



Night Journey Chaperone Information

Please distribute to all families and chaperones.

Before Your Overnight:

Getting Ready: We recommend all chaperones share cell phone numbers with their group in advance of their overnight stay to ensure a smooth arrival and check-in process, especially if an individual is running late.

When packing, please bring what you need to be comfortable sleeping on the floor in a variety of temperatures. Like many other old buildings, our building has variable temperatures, so we suggest dressing in layers for your stay. Please check the weather forecast and bring clothing appropriate for going outside in the predicted conditions.

Do Bring: Pajamas, a flashlight, toothbrush, an extra layer, sleeping bag, pillow, and air mattress. Stuffed animals are welcome!

Do Not Bring: Straws, balloons, toy weapons, pets, alcohol, tobacco, marijuana, fireworks, firearms, or other weapons or restricted substances.

Dinner: Guests may eat dinner before the overnight, bring dinner to eat here, or have food delivered to the EcoTarium. Any deliveries must arrive between 5:15 pm and 6:00 pm. Please be aware that the EcoTarium is not a nut-free facility, though we do not serve nuts during snack or breakfast.

Address: 222 Harrington Way Worcester, MA 01604

Arrival Information: All cars must stop at the gatehouse for instructions before proceeding onto museum grounds. **Arrival begins at 5:15 pm and ends at 6:00 pm** for Night Journey guests. Arrival is a great time for your group to explore the museum, since most of your overnight visit will be focused on our themed programming. **Guests who are running late should notify their group leader before 6:00 pm** of their new arrival time, and group leaders should inform staff so they can plan accordingly.

During Your Overnight:

Evening Schedule: Programming will begin after check-in. At this time, staff will begin by introducing the expectations, schedule, and theme for the night. Evening programming usually concludes between 10:00 and 10:30 pm, depending upon the activities and flow of the evening. Quiet hours begin as soon as evening programming ends.

Food: A light breakfast is served between wake-up and the start of morning programming. Breakfast may include cereal, instant oatmeal, fruit, bagels, coffee, and juice. Guests with dietary restrictions are encouraged to bring supplementary food items as desired and those with severe allergies are advised to notify the Overnight Coordinator in advance to ensure a positive experience. Snacks will be provided about half way through the program. Snacks include fruit filled cereal bars, animal crackers, and fruit.

Sharing the Museum: We can accommodate approximately 80 guests. All groups will participate in the same evening theme and have a shared overnight experience. This is a great opportunity to make friends from other regions and backgrounds! We ask that all groups remain respectful of each other throughout their time at our museum, especially during the lights-out sleeping hours.

Sleeping Arrangements: Guests will sleep inside among the exhibits on the museum floor. For safety, youth must sleep within sight of their guardians and a few lights will be left on at all times. A limited number of outlets are available for air mattress inflation.

Morning Schedule: Wake-up is at 7:00 am. Guests will bring overnight gear to their cars before eating breakfast, which will be available between wake-up and the start of morning programming. The overnight experience ends at 9:45 am, and guests are expected to depart by this time.

Museum Day Add-On: You may choose to stay and explore our museum and grounds after your overnight experience with the purchase of an admission wristband. Wristbands can be purchased at the Museum Shop starting at 9:15 am. All guests without wristbands must exit the grounds upon completion of their overnight experience.

Souvenirs: The Museum Shop opens at 9:15 am. Night Journey experience patches may be purchased for \$3.00 each plus tax at the Museum Shop.

Please Note:

- **Children must be chaperoned at all times by an adult.**
- While our programming is designed for children ages 5-12, younger guests in particular must have appropriate supervision and may find the overnight experience to be challenging.
- Chaperones take full responsibility for any first aid care required by individuals in their group during the overnight. Leaders are expected to bring a first aid kit and any over-the-counter medication needed for their group.
- Chaperones accept all responsibility for loss of property or damage to the EcoTarium and its contents caused by overnight participants.
- Smoking, use of tobacco or marijuana products, consumption of alcohol, and recreational drug use is prohibited on EcoTarium property.
- Guests should refrain from exiting the building without explicit staff permission during the overnight except to retrieve personal items from a vehicle.