

Old Independence Regional Museum's



2018-2019 Field Trip Planning Guide

Field Trip Planning Guide

Build your Experience

Welcome to Old Independence Regional Museum! We will work with you to create and customize a tour and/or programs to meet the needs of your group, grade level or curriculum. We proudly offer living history, hands-on and/or demonstration programs that may be scheduled alone or in addition to a tour. By using this resource, you may customize your visit to fit the needs of your class. The target audience for these programs is children; however, some of the programs can be scheduled for teacher in-services or for groups other than schools. Our tours can accommodate groups up to 120. Our programs are limited to smaller groups and should be scheduled at least two weeks in advance. (A rotating schedule can sometimes be used to provide programs for larger groups.) Program descriptions, fees, group limits, and times are denoted in this guide.

A **gift shop** visit may be added to your tour. There students will find a variety of fun and educational items priced for their pocket books. For the teachers' convenience, our gift shop personnel will package and label the students' purchases and keep them at the front desk during the remainder of the tour. Before the group's departure, a teacher will pick up the students' packages and distribute them at a time that suits you.

Field trip grants and bus stipends are sometimes available for area schools.

Because of a generous donation from a private sponsor, our museum is pleased to be able to offer a limited number of field trip grants to schools in our region. This grant covers the Step into History, Wild History or Trains tour. Participants in the grant program will visit the gift shop as part of their tour. Please contact the museum for more details and for a grant application.

Contact the museum at (870)793-2121 or visit www.oirm.org to schedule your experience.

This humanities program is made possible by local support from Independence County and the City of Batesville, as well as by Challenge Grant Endowment funding from the National Endowment of the Humanities. Any views, findings, conclusions or recommendations expressed in this program do not necessarily represent those of the National Endowment for the Humanities.

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CHOOSE A TOUR

When you visit Old Independence Regional Museum your group will have the opportunity to explore our region's rich cultural heritage through one of our regular tour programs. Your tour will involve 1-6 stops.

Tour 1: Step into History

In our *Traveling from Here to There* exhibit students will discover how travel in our region has evolved over time. The tour will focus on boat, wagon, train, automobile, and plane travel. It features a 1940s Springfield covered wagon, a 1930s gas station and gravity gas pump, and a hang glider.

Shawneetown explores Native American life in our region. This part of the tour examines the culture of the Shawnee who settled in present day Yellville, AR.

Our *Where the Delta Meets the Ozarks* exhibit is highlighted by the Depression Era Back Porch. We discuss what life was like for families in our region during the Great Depression and how people "made do." Attention may also be given to the role of the child in the family.

The tour of the **Civil War** exhibit will feature Batesville's role in the war. In addition, the students will hear about what daily life was like for soldiers and civilians in occupied Batesville. Battlefield medicine will also be discussed.

Old Independence Regional Museum's **historic toys and games** program gives students an opportunity to experience some of the pastimes of children from the 19th century. Learn how playing taught children skills that they would use throughout life.

Fee: \$1 Limit: 120 Time: 2 hours Grades: K-12

Tour 2: Wild History

Students will explore the balance between man and wildlife in the settling of Independence County using the four "E's." Hands-on materials make this a fun learning opportunity for students.

Endemic deer are native to our area. We discuss how Native Americans used deer to survive compared to how white settlers used this natural resource and how we use deer today.

Students will hear about the **endangered** bats in our area and the impact species have on our environment and ecological systems.

The reintroduction of **extirpated** black bears in Arkansas is one of the best examples of restoring a species to its natural habitat. We discuss how losing a species impacts the ecosystem.

Passenger pigeons and Carolina parakeets once filled the skies in Arkansas before they became **extinct**. Students will hear how these birds impacted the economy of our region more than a century ago.

Fee: \$1 Limit: 120 Time: 1 hour 40 mins Grades: K-8

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In addition to the four “E” sessions, you may add a **craft session** where students will make a related craft to take home with them.

Fee: Add \$2 Limit: 120 Time: Add 20 minutes Grades: K-8

Tour 3: Trains

Improvements to train technology and the expansion of rail systems into the western United States during the 19th century helped shape our region’s industry, economy, and society.

Students will learn about the importance of the **transcontinental railway** and corresponding **telegraph** system.

As trains became more prevalent, more people were able to travel by train. Students will learn about common train travel **practices and customs**.

An unfortunate effect of increased train travel was **train wrecks**. Hear about some of the biggest train wrecks in the country and in our region.

