Class Level: Pre-K through 12th grade; can be scheduled year round

Smaller Groups:  10 – 20 student visitors
   Half-Day (either house, about 2 hours) $10.00 each
   House tour and activity
   min. 10 students/ $100.00
   Full-Day (both houses, about 4 hours) $15.00 each
   Two house tours, two activities
   min. 10 students/ $150.00

   Preschool Tours: (either house, about 1 hour) $7.00 each
   Story time, coloring or another activity
   min. 10 students/ $70.00

   Scout Tours: (either house, 2 to 3 hours) $10 to 12.00 each
   House tour and activities: clothing, cooking, tea, etc.

Larger Groups: 21 or more (time varies by size of group from 1 ½ to 3 hours)
   1-Home Sampler (either house, 21-50 visitors) $8.00 each
   House tour and one activity
   minimum $160.00
   2-Home Sampler (both houses, 21-50 visitors) $14.00 each
   Two house tours and two activities
   minimum $280.00

Tour-Only Programs (for 10 to 50 visitors)
   Tour one home (1 hour for 10-20, 2 hours for 21-60 visitors) $5.00 each
   Tour two homes (2 hours for 10-20, 3 hours for 21-60 visitors) $10.00 each

Escape Room Programs:
   Escape the Schoolhouse: Ideal for children aged 6 through 11; Takes 45 mins
   - 8 – 10 students per session; 30 students max per day
   - Groups over 10 must include a house tour and/or activity
   Escape Brandywine: Ideal for children 12 and older; Takes an hour and 15 mins
   - 8 – 10 students per session; 30 students max per day
   - Groups over 10 must include a house tour and/or activity

Pricing:
   Escape the Schoolhouse
   Groups of 11 or more
   Escape Room Combo: $22 ($15 E.R., $3 activity, $4 tour)
   Groups of 8-10
   Escape Room only: $17; Escape Room Combo: $25 ($17 E.R., $3 activity, $5 tour)

   Escape Brandywine
   Groups of 11 or more; Around 4 hours
   Escape Room Combo: $30 ($23 E.R., $3 activity, $4 tour)
   Groups of 8-10
   Escape Room only: $25; Escape Room Combo: $33 ($25 E.R., $3 activity, $5 tour)

Craft Activities Available:
Battle of Brandywine games, calligraphy, candle-making, chocolate-making, clay marble-making, Colonial-era games, 18th century dancing*, dress-up, fire starting**, hearth-cooking*, Revolutionary War spycraft, tea and manners, tin-punching, and weaving.
*Based on outside staffing availability, may include an additional fee
**Dependent on specific times of the year

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