

Overnight Program Survival Manual



HAVE A GREAT NIGHT!

We hope these guidelines will help you make the most of your special night. Previous overnights contributed many of the ideas and suggestions you'll find here. If you have any additional questions, feel free to contact us at **617-589-0350** or **overnights@mos.org**.

See you soon!

Only registered youth in grades 1 - 7 and their adult chaperones may attend. Overnight registrations are non-refundable. If you are unable to attend, please contact your organization to find a replacement.

Preparing for Your Overnight

Be prepared to interact with several hundred youth and chaperones participating in this program. As previous overnights have demonstrated, *cooperation and flexibility are vital*. Be aware that the Museum will be open to the public during parts of the overnight, and there will be visitors attending shows and other Museum functions. We look forward to your help in making this a wonderful experience for everyone.

For Chaperones

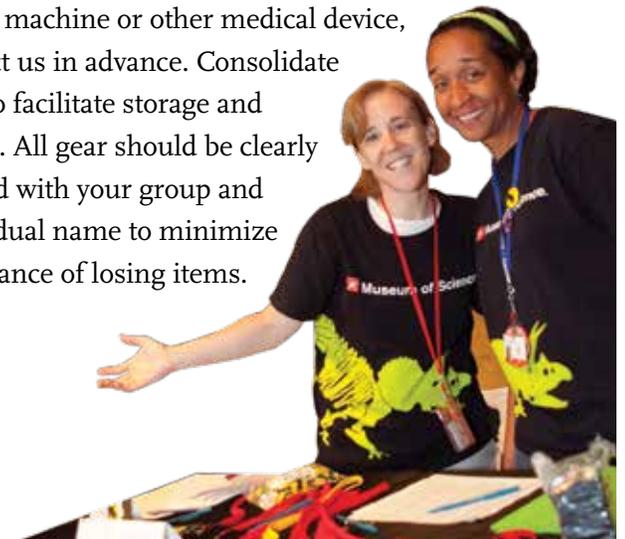
Chaperones play an important role in the safety and enjoyment of all participants in our program. Please review the Overnight Program Chaperone Guide before attending.

What to Bring

Sleeping Gear

Bring an indoor sleeping bag for each participant.

Prior attendees recommend an air mattress or foam pad for sleeping on hard, cold floors. Outlets are available for inflating mattresses. If you need an outlet overnight for a CPAP machine or other medical device, contact us in advance. Consolidate gear to facilitate storage and access. All gear should be clearly labeled with your group and individual name to minimize the chance of losing items.





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. Overnighters usually sleep in light clothing.

Additional Suggestions

Bring a water bottle. Feel free to bring a camera as photographs are permitted in most parts of the Museum. Overnighters may wish to bring extra money to purchase souvenirs and educational items in 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.

Getting to the Museum of Science

Traffic patterns change frequently in and around Boston due to construction. Please visit mos.org/directions.

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.

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 **Overnight Program Entrance** sign in the corner of the garage. Garage attendants and security guards can help direct you. After you enter, leave your gear in the hallway under your group name and proceed to check-in. Staff will be there to assist you in this process. While checking in your group you will receive a packet containing a map of our exhibits, a schedule of events, and other information for a safe, successful stay. Museum staff will be available to assist you throughout the evening.

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

Sleeping Spaces

Your group will be assigned a sleeping area in the Exhibit Halls.

Overnight staff will review safety procedures with at least one adult member of your group. We appreciate your cooperation in making sure sleeping areas are set up safely.

As for sleep...expect about as much as anyone would get at a large slumber party. Remember that after lights-out all overnighters must remain quiet and in their assigned areas.

Program Activities

This extraordinary, exploratory overnight adventure will keep you going from dusk 'til dawn! The program includes an opening welcome, an instructor-led workshop, instructor-led hands-on science activities, and presentations in the Mugar Omni Theater and the Charles Hayden Planetarium. You will receive an exact schedule of events when you arrive. Adults are encouraged to participate in all overnight activities!

Meals

Food is not allowed in the Exhibit Halls. Participants may eat in designated areas that allow food and drink. Overnighters can purchase dinner in the Museum's Riverview Café or bring a picnic dinner/supper. We will provide an evening snack and light breakfast. Complimentary tea and coffee will be provided for adults at designated hours during your stay.

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.

Access

Please notify us prior to the overnight if members of your group have any special needs or accommodations. Refrigeration is available for medicine or special dietary needs. We are better able to accommodate your needs with advance notice.

Parking

Overnight vehicles park for a \$5 flat fee in the Museum garage. Cars and small vans must be parked on the upper levels of the garage. Bring your ticket inside with you. Museum staff will validate your parking during the event and you'll pay at the kiosks upon departure. We can only accept debit and credit card payments for parking.

Departure

The program ends at 11:00 a.m. Pack and store your gear during the scheduled time so the Museum can be cleaned. Please make arrangements for gear, parking, and buses before the overnight staff leave at 11:00 a.m.

If you still have energy, feel free to stay longer and enjoy the Museum!

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

6:30 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.
IMAX film*

11:00 a.m.
Overnight officially ends

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



Emergencies

Building Emergencies

Like all public institutions, the Museum is required to follow fire and emergency standards; we have consistently met or exceeded these safety requirements. Heat and smoke detection systems are installed throughout the building. The appropriate city officials of Boston and Cambridge are aware of our program. Public safety staff are on duty throughout the night, and Overnight Program staff are trained in emergency exit procedures. Be aware that some lights are left on all night.

Medical Needs and First-Aid

Participants are responsible for their medical needs.

A room with a quiet rest area and a refrigerator for medicine is available. Please bring any medications your group requires and contact us in advance regarding any special medical needs. Should a participant require first aid, a public safety staff member will assist you.

Medical Emergencies

Contact an Overnight Program staff member immediately. Several hospitals are only minutes away. Chaperones should have emergency contact information for all members of their group. Make sure to contact us prior to your overnight regarding any special medical needs.

Family Emergencies

If an outside person needs to reach you for an urgent matter, they should call 617-589-0200. This number is for emergencies only and is staffed around the clock by security staff. Please make sure that all incoming callers know the registered participant's full name, leader's name, and organization name.



Important Rules and Guidelines

- Children must be accompanied by an adult at all times.
- Smoking is prohibited throughout the Museum.
- Food is not allowed in the Exhibit Halls. (You may eat in designated areas.)
- Participants are not allowed to leave the building except in the case of an emergency.
- Anyone found under the influence of or in possession of alcohol or drugs will be required to leave.
- Inappropriate behavior (including, but not limited to, ignoring guidelines or engaging in acts of aggression) will be grounds for dismissal.
- HAVE FUN!

Come Back!

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