**Information for Overnight Journey Parents**

Parking / Gear / Food

There is no parking fee. Be sure to lock your car. Overnight gear can be left in your vehicle or stored in one of the rooms until 5pm. Lunch is NOT served at a Journey Overnight program, though a snack and dinner will be served the first day. Please be sure the girls eat lunch before arriving.

Breakfast will be served around 8am; it will consist of a variety of bagels and cream cheese, a seasonal fruit, and juice. Coffee will be provided for the adults. If members of your group have allergies, please let us know. We will do our best to provide options that are suitable for your group. If you prefer, you may pack foods that participants with allergies may eat.

End of Program

The Overnight Program officially ends at 12:00pm the following afternoon. All sleeping gear must be packed up and put into vehicles prior to this time. In some cases, the sleeping gear may be stowed away out of reach of the public until the program is over at noon.

The Museum opens to the public at 9:00 a.m., Monday-Saturday and 11:00 a.m. on Sunday.

All overnight gear must be removed from public areas prior to the museum opening.

Important

A First-Aid kit must be brought by each group. The Tallahassee Museum cannot provide any type of medical aid. Should an emergency arise in which your First-Aid Provider is not equipped to handle, 911 will be called and the injured person will be transported to a nearby hospital. Be sure to bring any medical release forms you might need for the people in your group with you to the Overnight program, (these are for your records as trip coordinator).

Please send copies of the following information to the parents of the participants, as well as the chaperones.

Information for Chaperones

The Museum will assign an Overnight Program Leader to guide your group throughout the program. However, chaperones must remain with their groups the entire time and be available to help the Camp-In Leader.

Children not accompanied by their parent should be assigned to a specific attending adult. That adult will be responsible for the child's behavior.

Each leader should bring a flashlight in case of emergency. The Museum is equipped with emergency lighting and your Overnight Program Leader will have a flashlight.

There will be coffee provided in the Discovery Center at breakfast.

In the event of a fire alarm, you should remain calm. Your Overnight Program Leader will instruct you on the correct procedures to follow. Please be cooperative.

The Museum does not become completely dark at night. All sections of the Museum have some areas that stay lighted all the time in case of an emergency.

What to Bring

A sleeping bag or blanket and a pillow.

An air mattress or pad is recommended because the floors are hard. We have found inflatable floats to be a good choice for campers.

Wear comfortable clothing. Dress in layers; the Museum's temperature can vary greatly during the night.

Be sure to wear closed toed shoes.

Also we will be indoors and outdoors, so come dressed for the weather. There are restrooms available for changing.

Toothbrush, toothpaste, and washcloth

All belongings should be labeled and kept in a labeled bag.

Refillable water bottle

Please Do Not Bring

• Gum

• Electronic games or music players

For more information email Allison Ashcroft, Education Programs Manager, aashcroft@tallahasseemuseum.org