

Overnight Program Survival Manual



Have Some Fun!

An overnight at the Museum of Science is a special program that inspires children to discover science in fun and educational ways. This manual of ideas and suggestions, many of which previous attendees offered, should help you prepare for a great overnight experience. Before your visit, plan ahead: get plenty of rest, practice sleeping on the floor, and try to remember how much fun slumber parties used to be. If you have any questions, contact us at **617-589-0350, 617-589-0417 (TTY), overnights@mos.org**, or visit us online at **mos.org/overnights**. We'll see you soon!

Everyone Join In!

Get ready for a great night. As an adult participant, you are responsible for supervising children at all times. We have found that small groups with two adults work best. Only registered children in grades 1 – 7 and their adult chaperones may attend the overnight. If for any reason you can't attend, contact your organization to find a replacement. The Museum does not grant refunds.

Before You Come

Pre-overnight adult orientations are scheduled at the Museum 2:00 – 4:00 p.m. on the first Saturday of each month. These meetings provide you with detailed information and answer any questions you may have regarding your overnight. A DVD of an actual overnight is available to view on our website: **mos.org/overnights**.

Be prepared to interact positively with the several hundred other people attending the program. Cooperation and flexibility are vital. The Museum Exhibit Halls are open to the public during parts of the overnight, and there will be other visitors attending shows and Museum functions. In addition, there may be staff or contractors working in the building throughout the night on Museum projects. We look forward to working with you to make this a wonderful experience for everyone.



Arrival and Registration

Plan to check in between 5:00 and 6:30 p.m.

Park in the upper levels (2 – 5) of the Museum garage and bring your gear to the ground level. Look for the special entrance in the corner of the garage. Can't find it? Ask a garage attendant or security guard to help direct your group. After you enter, leave your gear in the hallway under your group name and proceed to check-in. At check-in, please be prepared to sign in participants under your care. You will receive a map of the building, a schedule of events, and other information for a safe, successful stay. Overnight staff are available to assist you during the program.

If you arrive after 7:00 p.m., go to the Information Booth in the Museum lobby and ask an information specialist to contact an overnight staff member to check you in.

Program Activities

Your program includes an opening welcome, an instructor-led workshop, hands-on science activities, science demonstrations, and an Omni film (see sample schedule on opposite page). Adults are encouraged to participate in all activities. The Museum is a big place; take some time to explore the exhibits. Please realize that even being here all night, you might not see all the exhibits the Museum has to offer!

What to Bring

Sleeping Gear

Each participant should bring an indoor sleeping bag. Adults who have survived an overnight recommend that you bring an air mattress or foam pad for sleeping on hard, cold floors. Outlets are available for CPAP machines and inflating mattresses. Place all belongings together in one package or bedroll to facilitate storage and access. All your gear should be clearly labeled with your group and individual name to minimize the loss of items. Your gear will be stored in a hallway with the belongings of hundreds of other participants.

Clothing

You'll do a lot of walking, so wear comfortable shoes and clothing. Shoes must be worn at all times. We recommend dressing in layers, as the temperature in the Museum is unpredictable. Participants usually sleep in light clothing.

Other

A water bottle is strongly recommended. Feel free to bring cell phones and cameras. You can take photographs in most areas of the Museum. Participants may wish to bring money to purchase souvenirs and educational items at the Museum Store.

What Not to Bring

Please do not bring tents, cots, hair dryers, curling irons, alarm clocks, electronic toys, games, music, or alcohol.

COME BACK!

Every participant receives a pass for one free Exhibit Halls admission and one free Planetarium show on a return visit. In addition, this year participants receive \$10 off the purchase of Museum memberships. As always, each attendee also receives an embroidered souvenir patch.

Transportation

Cars

Participants park in the Museum garage at a reduced rate from 4:00 p.m. until noon the following day. Regular parking rates are charged for additional time. Please note that parking on the ground level of the garage is not permitted. Take a ticket and proceed to the upper levels (2 – 5) to park your car. When you exit the garage, please bring your ticket into the Museum with you.

