



WORKSHOPS/SLEEPOVERS  
**OGLEBAY GOOD ZOO**



  
**Oglebay**  
GOOD ZOO

# TABLE OF CONTENTS:

**WORKSHOPS FAQ..... 2**

**SLEEPOVER FAQ..... 4**

**PROGRAM DESCRIPTIONS..... 7**

**RESERVATION REQUEST..... 10**

# FREQUENTLY ASKED QUESTIONS ABOUT...WORKSHOPS

## What is the cost for the workshop?

Workshops are \$15.45 per youth and \$9.27 per adult (plus applicable taxes and fees).  
Minimum fee of \$200.

We require a \$200 non-refundable deposit at the time of booking. The balance is due on the day of the program. Payments may be made by credit card, cash, or check made payable to "Good Zoo".

Tax must be added to the fees if your group is not tax exempt. Tax-exempt organizations must provide a copy of their Tax Exempt Certificate (SSTGR Form F0003) prior to arrival at the zoo. Tax will be added if this form is not received by the zoo at least 10 days prior to the program. You may download the form at [www.state.wv.us/taxrev/sst/f0003.pdf](http://www.state.wv.us/taxrev/sst/f0003.pdf) (Personal checks or personal credit cards cannot be accepted for tax exempt groups.)

## What days and times are workshops held?

Generally, workshops are available year-round on Saturday and Sunday afternoons starting at 1:00 pm. Weekday programs are also available, and times may be altered to fit your group's schedule. Workshops are 2 hours in length.

## What is included with the workshop?

For your workshop, you receive Zoo Admission, a Program presented by Zoo Education Staff, Guided Tour of part of the zoo, and Live Animal Presentation. Groups may visit the zoo before or after the workshop (during normal operating hours) since the entire zoo cannot be viewed during the program. Please ask for zoo operating hours when scheduling.

## What programs can my group choose from?

Below is a list of programs available for Workshops and Sleepovers. Correlations to scout badges are listed in the program description. Program descriptions can be found at the end of the Frequently Asked Questions. Don't see what you want? Contact the Zoo Education Department at 304-243-4068 for a program specifically designed to meet your needs. (Additional fees may apply to special programs.)

### Kindergarten – 1st Grade

- Around the World
- Pets
- Between Earth and Sky
- Be an Artist

### 2nd – 3rd Grade

- Bugs
- Hiker
- Senses
- Can You Find it?
- Pets
- Home Scientist
- Wonders of Water
- Be an Artist

### More Programs for Groups

- Globe Trotting
- If I Ran the Zoo
- Wild and Rare
- Be an Artist

### 4th – 5th Grade

- Map it! Track it!
- Camping 101
- Wildlife and Habitats
- Plants and Animals
- Be an Artist

### 6 – 12th Grade

- Wild or Domestic
- Night Owl
- Hi Tech Hide and Seek
- Be an Artist

### Cub Scouts

- Geologist
- Naturalist
- Be an Artist

### Boy Scouts

- Birds
- Insects
- Mammals
- Reptile and Amphibians

## Workshop Fast Facts

**\*Cost:** \$15.45 per youth, \$9.27 per adult  
Minimum fee: \$200

**Times:** 1:00 pm – 3:00 pm  
(additional times available)

**Includes:** Zoo Admission, Program presented by Zoo Education Staff, Guided Tour of part of the zoo, Live Animal Presentation.

*\*Rates are subject to change. Tax and other fees may apply.*

# FREQUENTLY ASKED QUESTIONS ABOUT...WORKSHOPS

## How do I schedule my group for a workshop?

You can schedule your workshop online at [www.oglebay.com](http://www.oglebay.com), by calling the Zoo Education Department at 304-243-4068, or by emailing [vmarkey@oglebay.com](mailto:vmarkey@oglebay.com). When you schedule, please have the date you prefer, the approximate number of people (youth and adult) that will be attending, and your program choice. A deposit of \$200 is due at the time of booking. Dates will not be reserved without a deposit.

