



**NY SCIENCE**

# Science Sleepover FAQ

Here is some helpful information to help guide you through your night at the New York Hall of Science.

## **What time is the Science Sleepover?**

Science Sleepovers begin promptly at 6:30 pm and end at 9 am the next morning. To allow for a smooth check-in and orientations, we highly recommend instructing your group to arrive at 6:15 pm.

## **Where do we park?**

Your group must be dropped off at the front entrance with their belongings and brought inside the museum. One adult may drive their car behind the museum to the gated parking lot. That adult may then enter through the rear entrance and meet up with their group at check-in. Children may enter through the rear entrance if there is no other adult chaperone who can wait with them in the front.

## **How do we check in?**

Upon arrival, your group leader should check in at the registration desk and will receive all necessary materials. The leader will then distribute those materials to your group. All groups will attend a quick orientation and will be guided to the sleeping area to drop off gear.

## **What if I have a late arrival?**

Only complete groups will be checked in. If everyone in your group has not arrived at your scheduled time, your check-in will be delayed. If you know a member of your group will be arriving late, please call in advance to inform us.

## **What do we bring?**

Everyone in your group will need a sleeping bag and a pillow. Adults may sleep on air mattresses, but mattresses larger than twin size must be shared with another person. Battery-powered air mattresses are preferred but electrical mattresses are permitted. Once the lights are out, you may not blow up or refill your mattress. Please wear comfortable shoes and layered clothing to sleep in. Also, bring minimal toiletries. Money for souvenirs in the Hall's Science Shop and for vending machine snacks is highly recommended.

## **Should we bring electrical appliances?**

Electrical appliances are not allowed after the lights are turned off. Leaders may use a flashlight to guide children to the restroom. Portable televisions, DVD players, and light bearing devices such as lanterns are not allowed after the lights are turned off.

## **What do we get to eat at the Science Sleepover?**

A snack consisting of juice and cookies will be provided in the evening. Breakfast (cereal, muffin, juice, milk, bagels, etc.) is available from 6:45-7:45 am. Adults will be offered coffee at breakfast. If you have special dietary requirements, please bring in your own food. Please note that refrigeration is not provided for any food. All food must be eaten in the Dining Area.

## **Where do we sleep?**

You and your group will be sleeping in an assigned area among the Hall's exhibits. Please listen carefully to staff requests to leave emergency paths clear.

### **What is my role as a leader?**

All adults are responsible for the behavior of their children, but it is not necessary to keep the entire group together during the evening activities. We suggest setting up a buddy system with periodic meeting times for the entire group. It is important that everyone be together for meal times, assigned activities, and the evening program. Leaders are responsible for informing all adults and children about sleepover rules and procedures. We recommend that your group meet one week prior to your sleepover date to review and discuss all sleepover information. The Dining Area will be open to adults only from midnight to 5 am. Alcoholic beverages are not permitted.

### **Can I increase the size of my group?**

If you wish to increase the number of campers in your group, please call 718.699.0005 ext. 348 for approval. If space is available, we will be happy to accommodate your request. All payments must be made before the sleepover date. Payment may be made over the phone.

### **Can I plug something in overnight?**

Once the lights are out, many outlets lose power. If an item needs to be powered overnight for a medical reason, please see the sleepover staff and they will guide you to areas with powered outlets.

### **What if we have need of first aid?**

A first aid room is available, however, your group must provide your own first aid person to attend to an ill or injured child. We do not provide any types of medication, including aspirin.

### **What if I need to leave in the middle of the night?**

If an emergency causes you to leave in the middle of the night, you must inform the security guard located in the front of the Hall. If you know that you have to leave before lights out, please inform someone from the sleepover staff so that we can make arrangements for your safe departure.

## **Sample Schedule of Events**

### **Evening**

6:30–7 pm	Check-in & Orientation
6:30–9 pm	Science Shop Open
6:30–9:30 pm	Exhibit Exploration
7–9 pm	Demonstrations
7:30–9 pm	Make-it and Take it Craft Projects
8–9 pm	Snack
9:30–10 pm	Auditorium Event
10–11:30 pm	Exhibits & Bedtime
11:30 pm	Lights Out

### **Morning**

Midnight–5 am	Adult Lounge
6:45–7:45 am	Breakfast
7–8:30 am	Exhibits & Rocket Park
8:30–9 am	Departure

### **Please note:**

- Girl Scout Sleepovers are for **girls only** (6 and up) with **female leaders** and **chaperones**. No **male** siblings or friends are allowed.
- Cub/Boy Scout Sleepovers are for boys only (6 and up) with **male** or **female leaders** and **chaperones**. No **female** siblings or friends under age 18 are allowed.

If you have any questions please call 718.699.0005 ext. 348.