



THE JOURNEY MUSEUM

222 New York Street
Rapid City, SD 57701
[www. Journeymuseum.org](http://www.Journeymuseum.org)

Education Library

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Education Trunk List & Descriptions

For more information on pricing, trunk availability, and rules on rental, please contact our Education Office.



Education Trunks

Curriculum enhancement materials designed by teachers through a Bush Foundation Grant.

Journaling Our Journeys

Target audience: grades 9-12 and adults.

The project works best in groups of ten. This can be adapted for extra credit assignments.

Time: 2 hours in the museum and 30 minutes minimum for processing. If time allows, go back through the museum at your own pace, ending with the movie about the Journey Museum.

This activity explores the heritage of the cultures of the Black Hills region through introspection and writing. Participants use various journaling strategies while immersed in the museum settings in order to explore writing from a unique point of view. Participants then share insights and

Geology in a Box: The Black Hills Rock!

Target audience: high school grades 11-12 but can be adapted for other levels

Time: 1-4 hours depending on the depth instructors desire for their students.

This traveling box contains rocks and minerals, lab ideas, maps and coordinates, and testing materials to run various lab activities. The lab materials and activities are designed as a supplement to instruction, NOT as a stand alone unit on the geology of the Black Hills. It is designed to make students think about what they are learning and to give them ownership into how they learn. Use your best judgment regarding how much background your students receive regarding the forces and processes that formed the Black Hills, utilizing this kit to reinforce your teaching.

Ledger Art Project

Target audience: grades 6-12

Time: 2-5 days (50 minute sessions).

This program explores the history of ledger art and the significance of its pictorial record of history. Students apply the historical and cultural concepts in a personal ledger art expression. Major Themes: Native American History in Dakota Territory 1834-1915, history of ledger art, vocabulary development via pictographic illustration, personal ledger art expression. The kit includes a teacher's notebook, reference books, a CD on the history of ledger art with story "The Ledgerbook of Thomas Blue Eagle," and ledger paper.

Badlands Fossil Box

Target audience: grades K-8

Time: One hour

Students will learn about the animals, rock formations and fossils found in the Badlands National Park of South Dakota. This box includes an ammonite, Mosasaur teeth, a baculite, and a section of a Titanotheres jaw. Also provided is a Golden Guide Book of Fossils, flashcards and general information and maps of the Badlands National Park.

Excursion into Lakota Culture

Target audience: grades 7-8

Time: Approximately 2 weeks (50 minute sessions).

This program immerses a group or classroom in Lakota culture and history through the use of videos, vocabulary, reading, art, writing, geography. This kit contains a teacher guide with copy masters, 20 “The South Dakota Story” text books, example of a parfleche, example for a buffalo hide winter count, “Song of the Ghost Dance” sheet music, “Canyon Trilogy” flute music CD, “The American Indian’s Sacred Ground” DVD, and SD Adventures and SD Public Television Network DVD.

Wolakota Game (Wol lah koh tah) “All that makes us the Lakota people”

Target audience: grades 7-8

Time: The game continues until the first team reaches the Crow Fort or time expires.

This is a board game designed for fun learning about pioneer life and Native American storytelling and literature. It compliments the lessons from “Excursion Into Lakota Culture” or after a classroom unit on Lakota and pioneer history. The Wolakota game board illustrates the original winter count created by Lone Dog covering the years 1800-1871.

Measure the Journey

Target audience: grades 6-8

Time: Four 45-50 min. class periods.

This activity is an exposure to metric measurement and a museum activity to enrich metric knowledge!

This four-day activity exposes a group or classroom to the metric system through length measurement and mass measurement. With the use of this program and a visit to the Journey Museum students are given a better understanding of the metric system.

Journey Of The Trees

Target audience: grade 7

Time: will vary with unit and number of activities.

Students will study tree classification characteristics, dichotomous keys and tree finders to identify South Dakota trees. This traveling project of five notebooks contains all that a 7th grade classroom instructor will need to teach units on five core subjects: math, reading, language arts, science and social studies. It is designed around 7th grade state standards and the middle school interdisciplinary unit concept.

The Black Hills Sky Is The Limit !

Target audience: grades 3-5

Time: will vary with number of activities and area of focus.

This kit contains modules with activities designed to meet each space science standard through activity-based instruction. It has a backpack full of great resource books for independent readers, up and coming readers, and instructions for going further with astronomy activities. It also has a quality telescope with terrific instructions for set up and exploring the night sky.

GPS FUN AT THE MUSEUM

Clue, Clue, Who's Got The Clue?

(For groups of 6 to 24. We supply the GPS and the basics.)

