



Ranger-Led Programs

September 13-19, 2026

Location	Program	Sun 13	Mon 14	Tues 15	Wed 16	Thurs 17	Fri 18	Sat 19
Naturalist Shack Lot # 1	Bird Walk	8:00 am						
Foul Weather Station on Beach Rd	Birding w/ a Ranger				9:00 am			
Turn Circle @ Refuge Entrance	Crabbing 	10:00 am						3:00 pm
Bateman Visitor Center	Creature Talk  	1:00 pm	3:00 pm	3:00 pm	11:00 am		3:00 pm	11:00 am
Bateman Visitor Center	History Talk 	3:00 pm				11:00 am	11:00 am	1:00 pm
Bateman Visitor Center	Plant Talk 			11:00 am	1:00 pm			
Bateman Visitor Center	Story Time  		11:00 am		3:00 pm	3:00 pm		

Children under 12 must be accompanied by an adult on all programs.

 These programs are especially popular with children.

 Wheelchair accessible programs.

Program descriptions on back

Program Descriptions

Bird Walk (1 ½ hours, ½ mile) - Discover some of Assateague's most colorful residents on this walk designed for birders of all skill levels. A limited number of binoculars and bird guides are available.

Birding With a Ranger (1 hour window) - See what birds the ranger is viewing along Beach Road in Toms Cove. Come and go as you please anytime during the 1-hour window. Some binoculars and field guides will be available.

Crabbing Demonstration (45 minutes) - Come learn about the feisty and tasty blue crab by watching its powerful pinchers latch on to your bait! Equipment is provided. This program is catch and release. Sunscreen and bug spray are advised. Parking is limited. Bicycling to program is encouraged. Meets at the bridge before the Refuge entrance.

Creature Talk (20-30 minutes) - Gather 'round the ranger and learn the life and lore of a special Assateague resident during this informal discussion.

History Talk (20-30 minutes) - What's that building on the hook? Why is the lighthouse so far inland? Come learn about the cultural history, Park legends, lore, local tales and more!

Plant Rant (20-30 minutes) - "Lettuce" dig up the dirt on plants to unearth their roots and blossoming potential!

Story Time (30 minutes) - You're never too old for a story. Come learn about an animal that calls Assateague home. An activity or craft related to the story will follow. (*Wheelchair Accessible*)