



HISTORIC 
ST. MARY'S CITY

**Resources for
Scouts**



(240) 895-4990 or 4980

Groups@HSMCdigsHistory.org

HSMCdigsHistory.org

**These are listed scout badges wherein
all or a portion of the badge can be
completed while visiting Historic St.
Mary's City (HSMC).**

**This booklet includes a list of both Girl Scouts of
America, and Scouts BSA badges.**

**An asterisk (*) indicates that only a portion of the
badge can be completed by visiting HSMC.**

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**If your troop would like to coordinate
with staff to create a custom program or
tour for your group, or if you have any
questions, please contact our Public
Programs Office at 240-895-4979 or 240-
895-4980.**

GROUP ADMISSION RATES

Guided Tour \$7.00/student
(April-June)

Guided Tour \$6.00/student
(Fall, March)

Self-Guided Tour . . . \$5.50/student

Every 10 students allows 1 **adult (teacher/chaperone)** to receive **free** admission. Additional adults are **\$10.00 each**.

There is a minimum of 15 students for a guided tour, and a minimum of 10 students for a self-guided tour.

Visit our website to begin planning your tour:
<https://www.hsmcdigshistory.org/the-experience/plan-a-tour/>

The nature trail is free to the public. Pick up a trail map at our Visitor Center.

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GIRL SCOUTS OF AMERICA



Daisy: Trail Adventure Badge*

This badge teaches girls how to go on an adventurous jog or play outdoor hiking games.

- When you walk around the trails at Historic St. Mary's City with your family and/or friends, try running like different animals. Some animals are fast and others are slow. Try sprinting like a cheetah, or trotting like a horse, or walking like a turtle. Shout out a new animal every 10-20 seconds. Do you change the way you run when you go at different speeds? Which animal is your favorite?
- Check out our museum hiking trails and do a senses walk. Pretend you have the following:
 - Deer Ears - cup your hands around your ears
 - Owl Eyes - form binoculars with your hands
 - A Snake Tongue - stick out your tongue
 - Fox Feet - tiptoe
 - A Dog Nose - you can smell everything
- When you hike, bring a compass with you, and have a parent/chaperone show you how to use it.
- Tell your family and/or friends about your hiking adventure, and teach them a hiking game that you made up.

Daisy: Outdoor Art Maker Badge*

This badge teaches girls how to explore nature using their senses, and make art using things found in nature.

- When you visit Historic St. Mary's City with your family and/or friends, bring some art supplies and make a Leave No Trace piece of art of what you see. Here are the Leave No Trace guidelines (<https://Int.org/why/7-principles/>).
- Play a game where you match the colors of the clothes you are wearing to colors you see in things outside. You get one point for each match you can make.
- Listen to the sounds of nature. How many different sounds can you hear? Can you identify any? Can you mimic any? What sounds are soothing to you and why?

GIRL SCOUTS OF AMERICA



Brownie: Senses Badge

This badge teaches girls to use their five senses to explore the world.

- Look: Participate in our Sensory Scavenger Hunt. Bring your own magnifying glass, and talk about how it helps your sense of sight.
- Listen: On the grounds, listen for 10 different sounds. Draw what you think might be making these sounds.

Brownie: Computer Expert Badge*

This badge teaches girls basic computer skills. This badge can be done virtually and independently.

- Have scouts explore Historic St. Mary's City's:
 - website
 - digital collections
 - virtual content
 - student resources
- Digitally explore information about each of the museum's sites.

Brownie: Painting Badge*

This badge teaches girls to gain new ideas about what to paint and how to paint it. Scouts will get inspired, paint the real world, paint a mood, paint without brushes, and paint a mural. Bring your own supplies and come for a creative visit!

- Inspiration: Visit Historic St. Mary's City and walk the grounds. Find a pretty spot with lots of colors and paint what you see. For more fun, paint at different times of the day and see how the light makes the colors look different.
- Paint Without Brushes: Paint with something from nature. Use something with a design on it, like a leaf. Press it into paint and then onto your paper. Try different kinds of leaves.
- Paint a Mural: Paint a story about your visit to Historic St. Mary's City. What did you see and do? What was your favorite part about your visit? How did you feel when you visited? Who did you visit with?

GIRL SCOUTS OF AMERICA



Brownie: Celebrating Community Badge*

This badge helps girls learn about their community and how the community celebrates what makes it special.