Trains were used for more than just passenger travel. They carried a wide variety of goods and services, and sometimes those goods were too good to pass up! Students will discover how trains were used and which ones fell prey to robbers during **Train Uses & Robberies**.

Fee: \$1 Limit: 120 Time: 1 hour 40 minutes Grades: 2-6

In addition to the four train sessions, you may add a **craft session** where students will practice using Morse Code with a take-away item.

Fee: Add \$2 Limit: 120 Time: Add 20 minutes Grades: 2-6

CHOOSE A PROGRAM(S)

Our programs are made to provide extra programming in addition to a tour for a full day’s adventure or to stand alone for a brief outing. Since program space is often limited, more than one program can be scheduled so rotating sessions can accommodate larger groups.

Native American Programs

A –Maize—ing— Corn was a very important crop to the Native Americans and early settlers who lived in our region. During this program students will learn about the many uses of corn. They will grind corn using a mortar and pestle, play a round of corn cob darts, and make a corn husk boy or girl to take home.

Fee: \$3 Limit: 30 Time: 60 minutes Grades: 3-6

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In A Pinch— Clay was like a treasure trove for Native Americans. A museum interpreter will discuss several of the ways clay was used and how clay pottery was discovered. Students will create a pinch pot, animal effigy, or pendant out of clay.

Fee: \$2 Limit: 30 Time: 30 minutes Grades: K-5

Beyond Arrowheads— Students will examine and discuss a variety of stone artifacts. A museum interpreter will speak about the Mississippian era and the settlement that was located in Greenbrier Bottoms. The group will learn how artifacts tell stories of how people lived in the past and how the “trash pit” is often a treasure trove of information for archaeologists.

Fee: \$2 Limit: 30 Time: 30 minutes Grades: K-12

Stories On Stone— Cave paintings were symbols that were used by Native Americans to represent ideas and communicate stories. Students will examine historic Native American pictographs and the materials used to produce them. Students will then use pictographs to write their own story.

Fee: \$2 Limit: 30 Time: 30 minutes Grades: 3-6

Whose Tracks are These?— During this 30-minute program, a museum interpreter will read a story and lead a discussion about animal tracks and signs. The students will complete various tracking activities.

Fee: \$2 Limit: 30 Time: 30 minutes Grades: K-5

My Life with the Shawnee— This living history presentation allows students to converse with Abraham Ruddell. Ruddell was an early Batesville pioneer who had been captured by the Shawnee at age 5. He was adopted by the Shawnee and wasn't reunited with his remaining family until he was in his late teens. Learn about his childhood with the Shawnee, his service during the war of 1812 and what life was like in early Batesville. *Limited Availability*

Fee: \$2 Limit: 30 Time: 30-45 minutes Grades: 2-9

Pioneer Programs

Churn Butter Churn— For families living long ago butter was churned at home once a week and was often a chore for children. It was a time consuming, yet rewarding, process. Students visiting the museum will learn about the science and history of butter making. They will experience first hand the work that went into it. At the end of the program students will be able to sample the result of their hard work.

Fee: \$1 Limit: 30 Time: 30 minutes Grades: K-4

Say Cheese!— Ever wonder how cheese is made? During this program a museum guide will read a selection from Little House in the Big Woods and will lead a discussion about how cheese was made long ago and the science behind it. The guide will then demonstrate how soft cheese is made. The program will end with a sampling of the cheese.

Fee: \$1 Limit: 30 Time: 30-45 minutes Grades: 3-6

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A Light in the Corner— This program explores various lighting sources used during the pioneer period of Independence County. Learn why candles were the chosen light source for many homes in the earliest days of the county. Children spent time in the fall dipping enough candles to light the dark corners of the family home in the winter. How many dips does it take just to make one candle? Students will learn the answer to this first hand as they make a dipped beeswax candle to take home. Fee: \$2 Limit: 60 Time: 30 minutes Grades: 3-6

Headed West—Students will learn about the trials and triumphs of the westward movement during the 19th century. After a brief introduction, students will form families of 5 and plan their trip west. Along the way they may run into accidents, attacks, bad weather, or disease. Each family's survival will depend upon how well they have planned for their trip. Fee: \$1 Limit: 40 Time: 60 minutes Grades: 3-6

Wild West's Colorful Characters— Students are introduced to many of the individuals who shaped our view of the "Wild West". From explorers to settlers to outlaws and lawmen, a interpreter will tell stories and facts about their lives and adventures. Each student will receive collectable fact cards at the close of the program. *Note: this program can be customized to reflect certain time periods, locations, or events.* Fee: \$2 Limit: 50 Time: 30 minutes Grades: 2-8

