

Important Information

MINIMUM NUMBERS

Scout programs and rates are based on groups of 10 people or more. Smaller groups can be accommodated but a minimum payment of \$70 is still required.

RESERVATIONS

are required. Please book a tour at our website www.firemuseummd.org/scouts or call 410-321-7500 x102. Reservations are available year round.

DEPOSITS

Reservations are tentative until a \$70 deposit is received with a signed Letter of Agreement. Deposits are refundable only if a program is cancelled 7 days prior to reserved date. Payment may be made by cash, check, Visa, MasterCard, or Discover. All program fee balances must be paid upon arrival.

TARDINESS/CANCELLATION

If your group is running late, please call 410-321-7500 x102 so arrangements can be made. Reservations are made for a specific time slot. Groups more than an hour late may be subject to cancellation and forfeiture of deposit. Programs cancelled due to inclement weather will be rescheduled.

ACCESSIBILITY & PARKING

The Fire Museum is fully accessible for visitors with mobile disabilities. The museum has ample free parking and easy bus access. Autism support available.



THE CITIZENS OF
BALTIMORE COUNTY

Scouting

The Fire Museum of Maryland's educational programs have provided quality experiences to visitors since 1971. Gleaming fire engines and hands-on activities catch and maintain the attention of Scouts. Each program can be completed in its entirety at the museum, and Scouts will receive a patch from the museum upon completion of their visit.

Scout Overnight

Stay overnight in the Museum
Tour the Museum and Alarm Office
Learn about Fire Safety
Movie Night on the Big Screen (86")
Receive an exclusive FMM Ghost Patch
\$50 per person, min. 20 people
Contact the Education Director, Aaron Lippincott 410-321-7500 x102

"The Scout programs at the museum are fantastic! They were engaging, and the program met all the requirements for my Scouts' awards."

-Den Leader Pack 312, Lisburn, PA

Follow the Fire Museum on Social Media

@FireMuseumMD



Share your memories with us
#FireMuseumMD

Cub Scouts

FIRE MUSEUM OF MARYLAND

1301 York Road Lutherville MD 21093

410-321-7500 x102

www.firemuseummd.org/scouts



AWARD PROGRAMS



Tiger Safe and Smart

Duration: 1 1/2 hours

Cost: \$7/Scouts

\$12/Adults; The Den Leader is free.

Heads up Scouts! It's time to do your best to be safe and smart Tigers. This adventure will help Tigers know what to do in an emergency. Tigers will learn the right way to call 911, and they will also learn other important fire safety tips. Tigers can be an important helper to police and firefighters by knowing and practicing safety plans. Tigers will also develop fire escape plans for their home and family in an emergency.

Wolf Home Town Heroes

Duration: 1 1/2 hour

Cost: \$7/Scouts;

\$12/Adults; The Den Leader is free.

In this adventure, Wolf Scouts will learn about the heroes within their community. By getting to know some real-life heroes and honoring their service, the Wolves will see the importance of living the Scout Oath and Scout Law along with gaining an understanding of what makes a hero. Wolves will learn about the early citizen heroes of firefighting, and explore the Great Fire of 1904 through immersive experiences: see and hear what it was like in the Alarm office at the breakout of the fire, view actual apparatus and artifacts from the fire, and learn about its heroes.

AWARD PROGRAMS

Wolf Collections and Hobbies

Duration: 1 1/2 hours

Cost: \$7/Scouts

\$12/Adults; The Den Leader is free.

You can collect just about anything: miniature toy cars, lunch boxes, patches, baseball cards, stamps, coins, postcards, drawings, even fire engines to name a few. Wolves may already have a group of one of their favorite things at home but they've never called it a collection. Now it's time to explore what your Wolves are interested in, fascinated with, amazed by, or just like a lot. Wolves will have the opportunity to display their collection, tour the museum, and learn important fire safety information. Start collecting, Wolves!



Webelos/AOL Build My Own Hero

Duration: 1 1/2 hours

Cost: \$7/Scouts

\$12/Adults; The Den; Leader is free.

Through this adventure, Webelos Scouts will discover what being a "hero" means to them as well as the community they live in. Boys will meet local heroes and learn about everyday heroism around the world. Each Scout will also imagine his own superhero and create a story of how that hero helps others. Webelos will learn about the early citizen heroes of firefighting, and explore the Great 1904 Fire through immersive experiences: see and hear what it was like in the Alarm office at the breakout of the fire, view actual apparatus and artifacts from the fire, and learn about its heroes.

ADD-ONS

FIRE RESCUE GAME

Duration: 1/2 hour

Recommended Grades: K to 3rd

Cost: \$3/Scouts; adults are free.

Scouts wear kid-sized fire gear and simulated breathing apparatus to learn about fire safety. They practice teamwork to "rescue" an adult from a "burning building."



HALF HOUR IN DISCOVERY ROOM FOR LUNCH

Cost: \$30/Group

Time in the Discovery Room for lunch can be added for a group rate. In the Discovery Room Scouts explore and learn with their hands, try on kid-sized firefighter gear and play on a real fire engine! Floor space for lunch and a limited number of tables and chairs are available.

VISITING FIREFIGHTER

Cost: \$50/Group

Duration: 1/2 hour

Based on availability, a firefighter or representative from UMD's department of Fire Protection Engineering will visit with your group to speak about related career or education pathways and do a demonstration.

STEM ACTIVITIES

Duration: 1/2 hour (1 per Tour)

Cost: \$3/Scouts; adults are free.

Electricity Lab-Learn about how Fire Departments used the telegraph system.

Fire Science-Learn about the elements of fire, and see how they effect an open flame.

Simple Machines-Learn about how the Fire Service has incorporated these in the past.

