

Other Opportunities

Nighttime Nature Programs

We have 3 different night nature outings to choose from:

- Owl Prowl (October-December)
- Night Hike
- Campfire Magic
 - Maximum Group Size is 25 scouts
 - \$9/Wheaton resident (minimum fee \$90)
 - \$12/Nonresident (minimum fee \$120)

These programs are 1-1/2 hours and include a campfire and marshmallow roast.

Outdoor Adventure Programs

We have five different adventures to choose from and each program is 1½ hours in length:

- Canoeing (at Northside Park)
 - Maximum Group Size is 12 scouts
 - \$9/Wheaton resident (minimum fee \$90)
 - \$12/Nonresident (minimum fee \$120)
- Snowshoeing (includes snowshoe use, a campfire and marshmallow roast)
 - Maximum Group Size is 13 scouts
 - \$10/Wheaton resident (minimum fee \$100)
 - \$13/Nonresident (minimum fee \$130)
- Geocaching
 - Maximum Group Size is 25 scouts
 - \$10/Wheaton resident (minimum fee \$100)
 - \$13/Nonresident (minimum fee \$130)

*one chaperone for every five scouts is required

- Orienteering
 - Maximum Group Size is 25 scouts
 - \$10/Wheaton resident (minimum fee \$100)
 - \$13/Nonresident (minimum fee \$130)

*one chaperone for every five scouts is required

- Teams and Ropes Course (Please call for fees and information)

Add a 1 hour Campfire to **any** program at Lincoln Marsh for \$40 (additional cost of \$1/per person for hot chocolate and marshmallow roast).

The Details

- Most programs are held entirely outdoors, please dress appropriately.
- All programs are 1.5 hours unless otherwise noted.

Reservations

- Reservations should be made at least two weeks in advance; earlier registration is appreciated and recommended.
- We have a covered picnic shelter at the Lincoln Marsh – reservations must be made at the time the program is scheduled.

Payments

- Payment is required **two weeks prior** to your program date. Payments received any later will be subject to a **late fee**.
- Payment is not accepted onsite.
- No refund will be provided for a decrease in group size with less than two weeks notice.

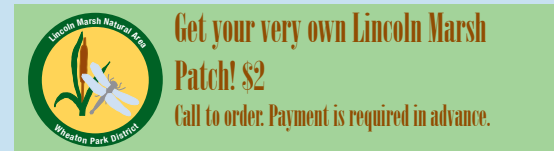
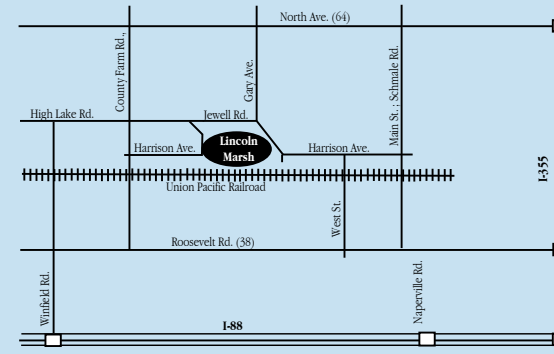
Cancellation Policy

- The last day for a group to cancel *without penalty* is two weeks prior to the program date.
- Groups canceling with less than two weeks notice **will be charged 25% of the total fee**.
- Groups canceling with less than 24 hours notice **will be charged the full amount**.
- The Wheaton Park District reserves the right to cancel a program if staff determines it is unsafe due to inclement weather. Groups may reschedule or receive a partial refund if the program was in progress.

Directions to Lincoln Marsh

The main entrance to Lincoln Marsh is on the west side of the park, at the corner of Harrison Avenue and Pierce Avenue in unincorporated Wheaton.

- From County Farm Rd., turn east on Harrison Ave. and proceed one mile to the parking lot.
- From Jewell Road, turn south on Electric Ave. where the Illinois Prairie Path crosses Jewell Rd. Proceed on Electric Ave. to Pierce Ave. and turn right. The entrance to the parking lot is at the end of the street on the left.



630.871.2810 Phone • 630.871.9213 Fax

www.lincolnmarsh.org

Brochure Revised 11/11

Lincoln Marsh Natural Area Adventure and Nature Opportunities for Scouts



Our mission at Lincoln Marsh is...

To increase awareness and appreciation for our connections to the earth and to each other through educational and social experiences in a healthy ecosystem.



630.871.2810 • www.lincolnmarsh.org

Lincoln Marsh Natural Area

is a facility of the Wheaton Park District.