- Explore Community Symbols: Before arriving, draw your state's symbols. Learn about the Maryland flag and crest. What do the symbols mean and where did they come from? How do they tell us about Maryland's history?
 - Each state has its own flag – and its own flower, bird, tree, and motto. Draw pictures of your state's symbols, and find out what your state's motto means. Do you think the motto fits your state?
 - When you arrive, visit the Town Center site and learn about the Calvert family and the founding of Maryland. Learn about how the Calvert coat of arms, and how they became the State's flag.
- Ba landmark Detective -> A landmark is a place that's special or where something important happened. Come visit Historic St. Mary's City and learn about the first capital of Maryland.
 - Follow a landmark trail & Tour a landmark that honors the past -> go on a hike around the site and visit a number of landmarks, including: Margaret Brent Gazebo, Mathias de Sousa Monument, Godiah Spray Tobacco Plantation's garden, Calvert House, site of the 1634 St. Mary's Fort, and more! Collect three facts you didn't know about the place, and share them with your family.

Junior: Digital Photography Badge*

This badge teaches girls about the basics of photography.

- Visit Historic St. Mary's City and take photographs of interesting or beautiful things that you see
 - Take at least 10 different photos, with different lighting and from different angles. Including a picture of:
 - family member or your whole family
 - a pet
 - a landscape
 - a picture of a reflection
 - a picture of a shadow
 - a picture from inside something

GIRL SCOUTS OF AMERICA

Junior: Playing the Past Badge*

This badge helps girls learn how to research someone from the past and to step into character by portraying the historical person.

- Visit Historic St. Mary's City and learn about daily life in 17th century Maryland. Use this information to create your own character from the 17th century. What do you think you would wear? What would you be doing every day?
- Becoming your character: Talk to staff at the Godiah Spray Tobacco Plantation about doing research and the process of developing a character (this is called First-Person Interpretation). This will help to give you guidelines when you do your own research and develop your own character.



Cadette: New Cuisines Badge*

This badge teaches girls about different cuisines from around the world, and across time.

- Make a dish from the 17th century:
 - **Visit our website**, and check out some of our 17th century recipes in our Hearth Cooking Recipe Book.
 - Choose one to make. Look at the differences between the original recipe and the one adapted for a modern kitchen. What are the similarities and difference? Do you think you would be able to follow the original recipe - why or why not? How have cooking techniques changed from the 17th century to today?



Senior: Trail Adventure Badge*

This badge teaches girls how to prepare for and take part in either a trail race or backpacking trip.

- Aim for doing cardio workouts by visit HSMC to utilize our hiking trail as you train for your longer hike or trail run. Make sure you train in different weather conditions - cold, rainy, hot, etc.
- Test out your new gear.

GIRL SCOUTS OF AMERICA

Ambassador: Photographer Badge*

In earning this badge, scouts will learn about the art of photography, from the working of a camera to training their eye to capture a photograph.

- Visit Historic St. Mary's City and use our landscapes to create a photo story. Shoot from each of our landscapes:
 - Godiah Spray Tobacco Plantation
 - Woodland Indian Hamlet
 - Town Center
 - Mackall Barn
 - Struggle for Freedom Exhibit at the Brome Quarter
 - Key Swamp Trail
 - Reconstructed Brick Chapel of 1667
 - Reconstructed State House of 1676

Brownies/Juniors/Cadettes/Seniors: Maryland Heritage Badge*

This badge helps girls learn about the history of their state - Maryland - by visiting Historic St. Mary's City, the site of Maryland's first capital.

- Visit the Town Center and see if you can find the Calvert family coat of arms. Learn about the Calvert coat of arms and the Maryland flag.
- Learn about George, Cecil, and Leonard Calvert, and stand where Leonard Calvert's house once stood. Learn about these men and their impact on the history of Maryland.
- Explore Historic St. Mary's City, and learn about what life was like in the Maryland colony. Prepare for your visit before you arrive by checking out our museum website (<https://www.hsmcdigshistory.org/>) and our virtual museum platform (<https://www.virtualdigshistory.org/>).
- Learn about Margaret Brent while on your visit. Who was she, and why was she important to Maryland history? Can you learn about any other women who lived here in the Maryland colony?
- Visit the Woodland Indian Hamlet to learn about the Yaocomaco people who lived in what is now St. Mary's City before the English arrived. Learn how they lived and why the waterways were so important to them.
- Visit the Waterfront and learn about what the St. Mary's River and the Chesapeake Bay were like in the 1600s.