## Can siblings or friends attend the workshop?

Yes, siblings and friends may attend the workshop as long as they are close in age to the group participants. All youth and adults attending the program must be included in your attendance and pay the appropriate program fee.

## When do I need a final attendance count?

The zoo needs a tentative attendance count when booking your program. In order for the zoo to have the proper amount of supplies, it is necessary to have a close count at least 7 days prior to your program. You will only be charged for the people attending the program or the minimum fee, whichever is higher.

## Do we get to see the entire zoo?

Because you will be doing a variety of activities with your educator, you will typically not have time during your program to visit the entire zoo. You may wish to allow yourselves extra time after or before your program for a self-guided tour to the zoo. Generally 1 hour in addition to your program time is adequate for exploring the zoo. Self-guided tours of the zoo must occur during normal zoo operating hours. *Zoo hours vary seasonally. Please check for zoo hours of operation at the time of booking.*

## Can we ride the zoo train?

The zoo train generally operates from April through October. Train rides are available to workshop participants for a discounted rate of \$1.95 per person (facilities and weather permitting). To receive the discounted rate, train rides must be scheduled prior to arrival at the zoo.

## Can we go to the gift shop?

This is entirely up to your group. The gift shop is open during normal zoo operating hours. If you wish to visit the gift shop, please allow yourself time before or after your workshop. *Please ask for gift shop hours when booking your program.*

## Do you provide the Girl Scout Patch?

Girl Scouts patches are available through the Girl Scout Council.

## Are there places to eat at the zoo?

The zoo has two concession stands that operate seasonally. The zoo can also provide bag lunches (turkey wraps, hotdogs, or pizza) for your group. These must be ordered at least 10 days prior to your program. *Inquire when scheduling your program for rates and availability.*

## What is your inclement weather policy?

Workshops are held year-round, rain or shine! If snow or ice makes traveling to the zoo dangerous, the zoo may choose to reschedule your program. Please contact the zoo prior to your program to make any bad weather arrangements. Deposits are non-refundable and not transferable to groups who are a "no show".

## What if we do not want a full workshop program?

In addition to Workshops and Sleepovers, groups may visit the zoo on their own at a discounted rate or choose our "Educational Package".

The Educational Package provides your group with a ½ hour animal or physical science program and a self guided tour of the zoo. See our "Explore and Learn" brochure on our website at [www.oglebay.com](http://www.oglebay.com).

## Do you offer sleepover programs for groups?

YES! Sleepover programs are available (see page 4).

# FREQUENTLY ASKED QUESTIONS ABOUT...SLEEPOVERS

## What is the cost for the sleepover?

Sleepovers are \$30.90 per youth and \$23.69 per adult (plus applicable taxes and fees).  
Minimum fee of \$400.

We require a \$400 non-refundable deposit at the time of booking. The balance is due on the day of the program.

Tax must be added to the fees if your group is not tax exempt. Tax-exempt organizations must provide a copy of their Tax Exempt Certificate (SSTGR Form F0003) prior to arrival at the zoo. Tax will be added if this form is not received by the zoo at least 10 days prior to the program. You may download the form at [www.state.wv.us/taxrev/sst/f0003.pdf](http://www.state.wv.us/taxrev/sst/f0003.pdf) (Personal checks or personal credit cards cannot be accepted for tax exempt groups.)

## What days and times are sleepovers held?

Generally, sleepovers are held on Friday or Saturday nights; however, weekday programs are also available. Sleepovers run from 7:00 pm until approximately 11:00 am the next morning.