Public Transportation

The Museum is located diagonally across the street (O'Brien Highway) from the MBTA Green Line Science Park stop, over the Charles River Dam drawbridge. The Museum is also within walking distance of the Charles/MGH stop on the Red Line, Lechmere on the Green Line, and North Station on the Orange and Green Lines as well as the Commuter Rail and Amtrak Downeaster. For more information about public transportation, please visit mbta.com. For detailed directions: mos.org/visitor_info.

Departure

The program ends at 11:00 a.m. Overnight staff are available until this time. Pack and store your gear in your vehicle during the scheduled time before the Museum opens to the public. Please make arrangements for gear, parking, and buses before the overnight staff leave at 11:00 a.m. If you still have energy, stay longer and explore!

Meals

We provide an evening snack and light breakfast. Complimentary tea and coffee are available for adults at designated hours. Participants may bring dinner and eat in the designated picnic area. Dinner may also be purchased at the Riverview Café, open until 6:30 p.m. for overnights. Please allow enough time to complete your dinner before programming begins at 6:45 p.m. Those with special dietary needs are encouraged to bring their own food substitutes. For more information: **617-589-3180**.

Sleeping Spaces

All attendees are assigned a sleeping area in the Museum's Exhibit Halls. One adult from each group must attend a safety tour. Overnight staff review emergency procedures at this time. Please cooperate with the staff to make sure your sleeping area is set up safely.

As for sleep itself, expect about as much as anyone would get at a slumber party with several hundred people lying on a hard, cold floor! Remember that after lights out all participants must remain quietly in their sleeping bags.

Basic Rules and Guidelines

- Children must be chaperoned at all times.
- Participants are not allowed to leave the building except in an emergency.
- Smoking is prohibited on Museum property.
- Participants may not use or possess alcohol or drugs.
- No food is allowed in the Exhibit Halls.
- Children in grades 1 – 7 may participate; other children will be sent home.

Access

Please notify your organization and the Overnight Program office prior to the overnight if any member of your group has special needs, or if any adult or child must leave early. Wheelchairs are available. We are better able to accommodate your needs with advance notice.

Sample Schedule: *Showtimes will vary*

Evening

5:00 – 6:30 p.m.
Arrival and registration

6:45 p.m.
Opening welcome

8:15 p.m.
Hands-on workshop

9:15 p.m.
Snack, activities,
explore Museum

10:30 p.m.
Lightning! presentation*

11:00 p.m.
Set up sleeping space

Midnight
Lights out

Morning

6:45 a.m.
Wake up

7:00 a.m.
Breakfast

8:00 a.m.
Planetarium show*

9:00 a.m.
Explore Museum

10:00 a.m.
Omni film*

11:00 a.m.
Overnight officially ends

**If any Museum venue is closed, an alternative activity will be provided.*



Emergencies

Building Emergencies

Like other public institutions, the Museum is required to meet fire and emergency standards. Heat and smoke detection systems are installed throughout the Museum. The Museum has consistently met or exceeded safety requirements. The appropriate city officials of Boston and Cambridge are aware of our program. Security guards are on duty throughout the night, touring the Museum regularly. Overnight staff are trained in emergency exit procedures. Some lights are left on all night.

Medical Emergencies

If a medical emergency arises, alert your group's first-aid person and a Museum staff member. Several hospitals are only minutes away. Adults should have the emergency contact phone numbers for all people in their groups.

Family Emergencies

In the case of a family emergency, please call **617-589-0200**. This number is for emergencies only and is staffed around the clock by security guards. Please make sure that all incoming callers know the participant's full name, leader's name, and organization name.

Medical Needs and First Aid

You are responsible for bringing first-aid equipment with you. A room with a quiet rest area and a refrigerator for medicine is available. Please bring any medications your group requires and be sure to contact your organization in advance regarding any special medical needs. Neither first-aid staff nor supplies are provided, but your organization may arrange to have a qualified first-aid person present at the overnight.



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