Target audience: ages 13 and up

Time: two hours (set up and activity).

Learn some GPS basics using waypoints. Teams of middle school and high school students, groups, and individuals will have fun searching for clues outside. The collection of clues is used to discover a historical person or artifact in one of the Journey Museum galleries! This activity takes place on the museum grounds.

Hunting for History

(For groups of 6 to 24. We supply the GPS.)

Target audience: ages 13 and Up

Time: Approximately 2 hours.

This is a self guided hunt of the museum with geocaching activity. The brochure is filled with questions to be answered; some of the questions give coordinates for the geocaching activity. Geocaching adds a hidden treasure at the end of the hunt. Enjoy the adventure of learning and searching using GPS.

The School House Blizzard of 1888

Target audience: grades 9-12

Time: will vary with number of activities and area of focus.

This trunk focuses on reading and research of the blizzard of 1888. Using “The Children’s Blizzard and “The Blizzard Voices”, students will create original presentations not limited to poetry, journal entries, and visual works.

Black Hills Journey of the *Felis concolor*

Target audience: grades 7-12

Time: 1 to 5 days

This is the story of the *Felis concolor* (mountain lion). The trunk includes games and lessons about the plight of the mountain lion as it reached near extinction to a healthy return in the Black Hills. This trunk includes a tanned pelt and prepared skull.

Overcoming Environmental Determinism: Taming the Frontier with Technology

Target audience: grades 4-8 Geography and History students

Time: 2-3 weeks (45 minute periods).

This trunk focuses on early settler interaction with the local environment and the hardships they faced. It highlights the 19th century technology used to overcome many hardships, government acts, and the industries that enticed settlers to move onto the Great Plains.

Picture This!

Target audience: grades 7-12

Time: 2 hours

This is a photo scavenger hunt completed inside the Journey Museum. A leader hands each student one or two pictures with a description on the back. Students will tour the museum to find the item or person in the picture. When all pictures have been identified students will be given letters to organize into a phrase they heard while on the tour.

A Treasury of Games

Target audience: Schools, groups and tourists

Time: varies with individual game/activity

This trunk includes a wonderful variety of games centered on the different areas of the Journey Museum. These activities are a great addition for students, organizations, tourists, or any visitor touring the museum.

Rapid Creek and Rapid City: Interactions and Connections

Target audience: grades 6-8

Time: Approximately 2 weeks (seven lessons)

Students will learn the cause and effects of a flood. They will learn the responsibility of caring for natural resources and to respect the influence and power of nature. Take home lessons seek to involve the whole family. This unit focuses on two main interactions. First is Rapid Creek's devastating effect on people during the Flood of 1972 and the resulting greenway plan for the city and its ongoing challenges. The Second is the human effects on the creek. Various sources of pollution are identified and addressed.

Imagination Embraces the Whole World

Target audience: grades 9-12 (may work best for 11-12)

Time: 30-45 minutes

This trunk uses creative writing to allow participants to personally experience the Journey Museum. Writing prompts accompany various displays. This activity enriches participants' knowledge and personal understanding of various subjects by allowing them to personally explore how they would react to being in a specific time period and/or situation.

Words from the Sole

Target audience: grades 6-12

Time: 2 weeks (40-50 min classes)

Who are the people of the Black Hills and surrounding prairie? Students explore the various cultures and groups of people that called the Black Hills and nearby prairie home. Exhibits in the Journey Museum and various texts help students to understand what it would be like to walk in their shoes and to tell their story.

Games of Yesteryear

Target audience: grades K-5

Time: Ten 20-30 min sessions

This trunk provides materials, descriptions and resources for students to play the games that pioneer children would have played. You can choose to teach a group game at recess or set up pioneer game centers for a game day. These materials could fit in with a pioneer study unit. Hands-on instructions are included to allow students to recreate some of the resources for use at home.

The Art of the Quilt

Target audience: grades 1-3

Time: 1-2 weeks depending on activities selected

Children will explore quilts through a variety of wonderful activities with this trunk. Young children will have opportunities to learn about quilts from a historical perspective, particularly from pioneer to present times. This study may be initiated or enriched through observation of the *Patchwork Quilt* on display in the Journey Museum.

Primary Paleontology

Target audience: grades K-2

Time: 30 min. for each activity

This trunk is designed to help children learn about paleontology. Students will learn what a paleontologist does, classify and compare different kinds of dinosaurs. They will also examine and analyze fossils. The activities in this trunk support the Geology and Paleontology Collections in the Journey Museum .