## What is included with the sleepover?

For your sleepover, you receive Zoo Admission, a Program presented by Zoo Education Staff, Guided Zoo Tour, Live Animal Presentation, Program Supplies, Nighttime Snack - Pizza, and Continental Breakfast. If the zoo is open to the general public, you may stay after your program is completed to view exhibits and visit the gift shop. *Please ask for zoo operating hours when scheduling.*

## What programs can I choose from?

Below is a list of programs available for Workshops and Sleepovers. Correlations to scout badges are listed in the program description. Program descriptions can be found at the end of the Frequently Asked Questions. Don't see what you want? Contact the Zoo Education Department at 304-243-4068 for a program specifically designed to meet your needs. *(Additional fees may apply to special programs.)*

### Kindergarten – 1st Grade

Around the World  
Pets  
Between Earth and Sky  
Be an Artist

### 2nd – 3rd Grade

Bugs  
Hiker  
Senses  
Can You Find it?  
Pets  
Home Scientist  
Wonders of Water  
Be an Artist

### More Programs for Groups

Globe Trotting  
If I Ran the Zoo  
Wild and Rare  
Be an Artist

### 4th – 5th Grade

Map it! Track it!  
Camping 101  
Wildlife and Habitats  
Plants and Animals  
Be an Artist

### 6 – 12th Grade

Wild or Domestic  
Night Owl  
Hi Tech Hide and Seek  
Be an Artist

### Cub Scouts

Geologist  
Naturalist  
Be an Artist

### Boy Scouts

Birds  
Insects  
Mammals  
Reptile and Amphibians

## Sleepover Fast Facts

**\*Cost:** \$30.90 per youth, \$23.69 per adult  
Minimum fee: \$400

**Times:** 7:00 pm – 11:00 am  
(additional times available)

**Includes:** Zoo Admission, Program presented by Zoo Education Staff, Guided Zoo Tour, Live Animal Presentation, Nighttime Snack - Pizza, Continental Breakfast.

*\*Rates are subject to change. Tax and other fees may apply.*

# FREQUENTLY ASKED QUESTIONS ABOUT...SLEEPOVERS

## How do I schedule my group for a sleepover?

You can schedule your sleepover online at [www.oglebay.com](http://www.oglebay.com), by calling the Zoo Education Department at 304-243-4068, or by emailing [vmarkey@oglebay.com](mailto:vmarkey@oglebay.com). When you schedule, please have the date you prefer, the approximate number of people (youth and adult) that will be attending, and your program choice. We require the minimum program fee (\$400) as a deposit. Any remaining balance is due on the day of the program. *(Taxes and fees may apply.)*

## Can siblings or friends attend the sleepover?

Yes, siblings and friends may attend the sleepover as long as they are close in age to the group participants. All youth and adults attending the program must be included in your attendance and pay the appropriate program fee.

## When do I need a final attendance count?

The zoo needs a tentative attendance count when booking your program. In order for the zoo to have the proper amount of food and supplies, it is necessary to have a close count at least 7 days prior to your program. You will only be charged for the people attending the program or the minimum fee, whichever is higher.

## What food is provided with the sleepover?

The zoo provides pizza and fruit punch as a nighttime snack! Both cheese and pepperoni pizza will be provided mid-way through the program. The zoo does not provide dinner, so it is advised that participants eat before arriving at the zoo. Breakfast is continental-style with a variety of foods including cold and hot cereals, toaster waffles, fruit, milk, juice, hot chocolate, and coffee/tea.

## Can I bring my own food?

Yes, you can bring additional snacks or drinks with you. Food must be consumed only in designated areas. The zoo does not have refrigeration space, and there are no stoves/ovens available.

## Where will my group sleep and what facilities are available?

Groups sleep in the zoo's theater. This room is carpeted and heated/air conditioned. (Other rooms in the zoo may be used if the theater is not available.) Participants are to bring their own sleeping bags/pillow. Adults may wish to bring an additional sleeping pad since the floors may be a bit hard. Restrooms are accessible throughout the program. There are no shower facilities.

## What if it rains?

Please dress for the weather. The morning portion of the sleepover is spent touring the zoo, which is primarily outside. If participants are prepared for bad weather, they will have more fun! Rain and cold weather do not keep us from our planned zoo tour. Activities for the evening portion of the program are generally held indoors.