Homestead— Students will be given various materials and will be asked to construct their own miniature version of a homestead. Students will use problem solving skills to trade for needed materials and improvise with existing materials. Students will learn about the basic needs of an early pioneer. The group will discuss their creations which they will take home. Fee: \$2 Limit: 30 Time: 60 minutes Grades: 3-12

Exploring with Schoolcraft— Two hundred years ago, amateur geologist Henry Rowe Schoolcraft explored portions of southern Missouri and northern Arkansas, traveling along the White River into present-day Batesville. His published journal provides the earliest written account of the Ozarks by an American explorer. Students will learn about the hardships Schoolcraft and his companion faced on their three-month journey.

Fee: \$2 Limit: 50 Time: 30 minutes Grades: 3-8

Civil War Programs

Blister, Purge and Amputate— This program will begin with a discussion of common illnesses, injuries, and diseases during the Civil War. Students will learn about what treatments were available and how medicine differed between the North and the South. A museum interpreter will discuss battlefield medicine and how amputation was sometimes the only treatment available. This program is not for the squeamish!!! Students will take a simple quiz about some of the things they learned and will have an opportunity to sample some "cures."

Fee: \$2 Limit: 30 Time: 30-60 minutes Grades: 3-12

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A Soldier's Life—The Museum is located on the site of a Union encampment. Students will learn about what life was like for a soldier encamped and on the battlefield. The program will end with students taking up their rifles and participating in military drills on the museum's side lawn. *Limited Availability*

Fee: \$2 Limit: 30 Time: 30 minutes Grades: 3-12

"I Am Not a Spy"—Students will be visited by Emily Weaver, a teenager from Batesville who was accused and convicted of spying during the Civil War. Although sentenced to death, Emily escaped from prison, eventually making her way home to Batesville. Emily's story illustrates how many families were divided by the Civil War. Students will also learn about the "social whirl" that took place in Batesville during the war years. Following the living history performance, students will learn the "secret language of the fan", a code used by ladies to communicate with their friends or suitors. *Limited Availability*

Fee: \$2 Limit: 30 Time: 30 minutes Grades: 3-12

"I Am Not a Spy" Plus Craft—In addition to this living history program, students will practice codes using their own fans which they will take home. *Limited Availability*

Fee: Add \$1 Limit: 30 Time: Add 30 minutes Grades: 3-12

Freedom Quilts—This program will begin with a discussion of the Underground Railroad and how quilt patterns are thought to have been used to send messages. The museum interpreter will read Patchwork to Freedom and the program will end with students piecing a grade appropriate paper quilt block.

Fee: \$2 Limit: 30 Time: 30 minutes Grades: 3-6

Great Depression and WWII Programs

Making Music—The Great Depression was a challenging time for most people living in the Independence County region. To lift their spirits folks came together to listen to the radio, tell stories, and make music. Many made-do with homemade instruments. While visiting the museum students will learn some ways people entertained themselves during the Great Depression, with focus being given to music. Students will be able to try their hands at the museum's collection of "make do" instruments and make a set of spoons they will learn to play and take home.

Fee: \$3 Limit: 30 Time: 30 minutes Grades: 2-7

Mistakes that Worked!—This program explores inventions that happened by accident. In World War II scientists were asked to invent a rubber substitute since rubber was in short supply. No good substitute was made, but one fun toy that came out of this process was Silly Putty. Students will learn about Silly Putty and other inventions that were mistakes. In the end students will make their own Silly Putty to take home.

Fee: \$3 Limit: 30 Time: 30 minutes Grades: 3-8

My Fair Share—During World War II a rationing system was put in place to make sure everyone was able to get their fair share. Students will participate in a game, developed by the museum staff, that explores this system. Students will be divided into families, and they will have to work together to

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solve a problem using their ration stamps and money. They may also have to work with their neighbors to get what they need, just as people did during WWII.

