

# Information for New Crew

## What to Expect: A Rough Outline of the Season

### March

Uprigging: Getting the boats ready to sail. Be prepared for cold weather and getting your clothes dirty.

Staff Training: Training will take place over a solid 2 weeks, usually the third and fourth weeks of March. It will involve field trips, lectures, sailing, emergency drills, games, and teaching practice. There will also be scattered maintenance because that's what boats need.

### April through June

The majority of our spring and fall programming will be day sails out of Baltimore or DC, 4-6 days a week. A day sail usually lasts 4-5 hours during which we teach our basic education stations. Students will help raise sails, participate in academic stations, go fishing, eat lunch, learn about organisms that we catch and then get back on the bus and go home. These day trips are the heart of the Maritime Education program and represent about 70% of our total programming in a season.

Our daytrips come in two primary varieties: Environmental-STEM science trips and War of 1812/ Battle of Baltimore history trips. Most of our trips are E-STEM science themed, but about 30% of our day trips are War of 1812 history themed.

We also run spring and early summer oyster planting programs with adults. These trips are about 4 hours long and we partner with community volunteers to take oysters that are grown in the harbor and plant them out beyond the Francis Scott Key Bridge site.

We will likely have a few charters each week in the evening or during a weekend day, more so in Baltimore than DC. The charter group may be interested in education, or they might just be interested in a relaxing harbor cruise. The group, Educational Coordinator (EC), and Captain will figure out how the charter will be structured.

Extended overnight trips are scheduled a few times a season. Captain, EC, Mate, and Program Coordinators will come up with the grand plan depending on what the group wants. More info will be given prior to trip. *Lady Maryland* runs mostly liveaboard overnight trips with up to 12 passengers. *Sigsbee* and *Mildred Belle* run only sailing and camping overnight programs with up to 20 passengers.

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## **End of June to mid-August**

As the school year ends, we transition from standard 4–5-hour day trips with schools to shorter summer programs for local summer camps and youth organizations. Summer trips are shorter (usually 3-4 hours) and each trip tends to be more unique since the summer camps and youth groups all want slightly different programs. The pace is also different during a summer trip with an emphasis on fun while still getting in some solid learning. We also have a few 3-day sailing and camping overnights for *Sigsbee* and *Mildred Belle*.

## **July and early August**

We are developing a new summer program and are hoping that *Lady Maryland* will run three extended overnight liveaboard programs for students in 8<sup>th</sup>-10<sup>th</sup> grade during the months of July and early August. This new program will include three 9-day trips centering around NYC and New England waters.

## **August into September**

*Lady Maryland* will haul out for 2 weeks in August, and like *Sigsbee*'s haul out, crew members from every vessel will be expected to assist as directed by their captain.

After *Lady Maryland*'s haul out and before the school year starts, we usually have another shorter (about one week) fall staff training period.

## **September**

Once the school year gets underway, the ships return to standard 4–5-hour daytrips. We also do an oyster planting program and run the final sailing and camping overnights of the season. Towards the end of September, Living Classrooms hosts their annual fundraiser: Maritime Magic.

## **October**

October is one of the busiest months of the year for us and is the month where all three ships go traveling. We start the month with a few daytrips from Baltimore, but quickly the ships go their separate ways.

*Lady Maryland* usually competes in the Great Chesapeake Bay Schooner Race with a student and professional crew. Then the ship and crew typically run a few daytrips in Eastern Shore towns like Crisfield, Cambridge, and/or St. Michaels. We are hoping that all three vessels will attend the Downrigging Weekend Tall Ships and Bluegrass Music festival in late October.

In mid-October, *Sigsbee* usually goes to Philadelphia where she offers the day sail programming to local school groups. She will then sail to Chestertown for Downrigging weekend.

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*Mildred Belle* will head to DC in mid-September, making her way back to Baltimore by the beginning of November.

By the time mid-November rolls around, we're just about ready to downrig the boats and build covers. Our season ends right before Thanksgiving.

## **Outline of a "Normal" Day Trip**

The Environmental STEM (E-STEM) day trips are what we do for the majority of the season. They are our bread and butter; we're going to get really good at them. Most of them are 5 hours long, typically starting between 9-10am, with groups ranging from 4th grade on up to college students. Most of our trips will be with 4<sup>th</sup>-8<sup>th</sup> grade students. The primary focus of the program is environmental science followed by sailing. Because we do SO MANY of these programs, it can feel like there is a solid routine, but you will find that the program can be easily manipulated once the crew learns each piece of the program well. While we have an order for a "normal" day that works really well, there are ways to play with that schedule in order account for changes (students are late or have to leave early, rain, especially cool trawl catches). Remember that being flexible and being able to edit our plans on the fly is something that makes the Living Classrooms program so unique, and it is something to be proud of.

The "normal" day program includes an Intro to Estuaries/Watersheds discussion, setting sail, the salt wedge experiment, fishing with an otter trawl net, striking sail (LM does this with students, SB does not), and science and sailing stations. The stations may change depending on requests from the teachers, but the stations we teach most often are Navigation, Buoyancy, Biodegradation, Plankton, Water Quality, Oysters, and Marine Life. Special sailing stations may include Mechanical Advantage, Knots, Sail Theory, and other topics that crew members bring to the program.