SCOUTS BSA

Lion Cub: Mountain Lion Adventure*

This adventure introduces scouts to hiking, including how to prepare and hike safely.

- Visit HSMC's hiking trail, and practice the buddy system while hiking with your troop or family.
- Demonstrate what you can do to stay safe if you become separated from the group when you are outdoors.
- Demonstrate an understanding of respect for animals and nature when participating in a learning hike.

Bobcat: Mountain Lion Adventure*

This adventure introduces scouts to hiking, including how to prepare and hike safely.

- Visit HSMC's hiking trail, and practice the buddy system while hiking with your troop or family.
- Demonstrate what you can do to stay safe if you become separated from the group when you are outdoors.
- Demonstrate an understanding of respect for animals and nature when participating in a learning hike.

Tiger: Tiger Tales Adventure*

This adventure introduces scouts to colonial games from the past.

- When you visit HSMC, play a game from the past. Visit the Town Center site and play one or several colonial games, such a quoits, trap ball, or pell-mell.
- Visit the Gift Shop at the Shop at Farthing's Ordinary to purchase your own colonial game to play wiht your family or your den.



SCOUTS BSA

Tiger: Tigers in the Wild Adventure*

This adventure introduces Outdoor Ethics and develops outdoor skills.

- Take a short hike on one of our hiking trails. The grounds of Historic St. Mary's City (HSMC) have both paved and non-paved paths and hiking trails that are ideal for identifying and investigating different trees and plants, for birdwatching and observing different animals, and for learning about the historic landscape through educational text panels.
- Requirements:
 - With your parent, guardian, or other caring adult, name and collect the Cub Scout Six Essentials you need to add to your list to prepare for rain.
 - Go for a short hike with your den or family, and carry your own gear. Show you know how to get ready for this hike.
 - Listen and Apply
 - Listen while your leader reads the Outdoor Code. Talk about how you can be clean in your outdoor manners.
 - Listen while your leader reads the Leave No Trace Principles for Kids. Discuss why you should "Trash your Trash."
 - Apply the Outdoor Code and Leave No Trace Principles for Kids on your Tiger den and pack outings. After one outing, share what you did to demonstrate the principles you discussed.
 - While on the hike, find three different kinds of plants, animals, or signs that animals have been on the trail. List what you saw in your Tiger Handbook.
 - Find two different trees and two different types of plants that grow in your area. Write their names in your Tiger Handbook.



SCOUTS BSA

Wolf: Paws on the Path Adventure*

This adventure teaches scouts how to prepare for a hike, and trains their observation skills while conducting a hike.

- Show you are prepared to hike safely in an outdoor setting by putting together the Cub Scout Six Essentials to take along on your hike.
- Tell what the buddy system is and why we always use it in Cub Scouting. Describe what you do if you get separated from your group while hiking.
- Choose the appropriate clothing to wear on your hike based on the expected weather.
- Before hiking, recite the Outdoor Code and the Leave No Trace Principles for Kids with your leader. (This may be combined with Requirement 3 of The Call of the Wild Adventure.) After hiking, discuss how you showed respect for wildlife.
- Go on a 1-mile hike with your den or family. Find two interesting things that you've never seen before and discuss with your den or family.
- Optional Activities:
 - Name two birds, two insects, and/or two other animals that live in your area. Explain how you identified them.
 - Draw a map of an area near where you live using common map symbols. Show which direction is north on your map.

Bear: Fur, Feathers and Ferns*

For this badge, scouts trek through the wild space of your community, finding what lives there, and learn to appreciate the need for natural areas.

- Requirements:
 - While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living near the place where you choose to hike or walk.
 - Observe wildlife from a distance. Describe what you saw.

Webelos: Webelos Walkabout Adventure*

This adventure teaches scouts about first aid and safety while hiking.

- Visit HSMC's website to prepare for your 3-mile hike.
- Walk HSMC's 3-mile hiking trail with your den or family. Before you hike, plan and prepare a nutritious lunch or snack. Enjoy it on your hike, and clean up afterwards, practicing the Leave No Trace Principles you've learned.