South Dakota Safari

Target audience: grades K-2

Time: 1 to 2 weeks

Students will learn what animals live in the Black Hills and about the climate and landforms that support this wildlife. The animals are based on those displayed in the Journey Museum.



Education Trunks in Action



American Indian Kits

Curriculum enhancement materials designed by BHSU American Indian Studies students in Dr. Mary Jones classes



The Circle of Life - Beginning Tipi Building

Grades K-5

This kit includes materials to build a miniature tipi; notebook providing background on the tipi and step by step directions with photos; notebook with tipi research paper and a grade 4 lesson plan example.

Winter Counts

Grades 3-4

This activity explores the methods used by the Lakota to remember the past. Three binders contain three different stories and each binder coincides with a bag with symbols. Instructions, hides for the winter count, and a paper on the History of the Lakota Winter Count complete this kit.

Lakota Winter Count

Grades 5 and up

This kit contains instructions and materials for constructing the Lone Dog Winter Count (1801-1868). A research paper on winter counts and lesson plan on the importance of the winter count to the Lakota People (grade 8) completes this activity.

Lakota Music

Grades 2 and up

Children experience Lakota music by making ankle rattles, playing them, and playing a drum to the beat of traditional, and non-traditional songs. Materials, directions, and information on the history of Lakota music is included.

Native American Beadwork

Grades 4-12

This kit provides materials, instructions and patterns on how to bead.

An Introduction to the Lakota Language

All Ages

Students will watch a DVD with Lakota words, proper pronunciation, and translation. A notebook and flash cards are also provided. This kit centers around an exhibit in the Sioux Indian Museum located in the Journey Museum.

Get Up and Move - Do the Round Dance

All Ages

This kit provides a carpet with footprints, an instruction DVD with music and information about the Native American powwow, its history, the regalia worn during the celebrations, the music performed and a few of the different types of dances with an emphasis on the Native American Round Dance (also referred to as the Friendship Dance). An “Events of the Powwow” brainstorming activity for grade 4 is also included.

Fur Frenzy

Grades 3 and up

This activity will challenge your knowledge of the use of animal fur in a fun matching game with real fur. Instructions, clues, photos, answer key and a research paper complete this kit.

American Indian Games

Grades K-5

Play games from the American Indian kit that involve objects from nature. Included are materials and instructions for a dice game, stick game, and Hetu, information about the role games played in the American Indian way of life, and a lesson plan idea for grade 5.

Early Lakota Painting

Grades 9 and up

This kit provides materials and instructions on how to recreate a Lakota story, and a research paper which examines the purposes of paint in the Lakota society. The concept of painting is discussed in the areas of meaning, color, tools, and symbols. A Brainstorming activity for grade 9 is included.

Bows and Arrows

Grades 10 and up

This kit provides steps to making an arrow and research paper that discusses the materials many Plains Indians used when creating arrows for battle and hunting. Sharp objects are included in this kit.

Arrows -Wahin Kpe

Grades 2 and up

Step by step video and picture instructions. This kit contains items for safe, suitable arrow making (no bow included) and information on the history, assembly, and flight of the arrow.

“Experience Science”

Elementary Modules in Life, Earth, and Physical Science



Each Houghton Mifflin module includes a comprehensive teacher guide, print and video resources

Alive

Grades K-1. Raising Brine Shrimp; Ocean Animals; Animal Structures and Habitats; Plant Structures.

Earth

Grades K-1. Water and Weather; The Sky; Landforms; Earth’s Resources.

Magnets

Grades K-1. What Sticks to a Magnet?; Magnet Strength; Making a Magnet; Magnets Push and Pull.

Sound

Grades K-1. What is Sound?; Speaking and Hearing; Changing Pitch; How Sound Travels.

Matter and Heat

Grades K-1. Properties of Matter; Floating and Sinking; Heating and Melting; Cooling and Freezing; Mixing and Separating Mater.

Organisms

Grades 1-2. What is an Organism?; Mealworms; Building a Habitat; Toads; Plant Adaptations; Animal Adaptations.

Weather

Grades 1-2. What is the Temperature?; The Sun Heats Earth; Evaporation and Condensation; Dew and Frost; Clouds; Rain; Wind.

Air

Grades 1-2. Air Takes Up Space; Hot Air; Cold Air; Air Pushes on Things; Using Air to Move Things; Parachutes and Airplanes.

Life Cycles

Grades 2-3. Plant Parts; What is Inside a Seed?; Inside a Flower; Plant Needs; Growing Mold; Life Cycle of a Frog; Life Cycle of a Fruit Fly.

Rocks, Soil, and Fossils

Grades 2-3. What is a Rock?; Edible Rocks; Weathering and Erosion; What is Soil?; Seeds, Soil, and Water; Compost, Worms, and Soil; Fossils.