## What if it snows?

Sleepover programs can be held in the winter time! Many of our animals are indoors, and we do sleep inside in climate controlled rooms. Please dress for the weather, because we will tour the outdoor areas of the zoo, provided the walkways are safe. If the weather prevents a tour of the outdoor areas of the zoo, additional animals will be added to your presentation, and alternate activities of your educators' choosing will be added. Should the weather be too dangerous for travel to the zoo, the zoo may choose to reschedule your program. Please contact the zoo prior to your program to make any bad weather arrangements. Deposits are non-refundable and not transferable for groups who are a "no show".

## What do we need to bring with us?

Sleeping bag, pillow, extra blanket if you get cold, sleepwear, toiletries, rain gear, coat/jacket, change of clothes, and a camera should be all you need. The zoo prefers that you not bring an excessive number of items with you.

## Do we need to bring games, movies, or other activities for our group?

No, the Zoo Educator has a full evening and morning of activities for you!

# FREQUENTLY ASKED QUESTIONS ABOUT...SLEEPOVERS

## **Will my group be combined with another group?**

Groups are typically not combined with other groups for the evening portion of the program. Another group may join your group for snack time, breakfast, and the morning tour of the zoo. The zoo does reserve the right to combine groups.

## **Where can parents contact their children if there is an emergency?**

Leaders/chaperons should make appropriate arrangements with parents for contacting them during the sleepover. (For example, leaders/chaperones should give parents their cell phone number.) During the sleepover program, the education staff conducting the program and park security are generally the only people in the zoo building and are unable to answer the phones or check messages. If there is an emergency, messages can be left by calling park security at 304-243-4000 or the zoo office at 304-243-4100. The zoo office is open 9:00 am – 5:00 pm daily.

## **What if we do not want to spend the night?**

Check out our Workshop programs (page 2)! Workshops are 2 hour programs held on weekday afternoons, or other days/times as available.

Or take advantage of our Educational Package. The Educational Package provides your group with a ½ hour education program and zoo admission. For program choices, see our “Explore and Learn” brochure on our website at [www.oglebay.com](http://www.oglebay.com).

*Rates are subject to change and do not include applicable fees & taxes.*

## **What other activities are available at Oglebay?**

Oglebay has a variety of activities for all ages and interests. Visit our website at [www.oglebay.com](http://www.oglebay.com) for more information on golf, swimming, tennis, ice skating, skiing, horseback riding, and more.

Activity bands are available Memorial Day through Labor Day. These all day use passes include tennis\*, Par 3 golf course\*, miniature golf, swimming, fishing\*, pedal boating, trolley, and admissions to Mansion Museum and Carriage House Glass. There is a discounted rate for groups of 25 or more. Visit [www.oglebay.com](http://www.oglebay.com) or call 304-243-4000 for wristband rates. \*Rental equipment not included. Activities subject to change.

# WORKSHOP & SLEEPOVER PROGRAM DETAILS

## Kindergarten – 1st Grade

### Around the World

It's fun to explore the world, and we will do just that here at the zoo! Learn about animals and cultures from all over the globe. Discover new habitats and how these habitats shape the plants and animals that live there.

### Pets

Learn to make choices and explore what pet is best for me. Some animals make good pets for us, and others don't. Find out how to care for pets and how keepers care for animals at the zoo.

### Between the Earth and Sky

Discover life in your own backyard! Explore birds and stars, water, and land. Make comparisons between local and exotic wildlife.

## 2nd – 3rd Grade

### Bugs

Sure you'll learn about bugs and our invertebrate friends, but you'll also discover how these animals help us and see where they fit into the food chain. This program corresponds to the "Bugs" Brownie Girl Scout Legacy Badge.

### Hiker

Take a fun hike with our zoo educators on the trail through the zoo. Make a field guide for some of the plants and animals you may encounter on your journey. Make a map and a packing list, and even create a snack for along the way. This program corresponds to the "Hiker" Brownie Girl Scout Badge.

### Senses

People and animals learn about the world by using their senses. We use our five senses (smelling, seeing, touching, tasting, and hearing) without even thinking about it. Through fun activities, like taking a "taste test", go on a sniff, and find trail, and even check out some optical illusions. Discover animal senses by seeing, hearing, smelling, and touching. This program corresponds to the "Senses" Brownie Girl Scout Badge.