### **"Normal" 5-hour trip schedule**

- 0930 Students arrive.
  - Students use bathroom, get into life jackets
    - One crew member runs bathroom line, sends students from bathroom to two crew members who are ready to hand out lifejackets
    - EC checks in with teacher. Find out what time the students have to be on the bus. EC gets waivers/permission slips from teacher and COUNTS THEM
    - *When multiple boats have groups at the same time ECs should coordinate for bathrooms. Bathrooms on the third floor of FDIIMP are an option for especially large groups*
- 0945 Crew and Students Circle Up
  - Crew introductions
  - Explanation of 3 Goals (safety, fun, learning) and RESPECT
  - Students split into groups (4 on LM, 3 on SB and MB), each crewmember gets a group
  - Small groups pick group name, get water bottles out of bags

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- Small groups walk down to the boat and line up in groups
- 1000 Students Board/Safety Talk
  - Students board with their small group
    - 2 crew members at the gate, one crew member WITH SHARPIE (to label water bottles at the water bottle crate, cook in main hold hatch collecting bags, one crew member at far side of boat getting students seated)
  - Captain gives Safety Talk
- 1015 Underway and Intro to Estuaries and Watershed.
  - One crew member talks Chesapeake Bay, Estuaries and Watersheds with students, all other crew members get boat off the dock and get lines ready to set sail.
- 1020 GO SAILING
  - Crew member pauses Estuaries and Watershed to line students up and give a sail talk.
  - Set sail.
- 1035 Salt Wedge/Coil Down
  - One crew member does Salt Wedge experiment with students amidships while the rest of the crew coils down, cleans up the deck, and prepares for stations
- 1045 Break into Morning stations:
  - 20 minutes each (shorten if timing requires it, captain keeps track of timing, Captain or EC should do the math to know how long stations should be).
  - Groups rotate through stations:
    - Navigation (students each get time on the helm) at the chart table
    - Buoyancy challenge (LM only) (just the build, float off/sink off comes later), Start on deck so that you can point out all the BUOYANT boats in the harbor, then go below to build boats
    - Plankton, start on deck to put the plankton tow in, then go below to examine your catch
    - Water Quality, on deck
- 1200 Lunch
  - Goals for the crew during lunch:
    1. EAT LUNCH
    2. Trawl set-up, including tubs of water for the catch
    3. Afternoon station set-up
    4. float off/sink off set up if doing buoyancy (boats can go into oyster jail)
    5. Clean up AM stations
    6. Have students DONE with lunch and packed up by 1230
  - Two crew members immediately go below to eat lunch.
  - A crew member on deck does a 4 minute lunch talk ("wind provides a unique challenge, don't let trash blow over, all trash brought on board leaves at the end of the trip")
  - Students spread out and lunches are brought to them once they are seated, water bottle crate is put somewhere central/passed around.

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- The two crew members that are on deck begin trawl set-up, afternoon station set up, and float off/sink off set-up, and morning clean up.
  - 15 minutes into lunch, first lunch shift comes up and the two crew members that haven't eaten go down.
- 1230 Fishing
  - Trawl talk: How the net works, the "Danger Zone," how luck works
  - Pick a "lucky student" (youngest or the one wearing pink and green \*pungy luck\* or blue \*skipjack luck\*) to throw the float in, invite their group to put the net in.
  - Net goes in, and one crew member immediately breaks off to get students back to the "safe side" of the boat and to begin "Trawl-tainment" all other crew members work to get the line hooked, the jib backed, the trawl line walked back
  - "Trawl-tainment" is basically whatever relevant thing you want to talk about. Examples: what kind of fish could be caught, why trawling is illegal for most folks in the Chesapeake Bay, the deal with a scientific collection permit, osprey tweener, the port of Baltimore tweener, Fort McHenry tweener. \*\*\*Mention to the students that the groups that did NOT help put the net in will be pulling the net out of the water.
  - Students help haul the net back in. Once the doors are on board, get students back to the safe side.
  - All-Hands Buoyancy Challenge on SB, Sink-off or Sail of Silence on LM, one crew member distracts students while the rest of the crew sorts the catch and cleans up from trawling.
- 1315 Afternoon Stations
  - Typically, LM has two simultaneously taught oyster stations and two simultaneously taught marine life stations, students only switch once, SB and MB have 3 afternoon stations with biodeg as a third station or splitting marine life into separate fish and crab stations.
  - 20 minutes each (shorten if needed)
- 1350 Sail strike, students can be super involved on LM, give everyone a job! On SB the crew strikes sail
- 1405 Gather students on the non-docking side, one crew member does a wrap-up with students, all of the crew set up to dock.
  - Wrap-Up: revisit goals from the morning, did we accomplish them. What were some fun things? What did we learn? Ask follow-up questions to the group about the things that they say they learned. \*Make sure to do the Festival of Learning (FOL) to fulfill the MSDE standards.\*
  - Give students directions about how to get off the boat safely and SANELY
  - Give teacher the voyage evaluation on the iPad
- 1415 Boat touches the dock, crew gets student bags up on deck, collects the life jacket bags. Water bottle crate gets put on the dock
  - Students disembark
  - One crew member leads the charge, other crew members follow after students. Life jackets get collected, bathroom line gets started
- 1430 Bus picks up the students
- Then go check in with your captain and crew for a muster. ECs please remember to do your Ed Logs after EVERY program.