Fee: \$2 Limit: 30 Time: 60 minutes Grades: 3-12

Hello, Betty Lou— Students will experience a living history visit with Betty Lou Gower. Raised in the Batesville Masonic Orphanage, she moved to New York during WWII to take a job as an elevator girl. She was working in the Sears Tower when it was accidentally hit by an aircraft bomber. Students will hear her adventures and learn how she still holds a place in the Guinness World Records. *Limited Availability*

Fee: \$2 Limit: 50 Time: 30 minutes Grades: 3-12

From Oklahoma with Love— In the museum's theater, students will be visited by Pearl Taylor. Mrs. Taylor moved from Batesville to Oklahoma with her husband and daughters in the 1930s. In this living history presentation, taken from Mrs. Taylor's letters written to her father, students will hear in her own words what life was like for the Taylor family during the Great Depression. *Limited Availability*

Fee: \$2 Limit: 60 Time: 30 minutes Grades: 3-12

From Oklahoma with Love Plus Craft— In addition to this living history program, students can learn more about the Great Depression and what kinds of gifts people were giving. Most were homemade from objects found around their homes. Students will create and take home a pressed flower bookmark. *Limited Availability*

Fee: Add \$1 Limit: 30 Time: Add 30 minutes Grades: 3-6

Other Programs

Olyphant Train Robbery— One of the most notable train robberies in this area was the Olyphant Train Robbery. This living history re-enactment for smaller groups will have participants on the edge of their seats! *Limited availability*

Fee: \$3 Limit: 50 Time: 20 minutes Grades: 2-6

How Did That Get So Blue? Green? Yellow?— Students will learn about the dyeing process. A Museum interpreter will explain the process of extracting color from plants and how wool becomes yarn then cloth. In the end, students will receive a recipe for dyeing with onion skins and will dye a piece of cloth to take home.

Fee: \$3 Limit: 30 Time: 60 minutes Grades: 3-6

What do you see?— Optical illusions trick the brain into thinking it sees something different from what is actually there. Toys that produced optical illusions became very popular in the 19th century. Students will learn about the science behind some optical illusions by making a thaumatrope and designing a wooden top to take home.

Fee: \$3 Limit: 30 Time: 30-45 minutes Grades: 3-6

Arkansas or Arkansaw— Museum interpreters will lead students in a study about Arkansas. Students

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will learn how the state got its name, the meaning behind the colors and symbols on the state flag, and about the other state symbols. Students will test their knowledge by playing a trivia game.

Fee: \$1 Limit: 30 Time: 30 minutes Grades: K-4

Local Disasters - Museum interpreters will introduce students to a variety of natural disasters that happened within our region including earthquakes, floods, tornadoes and fires. Students will explore different primary and secondary accounts of these events and the aftermath. Students will use a shake table as they test their design and construction skills.

Fee: \$2 Limit: 30 Time: 60 minutes Grades: 3-12

Traveling By River - Students will learn about different types of boats used for river travel, how travel has changed and how river trade and travel has influenced settlements. Students will study primary and secondary sources of information as well as artifacts. Students will be given materials to engineer their own boats and will then test their designs.

Fee: \$3 Limit: 30 Time: 60 minutes Grades: 3-12

Let's Play - This interactive program explores the history of games and toys. Students will learn about different time periods including Native American, Victorian, and WWII. The program includes parlor games, play parties, outdoor games and the different styles of games for boys and girls.

Fee: \$2 Limit: 30 Time: Variable Grades: 2-9

Let's Play Plus Craft - In addition to the Let's Play program, students can make homemade marbles, decorate tops or other activities.

Fee: Add \$1 Limit: 30 Time: Add 30 minutes Grades: 2-9

Food Preservation - In this interactive program students will sample foods that were preserved using a variety of methods. Food Preservation has existed in all cultures since the beginning of time. The students will explore different preservation methods and how climate, technology, human ingenuity and pure accident played a role in its discovery. Students will also learn about some of the health benefits and hazards of different preservation methods.

Fee: \$2 Limit: 30 Time: 30 minutes Grades: 3-12

Influenza - Students will learn about the 1918 worldwide Influenza outbreak. They will participate in a science experiment that shows how contagion is spread and moves through the population.

Fee: \$3 Limit: 30 Time: 30 minutes Grades: 4-12

Local Historical Research - Students will work in the museum's research library. They will become familiar with some of the documents and research tools the museum has to offer. This program is designed for 7th – 12th grade and is limited to 15 participants. This program can be directed to a particular area of study.

Fee: \$3 Limit: 15 Time: Varies Minutes Grades: 7-12

Museology: Behind the Scenes Tour - Students will take a behind the scenes tour of the museum. They will learn about museum professions and discover what it takes to preserve our region's past.

Fee: \$1 Limit: 30 Time: 60 minutes Grades: 7-12

Contact the museum at (870)793-2121 or visit www.oirm.org to schedule your experience today!

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