

Fun opportunities for
Advancement and
Achievement!

Programs for

Cub Scouts & Boy Scouts

Sponsored by Mike and Mary Crawford

We have
some great
venues for
ceremonies!



*Preserving the history and culture of the people who
once lived in the Great Smoky Mountains*

(865) 448-0044

www.gsmheritagecenter.org

References to Cub Scout handbooks are given after each activity description:

T=Tiger, W=Wolf, B=Bear, WB=WEBELOS

Although references are made to Cub achievements, all programs are appropriate for Boy Scouts, as well, and are adaptable for any age group!

Native Americans of East Tennessee

NATIVE AMERICAN ADVENTURE

Duration: 4 hours

Cost: \$15 per person

Learn about the earliest inhabitants of this region with a guided tour of our Native American exhibits, featuring artifacts found in Tuckaleechee Cove.



Native American Adventure includes readings of Cherokee folklore, two Native American games and skills, one historic craft, and making a snack of tasty frybread!

(T) Achievement 1G, Elective 25 (W) Achievements 4f, 7b, 8e, 10c, Electives 10a, 18f, 22a (B) Achievements 3bod, 4c, 8e, 9ab, 10a, 24a, Elective 24a (WB) Naturalist 9

See individual crafts and games choices for additional achievements.

NATIVE AMERICAN CONNECTIONS

Duration: 2 hours

Cost: \$7 per person

This program includes a guided tour of our Native American exhibits, two games & skills, and one historic craft.

(T) Achievement 1G (W) Achievements 4f, 7b, 10c, Electives 18f, 22a (B) Achievements 3bod, 4c, 8e, 10a, Elective 24a (WB) Naturalist 9

See individual crafts and games choices for additional achievements.

Native American Historic Crafts Options

Choose ONE:

Cherokee-style basket

(W) Electives 3a, 9b, 10d (B) Elective 9a (WB) Artist 9, Craftsman 4

Coiled-clay pottery

(T) Elective 17 (W) Electives 3a, 9b, 10d (B) Elective 9a(WB) Artist 7, Artist 9, Craftsman 4

Native American drum

(T) Elective 7 (W) Elective 10b (B) Electives 8abod (WB) Artist 9, Showman 11



Model of a Native American home

(T) Elective 17 (W) Elective 10e (B) Achievements 21a, 21b, Elective 24c (WB) Artist 9

Model of a Native American boat

Note: Bears, this model may be carved out of soap for the Whittling Chip. Appropriate pocket knife and proof of personal or scout insurance required.

(T) Elective 17 (W) Elective 5g (B) Achievements 19abod, 21abf (WB) Artist 9

Native American Games & Skills Options

Choose TWO:

Chunkey-A game of hunting skill where one person rolls the Chunkey stone and two players throw spears to mark the anticipated resting spot of the stone. (T) Achievement 3G, Elective 35 (W) Elective 4f (B) Achievements 15b, 23bc, Elective 24b

Cherokee Marbles-A game played with billiard balls on a course of ten holes. (T) Achievement 3G, Elective 35 (B) Achievement 15g, 23ac, Elective 24b

Atlatl (At-LA-tuhl)-An ancient hunting tool which predates the bow and arrow. It was used to launch a lightweight dart. (B) Achievements 23bc

Blowgun-Made from hollowed-out river cane, the blowgun was used to hunt birds and small animals. (B) Achievements 23bc

Children's Games-Play fun games such as *Rattlesnake, Trees and Rocks, & Keeper of the Fire..* (T) Achievement 3G, Elective 35 (W) Elective 4f (B) Achievements 15b, 23bc, Elective 24b

Appalachian Mountain Culture

MOUNTAIN LIFE & LORE

Duration: 4 hours

Cost: \$15 per person

Experience life in the mountains of East Tennessee as it would have been in the late 1800s to the turn of the century. Take a guided tour of the furnished buildings in our Historic Village. This program includes hearing Jack Tales and other folklore, playing old-fashioned games and making a toy, building a scaled-down log cabin or learning to load a wagon, making an Appalachian craft or seeing a hearth cooking demonstration, and making homemade butter.