Forces, Motion, and Machines

Grades 2-3. Forces and Motion; Measuring Force; Friction; Inclined Planes; Levers; Wheels and Axles and Gears; Pulleys; Sound; Magnets.

Aquarium Habitats

Grades 3-4. Observing Daphnia; Population Changes; Observing Aquatic Organisms; Guppies; The Food Web; Water Pollution.

Light

Grades 3-4. Properties of Light; Making Shadows; Sundials, Mirrors and Reflection; Lenses and Refraction; Fiber Optics; Seeing Color; Blue Skies and Sunsets.

Terrarium Habitats

Grades 4-5. Planting the Terrariums; Plants Are Producers; Crickets Are Consumers; Adding Consumers to the Habitats; Adding Predators to the Habitats; Decomposers; Food Chains and Food Webs.

Rocks, Erosion, and Weathering

Grades 4-5. Mineral Properties; Rocks; Igneous Rocks; Sedimentary Rocks; Metamorphic Rocks and the Rock Cycle; Edible Earth; Weathering Changes Rocks; Erosion Changes Earth.

Electricity

Grades 4-5. Static Electricity; Building a Circuit; Conductors and Insulators; Circuit Puzzles; Series and Parallel Circuits; Fuses; Making a Battery; Electricity and Magnetism.

Magnets and Electromagnetism

Grades 4-5. What is a Magnet?; Magnet Strength; Magnet Poles; Magnetic Fields; Making a Temporary Magnet; Making a Compass; Magnets and Electricity.

Classification

Grades 5-6. Microorganisms; Fungi: Yeast, Molds, and Mushrooms; Classifying Plants; Plant Research Projects; Classifying Animals; Animal Research Projects.

Human Body

Grades 5-6. From Cells To Systems; Nutrients in Foods; Digestion; Circulation; Respiration; Movement Across Membranes, Muscles, Bones, and Joints.

Exploring Space

Grades 5-6. The Planets; Planet Size and Distance; Gravity and Orbits; Launching a Rocket; Toys in Space; Constellations; Properties of Stars.

Weather and Water

Grades 5-6. What is the Weather?; Humidity, Dew, and Frost; Clouds, Fog, and Rain; Earth's Water Resources; Wind Direction and Speed; Weather Maps; Air Pressure; Air Masses and Fronts; Convection Currents Cause Wind; Thunderstorms, Tornadoes, and Hurricanes.

Chemistry

Grades 5-6. Properties of Matter; Atoms, Molecules and Compounds; Chemical Reactions; The Periodic Table; Mixtures, Solutions, and Suspensions; Surface Tension, and Bubbles; Acids and Bases; Polymers.

Classification

Grades 5-6. Microorganisms; Fungi: Yeast, Molds, and Mushrooms; Classifying Plants; Plant Research Projects; Classifying Animals; Animal Research Projects.

Special Sets

Buffalo Box

presentation requests only

Target audience: Groups of all ages

Time: Approximately 30 min presentation and optional 52 min DVD “Brain Tanning : Bison Robes the Native American Way.



This authentic buffalo box is used to store tipi accessories. The box has the bison hair intact and has buckskin thong ties. Our buffalo box contains buffalo soap, bone paint brush, bone awl, stomach, hoof sheaths, shoulder blade, bladder pouch, bladder, foot bone, dew claw, milk teeth, tail, bull horn cap, rawhide, leg bone flesher, deer sinew. For special tour presentations in the museum or for a presentation in the classroom.



Envision 3100 Ground Water Simulator

Available to educators by contacting Joanne Noyes, P.E. Senior Hydrologist for SD Department of Environment and Natural Resources (605) 394-2229.

Target audience: Groups of all ages

This Plexiglas model has simulated rock formations and alluvial deposits, wells to various depths, a septic tank, leaking underground storage tanks and dyes to simulate contaminated aquifers. The E-3100 is a visual example of how ground water flows, and where it hides.



Visit our website for a list of books, DVDs and games available!
www.journeymuseum.org

Pricing & Rates

TRUNK RENTALS

Members:	\$10.00 / trunk
Non-Members:	\$20.00 / trunk

ANNUAL MEMBERSHIPS

Individual:	\$25.00
Dual:	\$40.00
Family:	\$50.00

Membership has many benefits! Not only will you receive a discount on education trunk rentals, but also:

- Unlimited visits to the Journey Museum and Learning Center through the year
- 15% off merchandise in the Journey Museum Store
- Free or special priced admission to classes and programs
- Special pricing for museum benefit events