considering choices that will affect the success of their mission.
- View a projected simulation of their mission, and conduct analysis to determine if the mission's objectives were successfully achieved.

In the Footsteps of Galileo

Grades 6–12. Available at the Museum and in school.
Duration: 60 minutes
Students will:

- Recognize that 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.
- Take on the role of the famous astronomer Galileo Galilei, and see exactly what he saw centuries ago as he sought to explain the mysteries of outer space.
- Record observations, make precise predictions about what will happen next, and evaluate the results.

ASTRONOMY PASSPORT: MULTICULTURAL STAR LORE

Polynesian Wayfinders

Grades 4–12. Available at the Museum.
Duration: 45 minutes
Students will:

- Gain a unique perspective on star lore and on navigation using the stars.

- Explore the night sky as seen from Honolulu, Hawaii, and learn about how the people of Polynesia could cross vast distances of ocean without tools or technology.
- Discover how clues from the natural world not only aided in direction-finding, but also informed the stories that led to the creation of Polynesian constellations.

Stars of the Vikings

Grades 4–12. Available at the Museum.
Duration: 45 minutes
Students will:

- Learn about the stars and constellations as seen by Norse people in the European region of Scandinavia.
- Hear stories about these ancient seafarers.
- Explore Norse legends that sought to explain phenomena in the sky, including the Milky Way, eclipses, and the Aurora Borealis.

Polar Night, Arctic Light

Grades 4–12. Available at the Museum.
Duration: 45 minutes
Students will:

- Venture 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.
- Learn about the culture of the Inuit, the people who call the coldest parts of the world their home.
- Explore the constellations of the Inuit, including how their experiences in the Arctic have influenced the shapes they see in the night sky.

Star Lore of the Ojibwe

Grades 4–12. Available at the Museum.
Duration: 45 minutes
Students will:

- Examine the star lore of the Ojibwe, a First Nations tribe living in the Great Lakes region of southern Canada and the midwestern United States.
- Discover the elements that make up the traditional ecological knowledge of the Ojibwe.
- Learn how they incorporate their cultural values into creating an understanding of the world around them.

Stars of Ancient Egypt

Grades 4–12. Available at the Museum.
Duration: 45 minutes
Students will:

- Examine hieroglyphics from Ancient Egypt, learning how the people here became one of the first ancient cultures to keep written records.
- Devise a series of star shapes and stories from the written records of Ancient Egypt.
- Explore how observations of the night sky influenced the culture of Egypt, including polytheistic worship, architecture, and their views of the afterlife.

NASA-STEM PROGRAMS: SOLAR SYSTEM AND BEYOND

This is a four-part sequential series of activities for Middle School students, aligned with both the Next Generation Science Standards for Middle School Space Science and NASA's "Science"

Mission Directorate. When combined with our other NASA-STEM series to form a group of eight total programs, students should experience this group of four programs FIRST.

Scaling the Universe

Grades 7–9. Available in school.
Duration: 60 minutes
Students will:

- Explain, in their own words, why concepts of scale are so important when talking about space.
- Forge connections between measuring scale on a map of a local, familiar place, and measuring scale for something bigger like our galaxy.
- Create a scale model and interpret their own explanation of astronomical distances.

Exploring Visible Light

Grades 7–9. Available at the Museum.
Duration: 120 minutes
Students will:

- Explore how the human eye perceives light and color.
- Examine other wavelengths of the electromagnetic spectrum that cannot be detected by our eyes.
- Classify objects in space based on properties determined by both visible and invisible (to our eyes) characteristics.

Spectroscopy

Grades 7–9. Available in school.
Duration: 60 minutes
Students will:

- Discover how scientists can determine the chemical properties of space objects that are a great distance away from Earth.
- Explore ways to convert seemingly-invisible elements into a form that can be seen by the human eyes.
- Detect the “chemical signatures” of different elements using tools called spectrographs.

The James Webb Telescope

Grades 7–9. Available at the Museum.
Duration: 120 minutes
Students will:

- Learn about exoplanets and view graphs and displays of discovered exoplanets projected onto our planetarium dome.
- Perform a mirror alignment procedure to learn how space instruments need to be precisely calibrated in order to transmit accurate data back to Earth.
- Design and test heat shields to protect sample cargo from exposure to extreme temperatures.

NASA-STEM PROGRAMS: MOON TO MARS

This is a four-part sequential series of activities for Middle School students, aligned with both the Next Generation Science Standards for Middle School Engineering and NASA’s “Space Exploration” Mission Directorate. When combined with our other NASA-STEM series to form a group of eight total programs, students should experience this group of four programs SECOND.

The Moon, Our Neighbor

Grades 7–9. Available in school.
Duration: 60 minutes
Students will:

- Learn about and explain, in their own words, definitions for various geology terms.
- Compare and contrast photographs of rocks that exist on Earth and the Moon.
- Analyze “sample rocks” (candy bars), looking for evidence of different geological properties in each one.

The Artemis Missions

Grades 7–9. Available at the Museum.
Duration: 120 minutes
Students will:

- Explore the latest updates from NASA regarding the Artemis Missions that will ultimately bring humans back to the Moon for the first time in over 50 years.
- Evaluate five potential landing sites that NASA is currently considering for a permanent habitat on the surface of the Moon.
- Work in teams to assemble model rockets that will be used again in the final program of the series.