Nature Scout Programs

Daisies

Mouse Walk *(Red Petal)*

Through role-play, a short hike and a game, scouts use their senses and imagination to discover the many wonders of the mouse world. **1 hour**

Wetland Wonders *(Spring Green Petal)*

Explore a wetland first hand and discover what makes this habitat unique. **1 hour**

Brownies

All Set for Camping

(Ready, Set, Go Camping Try-It Activities: 1,2,4,6)
Scouts participate in camping related activities including preparing a campfire and cooking s'mores! *Additional program fee of \$1 per scout. Lincoln Marsh Trail Map Souvenir Bandana available for purchase (\$3 each).*

Earth & Sky

(Earth and Sky Try-It Activities: 1,2,3,5)
Scouts observe and explore the world below their feet and the sky above their heads to discover how the earth and sky are linked to each other.

Ecology Explorer

(Eco-Explorer Try-It Activities: 1,2,4,6)*
Brownies are completely immersed in the world of eco-exploring when we engage them in numerous activities and games.

Outdoor Adventures

(Outdoor Adventurer Try-It Activities: 1,3,4,5)
Make a shelter, go on a nature hike, and discover that everything in nature has its own smell, touch and sound.

Plant Power *(Plants Try-It Activities: 1,2,3,4)*

Brownies explore and discover the world of plants and what they do for us.

Sensational Senses

(Senses Try-It Activities: 1,2,3,4)

Brownies take a walk on the wild side using their senses to help them appreciate that everything in nature has a unique smell, touch, sound and look.

Water All Around

(Water Everywhere Try-It Activities: 1,2,3*,5)*

Be prepared to get your hands a little messy when we become water snoopers and explore the wetland in search of aquatic critters.

Junior Girl Scouts

Connected to Earth

(Earth Connections Badge Activities: 1,3,4,5,8,9)*

If your scouts love nature then they'll love the activities designed to help them learn about ecology!

Nature Inspirations

(Outdoor Creativity Badge Activities: 1,2,3,4,5,8)

Scouts uncover their creative side and explore the outdoors like never before by participating in unique activities and crafts.

Night Sky Adventure

(Sky Search Badge Activities: 1,2,3,4,5,7)

Create a star map, then go on an adventure to search the night sky and participate in a star story.

Surrounded by Nature

(Your Outdoor Surroundings Badge Activities: 4,5,6,7,8,9)

Scouts will get a taste of the many different ways to have fun outdoors, from exploring nature to hiking and protecting the environment.

Wonders of Water

(Water Wonders Badge Activities: 1,2,3,4,5,10)*

Learn more about the world of water while taking a journey as a water molecule, dipping for critters in the marsh, and being challenged with fun games.

Tiger Cubs

Let's Go Outdoors *(Achievement 5: 5G)*

Get outdoors and explore a wetland first hand as we discover what makes this habitat special through hands-on activities. **1 hour**

Wolf Cubs

Birds *(Elective 13: a,b**,c,d,e*)*

While perfecting identification and observation skills, scouts explore and discover the world of birds.

Bear Cubs

Sharing Your World With Wildlife

(Achievement 5: a,b,c,d,e)*

Have you ever wondered what really makes a species go extinct? Scouts discover the answer to this question through games and activities.

Water & Soil Conservation *(Elective 15: a,b,c,d,e)*

Be prepared to get your hands dirty and wet as we compare soil samples and conduct water quality tests by sampling for invertebrate critters.

Webelos

Forester *(Requirements 3,4,5,6,9)*

Scouts become tree detectives as we explore the "green world" that surrounds us.

Naturalist *(Requirements 4,5*,6,7,8*,9,10,11**)*

Scouts become naturalists as we practice our observation skills, and use our senses to explore the plants, animals and aquatic ecosystems of Lincoln Marsh.

Nature Scout Program Fees

- Maximum group size is 25 scouts
- \$5.50/Wheaton res. per scout (minimum fee is \$55); \$7/nonres. per scout (minimum fee is \$70) unless otherwise noted

Adventure Scout Programs

Webelos

Readyman *(Requirements 2, 3*, 4, 6, 7, 8, 11*, 13)*

Learn safety and the basics of First Aid. *Please note that scouts will not learn CPR.*

Junior Girl Scouts

Finding Your Way

(Requirements 1, 2, 4, 5, 6, 9)

Discover the fun of map and compass! Learn how to make your own map as well. *One chaperone for every five scouts is required.*



Adventure Scout Program Fees

- Maximum group size is 25 scouts
- \$5.50/Wheaton res. per scout (minimum fee is \$55); \$7/nonres. per scout (minimum fee is \$70)



* Take home activity included ** Dependent on the season