SCOUTS BSA



Scout BSA: Art Merit Badge*

This badge introduces the importance of art, as well as Elements of Art and Principles of Design. Scouts create their own artwork using different mediums.

- Requirements:

- (6) The landscape and reconstructed buildings of Historic St. Mary's City offer a great scenery to inspire any artist. Render a subject of your choice in FOUR of the ways listed below:
 - Pen and ink
 - Oil Paints
 - Watercolors
 - Tempera
 - Pencils
 - Acrylics
 - Pastels
 - Charcoal
 - Computer drawing or painting
- Tell a story with a picture or pictures. Explore the landscape and take photographs during your visit to create a photo story.

SCOUTS BSA

Scout Archaeology Merit Badge*

While earning this badge, scouts will learn about basic methods and terminology, will see and partake in the archaeological process, and will learn about the collaborative effort of historians and archaeologists within a museum setting.

- Recommendation: We recommend that you visit HSMC on Tidewater Archaeology Weekend to have hands-on opportunities and a chance to engage with our archaeologists.
 - Interact with our archaeology staff, and/or our staff at Town Center, Woodland Indian Hamlet, and reconstructed Brick Chapel of 1667. Scouts will learn about what archaeology is, and how it differs from anthropology, geology, paleontology, treasure hunting, and history.
 - Visit the archaeologically rich landscape of Historic St. Mary's City, and learn about how the discovery and what archaeology has revealed about each site.
 - Learn about why it is important to protect an archaeological site.
- Badge Requirements Being Met:
 - (1)What is Archaeology?
 - (2)The Archaeological Process: How do Archaeologists know where to dig?
 - (3) Archaeological Dating: How old is this artifact?
 - (6.a-c) Protection of Archaeological Sites: What should you do if you find an artifact?
 - (10.a,b) Exploring St. Mary's City's Past



SCOUTS BSA

Scout BSA: Citizenship in the Community Merit Badge*

Scouts will learn about volunteer opportunities at HSMC, and either participate as a volunteer at a museum event or program, or collaborate with the Volunteer Coordinator to create a service project that your troop can provide the organization.

- Requirements:
 - (7.b-c) With your counselor's and your parent's approval, contact HSMC's Volunteer Coordinator (Volunteer@digshistory.org) and find out what you can do to help. While working on this merit badge, volunteer at least eight hours of your time for HSMC.

Scout BSA: American Heritage Merit Badge*

Scouts will learn about volunteer opportunities at HSMC, and either participate as a volunteer at a museum event or program, or collaborate with the Volunteer Coordinator to create a service project that your troop can provide the organization.

- Requirements:
 - (4.b) Research an event of historical importance that took place in or near your area. If possible, visit the place. Tell your counselor about the event and how it affected local history. Describe how the area looked then and what it now looks like.
 - (4.d) Take an active part in a program about an event or person in American history. Report to your counselor about the program, the part you took, and the subject.
 - (4.e) Visit a historic trail or walk in your area. After your visit, share with your counselor what you have learned. Discuss the importance of this location and explain why you think it might qualify for National Register listing.



CAMPING

Visit HSMC's primitive campsite at Chancellor's Point. Our facilities also include: access to a 3 mile hiking trail, boardwalk, and private beach access.

To reserve a campsite, or if you have a question, call **(240) 895-4990** or email: **camping@digshistory.org**.

Campsite Cost: \$25.00/night. There is a maximum of 6 camping per site.

Campsite Amenities: tent pads (24' x 24'), campfire ring, picnic table, access to an all-gender composting toilet, and potable drinking water.

Check-in Time: between 2:00–4:00 p.m. on the afternoon of your reservation (check-in at the Visitor Center)

Check-out Time: 10:00 a.m. the morning following the last night of camping

Firewood is available at an additional charge of \$5.00 per bundle.

- You cannot bring firewood with you, in an effort to stop the spread of the invasive emerald ash borer and other invasives.
- Campers are required to comply with outdoor fire policy as followed by all state park properties. It is the responsibility of the campers to maintain this requirement.
- You may collect kindling from deadfall on the ground in the forest measuring no more than 1 inch in diameter.
- Fires must only be in the designated fire boxes at each campsite, and should be attended at all times.
- No debris from fire/grill usage should be left at the campsite upon departure.