Human Transport to the Moon

Grades 7–9. Available in school.
Duration: 60 minutes
Students will:

- Consider a number of factors in designing a compartment for space travel.
- Work in teams to build compartments to transport model astronaut figures to the lunar surface.
- Perform a series of freefall drop tests, determine how the designed compartment was or was not suited for the challenge, and, if time permits, revise their design and conduct further testing.

Rocket Launch and Recover

Grades 7–9. Available at the Museum.
Duration: 120 minutes
Students will:

- Conduct a classroom simulation to efficiently pack lunar cargo in a space with size constraints.
- Launch the model rockets (from earlier program) into the sky over the Mystic River.
- Using boats from the Museum’s Sailing Center, venture out onto the Mystic River to retrieve the rockets from the water—just as NASA rescues rockets/capsules from the ocean in real life!

OVERNIGHT PROGRAMS

Ship to Shore

Ship to Shore overnight programs offer your school a chance for hands-on experiences that reinforce what they are learning in their classrooms. We understand that every student learns differently. Some will learn best from speaking with our Museum Educators and Interpreters, while others will respond best to immersing themselves in a hands-on activity. Here are a few of our most popular themes, but we're happy to work with you to make a program that your students will find impactful:

Life in a Seaport Town

Students will learn about living and working in a coastal New England town, and experience hands-on explorations of specific professions (printer, ship-carver etc.).

All in the Same Boat

This overview of the New England whaling industry in the 19th century includes a harpoon throw and an option to row whaleboats.

Haul Together: A Team-building Program Through the Eyes of a Sailor

In this teambuilding program, visitors Grade 4 and above learn new techniques for communication, and practice problem-solving as a group using games and the Museum's adventure course.

Mighty Mariners

In the classroom and on the water, students Grade 4 and up spend their day learning to sail with the Museum's Sailing Instructors, and in the evening learn the fundamentals of traditional navigation.

For more information, please visit our website at https://mysticseaport.org/learn/k-12-programs/ship-to-shore/

Anchor Watch

The Anchor Watch overnight program provides an opportunity for youth groups to engage in hands-on maritime activities. Groups begin their adventure with an introduction to Mystic Seaport Museum then become 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 to qualify for special badges. Fall and spring programs run Friday and Saturday nights (one-night program), mid-March through mid-June, and again September through November. During the January through March programs, participants sleep in the Treworgy Planetarium and programming is modified.

Sleeping arrangements

Participants have three options for where to sleep:

- Below decks on our historic vessel the *Joseph Conrad* (limit 50 people for this option; fall and spring)
- In their own tents on the Museum's Village Green (limit 25 tents for this option; fall and spring)

- In the Treworgy Planetarium theater (limit 17 people for this option; fall, winter, and spring)

For more information, please visit our website at
https://mysticseaport.org/learn/youth/anchor-watch/

PLANNING YOUR MYSTIC SEAPORT MUSEUM EXPERIENCE: FEES AND LOGISTICS

To register visit https://mysticseaport.org/learn/education-program-registration/, call 860-572-5331 weekdays between 9:00 a.m. and 4:00 p.m., or email **reservations@mysticseaport.org.** Grant funding is available.

At the Museum

Self-Guided Exploration: fee for admission
Students: $13 • Chaperones: $22 • Teachers: FREE
Optional on-site add-ons:

- Boat ride on the National Historic Landmark vessel *Sabino* (seasonal, mid-May through mid-Oct.): $8 per person
- Music of the Sea Chantey programs: $125 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 and Workshops: fee for admission plus tour/workshop cost of $8 per student
Students: $20 • Chaperones: $22 • Teachers: FREE
Optional On-site Add-Ons:

- Boat ride on National Historic Landmark vessel *Sabino*: $8 per person
- Music of the Sea Chantey programs: $125 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
- Cost: $250 plus mileage for first program; $125 per additional program on same day

Civics programs

Museum field trips: $2 per student; FREE for Priority Districts and Title I Schools
Classroom programs: $50 per program plus mileage; FREE for Priority Districts and Title I Schools
Reduced fees for the civics programs are for 2025-2026 only and are made possible by a grant from the US Department of Education.

Virtual programs

- $250 per program
- Programs range in duration from 45 to 60 minutes.
- We use Zoom, 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.

Ship to Shore overnight program for school groups

Cost includes Museum admission, accommodations, meals, and all activities.
Length: Either a) two-day, one-night b) three-day, two-night c) four-day, three-night d) five-day, four-night
Group size: A maximum of 50 in fall and spring; 17 during the winter in the Planetarium.
Chaperones: One adult per 10 students; chaperones under this ratio are admitted free.

Cost:

a) $250 per person for two-day, one-night

b) $330 per person for three-day, two-night
c) $410 per person for four-day, three-night
d) $490 per person for five-day, four-night

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

Anchor Watch overnight program for scout groups

Length: Friday at 5:45 p.m. through Saturday at noon or Saturday at 5:45 p.m. through Sunday at noon.
Group size: A maximum of 50 in fall and spring; 17 during the winter in the Planetarium.
Cost: $90 per person; includes Museum admission, accommodations, breakfast, and all activities.

Grant-funded Groups

Limited grant funding of up to 50% of student fees is 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 may eat at the Museum restaurant. If bringing own lunch, groups may picnic on the Museum's Village Green or eat at an assigned location in the case of bad weather. Lunch storage is available.

Access and Special Needs

For the best experience, leaders of groups with special needs are advised 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) should be made payable to Mystic Seaport Museum, Inc. and mailed to Mystic Seaport Museum, Education Department, P.O. Box 6000, Mystic, CT 06355-0990.

Cancellation/Rescheduling

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!