### Can you find it?

Letterboxing and geocaching are popular pastimes for many people. Learn the basics of letterboxing, be introduced to compasses and GPS, as well as doing map-making activities. Go on a "hidden box search" in the zoo to find the secret animal and more. This program corresponds to the "Letterboxer" Brownie Girl Scout Badge.

### Pets

Many people have pets; however, they are a big responsibility. Learn how to be a good pet owner from people who make their living caring for animals. Investigate "good" and "bad" pets, learn the basics of pet care, explore how animals communicate, learn how and why zoo keepers train their animals, and of course, see some domestic and wild animals, too. This program corresponds to the "Pets" Brownie Girl Scout Badge.

### Home Scientist

Learning about science is fun! Experiment with foods and even make your own edible scientific experiment. Explore static electricity, density, bubbles, and even acids and bases! We'll also discover how animals "use" science, too! This program corresponds to the "Home Scientist" Brownie Girl Scout Badge.

### Wonders of Water

Visit the zoo's wetland exhibit and find out why these ecosystems are important and how we can help! Make a "water protector" pledge, create a water cycle model, learn about the properties of water, and discover how animals need water in many ways. This program corresponds to the "WOW! Wonders of Water" Journey for Brownie Girl Scouts.



# WORKSHOP & SLEEPOVER PROGRAM DETAILS

## 4th – 5th Grade

### Map it! Track it!

Explore mapping and tracking skills by creating your own scavenger hunt. Learn the basics of GPS use. Apply your knowledge of GPS and/or compasses to find and produce a picnic menu. Make a track field guide and find clues that will help you track the “secret” animal through the zoo. This program corresponds to the “Geocacher” Junior Girl Scout Badge.

### Camping 101

Make a star chart, create a camping recipe book, and try your hand at a simple camping snack. Learn to tie a simple knot and discover how compasses or GPS can help us navigate. Explore animals after dark, dissect owl pellets. Start a nature journal, too! This program corresponds to the “Camper” Junior Girl Scout badge.

### Wildlife and Habitats

Explore the diversity of life on our planet and explore the variety of life in our own backyard and homes. Learn how to identify and classify a variety of animals, make animal observations and create an ethogram, discover why some animals and their homes are in danger and explore things you can do to help. This program corresponds to the “Animal Habitats” Junior Girl Scout badge.

### Plants and Animals

Plants and animals need each other! Explore flowers, gardening, and wildlife. Dissect a flower, discover pollination, and see some pollinators. Start your own plant, go on a flower hunt, make a fruit snack, and more! This program corresponds to the “Flowers” Junior Girl Scout badges.

### Detective

Coming soon!

## 6th - 12th Grade

### Wild or Domestic

Humans have depended on animals for assistance and companionship. Owning a pet is a big responsibility. Learn how to be a responsible caretaker for your pets. Discover how zoo keepers train the animals in their care and learn how to teach your pet using the same method. Make animal observations and create an ethogram, too.

### Night Owl

Discover nocturnal animals and nature through fun activities and hands-on experiences with animals. Go on a night hike, see an owl and other nocturnal creatures. Dissect an owl pellet, create a star chart, and many other fun things! This program corresponds to the “Night Owl” Cadette Girl Scout Badge.

### Hi Tech Hide and Seek

Explore mapping and tracking skills by creating your own scavenger hunt. Learn the basics of GPS use. Apply your knowledge of GPS and/or compasses to find and produce an ice cream sundae. Make a track field guide and find clues to help you track the “secret” animal through the zoo.

### Trailblazing

Coming soon!

## Cub Scouts

### Geologist

A geologist must have an in-depth knowledge of rocks, minerals, and the history of Earth to perform his or her job. Explore the world of rocks and the career of geology in this program, and touch on some of the many areas of geology that date back millions of years.