(T) Achievements 1G, 3G, Electives 25, 35

(W) Achievements 4f, 7b, 8e, 10c, Electives 2c, 18f

(B) Achievements 3bod, 4c, 8e, 9b, 10a, 15g, 23ab (WB) Naturalist 9, Scholar 9

See individual crafts and games choices for additional achievements.



MOUNTAIN TREASURES & TRADITIONS

Duration: 2 hours

Cost: \$7 per person

This program includes a guided tour of the Historic Village, one Appalachian craft, pioneer games, and using teamwork to build a log cabin or load a wagon.

(T) Achievement 1G, 3G, Elective 17, Elective 35 (W) Achievements 4f, 7b, 10c, Elective 4f, Elective 18f (B) Achievements 3bod, 4c, 8e, 10a, 15g, 21a, 23ab (WB) Naturalist 9, Scholar 9

See individual crafts and games choices for additional achievements.

Appalachian Crafts & Cooking Options

Choose ONE:

- Make a musical instrument
 - Banjo or Wristbells (easy)

(T) Elective 7 (W) Achievement 5c, Elective 10b

(B) Electives 8abod (WB) Craftsman 1,2, Showman 11

- Make a model of a log cabin

(T) Elective 17 (B) Achievement 21ab (WB) Artist 9

- Make a waterwheel

(T) Elective 17 (B) Elective 7c (WB) Artist 9, Craftsman 1,2

- Hearth cooking demonstration

(Mountain Life & Lore Program Only)

(T) Elective 25 (B) Achievement 9a

Appalachian Teamwork Options

Choose ONE.

- Build a scaled-down log cabin

(T) Elective 17, (B) Achievement 21a

- NEW: Load a Wagon**

Use reasoning and math skills to decide what items should be loaded into the wagon for an extended trip across Tennessee!

Self-Guided Tours for Groups

HERITAGE QUEST

Duration: Approximately 2 hours

Cost: \$3 per person

Call to schedule a self-guided group tour of the Heritage Center. We will provide a scavenger hunt and an informational brochure to help you to get the most out of your visit.

(T) Achievement 1G, Elective 14 (W) Achievement 4f, 7b, 10c, Elective 18f (B) Achievements 3bode, 10a, Electives 4c, 24a (WB) Naturalist 9, Scholar 9

Scoutmasters: We can help your scouts with requirements for merit badges such as Indian Lore, Archaeology, and more! We will customize a program for your troop. Call our Curator of Education at (865) 448-0044.

Please note:

- ▶ With the exception of Heritage Quest, all scout programs require 3 weeks' notice. Please give at least 24 hours' notice for Heritage Quest.
- ▶ A \$50 non-refundable deposit is required no later than 2 weeks prior to your visit. This deposit will be applied toward your total cost. The remaining fees are due the day of your visit. MasterCard, Visa, Checks, and Cash are accepted.
- ▶ One leader/chaperone for every 8 scouts is required and receives free admission to the Center. All other adults pay \$6 each. Siblings pay the same as scouts.
- ▶ Call us about group size. Minimum group size for a guided program is 8 scouts. There is no minimum nor maximum group size for Heritage Quest.
- ▶ Scout programs can be arranged for any day, Monday through Saturday, year-'round; and some evening hours are available. Call us to schedule a day and time that works best for your group.
- ▶ Interested in doing an activity not listed here? Custom programs may be arranged.
- ▶ Call us about overnight camping and camp-ins.

BOY SCOUTS:

Work on merit badges, such as **INDIAN LORE, ARCHAEOLOGY, and MORE** at the Heritage Center!

*Leaders, we have what you are looking for!
Your scouts will make progress toward ranks and
earn achievements while having fun!*

*The Great Smoky Mountains
Heritage Center celebrates the
incredible ingenuity and enduring
spirit of our mountain ancestors.*

*Our programs for scouts
include guided tours of
our exhibits, cabins, and
barns, with hands-on
workshops where they
can learn to use a
primitive hunting tool,
make a Native American
snack, learn to build a
log cabin, and more!*

**We have
some great
venues for
ceremonies!**

**Contact us to
schedule
a day of fun
for your
den, pack,
or troop!**



**Katherine Prince
Curator of Education**

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