

NIGHT WATCH PROGRAM SELECTION GUIDE

The Night Watch sleepover program is outlined below. The program includes options, allowing educators to choose those elements that best meet the needs of their students. Please complete this form indicating the options you have selected. Also include the names of each student so special 'nautical' nametags can be made up. Return activity selections by mail or e-mail to the address at the bottom of the page:

ARRIVAL & ORIENTATION

6:30pm-7:00pm

- 1 Introductions, orientation to site, stowage of gear.
- 2 Overview of emergency procedures for building and museum ship CSS *Acadia*.
- 3 Groups are divided into crews.
- 4 Each crew is assigned a Captain (a trained staff member) who will lead their crew through the evening's activities.

SHIP ACTIVITIES & TOUR

7:00pm-8:30pm

ABOVE DECK ACTIVITIES

Please choose one of the following activities:

A: Hydrographic and Navigation Lesson in Acadia's Chart Room

In *Acadia's* chart room, students are given a brief history of the role the ship played in mapping the coastlines of Atlantic Canada. Students will be shown how depth sounding equipment evolved over the *Acadia's* years of service, from a lead sounding line in 1913 to the sonar depth sounder used until the ship was retired in 1969.

B: Oceanography Lesson (this activity is not available during the winter)

On the aft deck of *Acadia*, students will conduct tests to determine the salt content of water, water temperature and measure the harbour depth using lead lines and a Kelvin sounding machine.

BELOW DECK ACTIVITIES

Each crew will be given a special tour of the ship from bow to stern. This tour will help students understand the segregated society crew members lived within onboard a ship in the early 20th century. Students will also see where different crew members lived and worked such as the cook, engineer, captain, and chief hydrographer. We might even encounter one or more of the ships cats along the way!

Please choose two of the following activities:

A: Ship Science

Using various model boats and a testing tank, students will learn the basics of buoyancy, displacement and hydrodynamics through collaborative effort and experimentation.

B: Knotical Knots

Students will be introduced to several samples of rope made from natural material. They will be asked to examine these samples and guess what the rope is made from. The importance of rope on a ship is explained as well as why all ropes have their own name. The activity concludes with students learning to tie a few useful knots with edible rope!

C: Crew Life and Morse Code

Down in the regular crews quarters, students are given a brief explanation into the different living conditions aboard the vessel as well as who lived where depending on their job. The important role the radio operator played on a ship is explored, particularly after the sinking of *Titanic*. Students will decode secret messages from the instructor and learn how to send their name in Morse code.

BACK IN THE MUSEUM GALLERIES

8:30pm – 9:30pm

ROBERTSON STORE

All students will visit the museum's authentic 19th century Ship Chandlery, where sailors could find everything "from a needle to an anchor." They will then play the game "Jibber the Kibber", a fun-filled way to learn about the nature and function of some weird and whacky objects from the past.

Please choose two of the following activities:

A: Gallery Highlight Tour

It is almost impossible to visit the Maritime Museum of the Atlantic in one evening but we try with our highlight gallery tour which will take you and your crew on a quick trip through the Convoy Exhibit, Halifax Explosion, and Age of Steam.

B: Ghost Stories and Maritime Folklore

Rumor has it the museum is haunted. You can be the judge the following morning after learning about who else might be spending the night with you! Our museum ghost tour takes you through spooky exhibits and introduces you to artifacts with colourful pasts. Students will enjoy tales of mystery from the sea as they proceed through the museum galleries this ghost and marine folklore tour.

MUG UP & SNACK

9:30pm – 10:30pm

As activities wrap up, crews get together for a snack and hot chocolate before settling in for the night.

LIGHTS OUT

10:30pm – 11:00pm

Exact time for lights out is determined after consultation with the teacher/leader of the group.

BREAKFAST

7:00am – 8:15am

Breakfast is served and just like on a real voyage, crew members will receive their discharge papers before leaving. Groups depart the museum at 8:15am.