### Naturalist

Take some steps to becoming a naturalist by visiting our zoo and seeing some of Earth’s diversity. You will find out how to identify poisonous plants and animals in our area, learn about bird identification, and also how to build a terrarium to keep an “insect zoo” of your own.

# WORKSHOP & SLEEPOVER PROGRAM DETAILS

## Boy Scouts

### Birds

Not only are birds fascinating to watch, but a vital element in our ecosystem. In this program you will see why, learn ways to describe and identify many species of birds, and go on a bird walk through the zoo. You will also get a “bird’s eye view” of some of our feathered zoo residents.

### Insects

Of the 751,000 species of insects on our planet, how many can you identify? In this program you will learn how insects are different from all other animals, how they are both helpful and harmful to humans, and explore their anatomy and life cycles.

### Mammals

Mammals are an important part of the animal kingdom and fill many niches in the ecosystem. Investigate this class of animals. Find out where they live and the adaptations that help them survive there. Observe some mammals up close to gain a better understanding of what a mammal is.

### Reptiles and Amphibians

These two classes of animals are very similar, yet very different. Learn the characteristics of reptiles and amphibians. Explore anatomy, growth, reproduction, and identification of herps, and see several up close.

## More Programs – *(available for multiple age groups)*

### Globe Trotting

Explore animals, habitats, and people from around the world. Can you identify the continents and some animals that live there? Learn traditional games from other countries; make a craft to take home and more.

### If I Ran the Zoo

Learn about exhibit design, animal care and zoo careers. Why do zoo keepers train their animals and how do they do it? What is “enrichment”? Who are the “docents”? Find out what it takes to work in a zoo. Participants will have the chance to design their own zoo exhibit and much more.

### Wild and Rare

Discover endangered species and what you can do to help wildlife. Discover ways zoos are working to save rare animals. Learn how scientists study wildlife and make your own observations of zoo animals.

### Be an Artist

Join the zoo’s art educator to explore art and wildlife. Make nature-related art projects, and create your own masterpiece to take home. *Additional supply fee of \$8.00 per participant.*

# WORKSHOP/SLEEPOVER RESERVATION REQUEST

Please complete the form below or register online at [www.oglebay.com](http://www.oglebay.com).

Contact Person \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Email \_\_\_\_\_ Phone \_\_\_\_\_

Confirmations will be emailed.

We wish to schedule a:  Sleepover  Workshop

Date your group wishes to attend: 1st Choice \_\_\_\_\_  
2nd Choice \_\_\_\_\_

Our Group consists of (Check all that apply):

Daisy  Brownie  Junior  Cadettes  Cub Scouts

Other \_\_\_\_\_

Estimated Attendance Youth \_\_\_\_\_ Adult \_\_\_\_\_

Program Title \_\_\_\_\_

Tax Exempt Organization/Scout Council \_\_\_\_\_

*Tax must be added to the fees if group is not tax exempt. Tax-exempt organizations must provide a copy of their Tax Exempt Certificate (SSTGR Form F0003) prior to arrival at the zoo. Tax will be added if this form is not received by the zoo at least 10 days prior to the date of the program. You may download form from [www.state.wv.us/taxrev/sst/f0003.pdf](http://www.state.wv.us/taxrev/sst/f0003.pdf)*

We require a \$200 deposit for workshops or \$400 for sleepovers. Dates will not be reserved without a deposit. Deposits are non-refundable once a program is confirmed. Tax and HP fee apply.

Amount enclosed \$ \_\_\_\_\_

Method of Payment:  Check payable to "Good Zoo"

PERSONAL CHECKS or PERSONAL CREDIT CARDS CAN NOT BE ACCEPTED FOR TAX EXEMPT GROUPS.

Please send completed form and deposit to:  
Zoo Education Department, Oglebay Good Zoo, 465 Lodge Drive, Wheeling WV 26003  
Fax: 304-243-4110 Email: [vmarkey@oglebay.com](mailto:vmarkey@oglebay.com)  
OR register online at [www.oglebay.com](http://www.oglebay.com)