

Night at the High Desert Museum

As the doors close and the lights dim, art and science come alive during this sleepover at the Museum. Below you will find more information to help you make the most of this unique experience. If you have any additional questions, contact overnights@higdesertmuseum.org.

Night at the High Desert Museum

The event begins at 5:00 pm on Friday, November 3 and ends at 9:00 am on Saturday, November 4.

Who Can Attend

Night at the High Desert Museum is for children ages 5 to 13 and their adult chaperones. Chaperones play an important role in the safety and enjoyment of all participants in the overnight experience. Each group is required to maintain a ratio of one adult chaperone per four children. Chaperones must be 21+ years old

Younger and older siblings may only attend if they are between the ages of 5 and 13.

Arrival and Registration

Plan to check in at the Admissions desk from 5:00 pm - 5:45 pm with your sleepover equipment. Upon arrival, you will receive a packet with a map of the Museum and a schedule of events. Museum staff will be on-site to assist you throughout the event.

Arriving Late or Leaving Early

Please let program staff know if you need to arrive after 5:45 pm. All participants must arrive by 8:00 pm.

Participants may leave early if needed. If you must leave before 7:00 am, please let the program staff know upon check-in.

What to Bring

Bring a sleeping bag and a pillow for each attendee. You may want to bring an air mattress or foam pad as you will be sleeping on the floor. Outlets are available for inflating mattresses. Other items to bring include a camera, toothbrush, toothpaste, washcloth, flashlight and comfortable sleeping clothes. Consolidate items in a small backpack or bag to facilitate storage and access. All items should be clearly labeled with your name to minimize the chance of losing items.

If you need an outlet overnight for a CPAP machine or other medical device, please let us know on the registration form.

What NOT to Bring

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

Program Activities

The program includes dinner, a light breakfast, hands-on art and science workshops, an up-close encounter with an animal and a movie. You will receive an exact schedule of events upon arrival. Adults are encouraged to participate in all activities.

Sample Activity Schedule

Evening	Morning
5:00–5:45 pm Arrival and registration	6:30 am Wake up & pack up
6:00–6:30 pm Dinner	7:00 am Breakfast
6:30–8:30 pm Instructor-led, hands-on activities	8:00 am Explore Museum
8:30–10:30 pm Movie	9:00 am Overnight officially ends
10:00 pm Set up sleeping space	
11:00 pm Lights out	

Meals

Dinner and a light breakfast will be provided. Those with special dietary needs are encouraged to bring their own food substitutes.

Food and drinks are not allowed in the exhibit halls. Attendees may eat in designated areas only.

Sleeping Arrangements

Your group will be assigned a sleeping area in the Museum. After lights-out, all attendees must stay quiet and in their assigned areas.

Accessibility

Please list all special needs or accommodations on the registration form. Refrigeration is available for medicine or special dietary needs. We are better able to accommodate your needs with advanced notice.

Illness or Emergencies

Program staff will be on-site throughout the evening. Notify a staff member if anyone in your group gets sick or hurt. Adult chaperones should have emergency contact information for all members of their group.

Museum Admission on Saturday

Admission to the Museum on Saturday is included. The Museum opens at 10:00 am. Your group must exit at 9:00 am and re-enter at 10:00 am. Admission passes will be in the packet you receive at check-in.

Cancellations

There are no refunds for the sleepovers at the Museum.

Contact

For more information, please contact the [Education staff](#) or call 541-382-4754 ext. 241.