

# HIGH DESERT MUSEUM

WILDLIFE *and* LIVING HISTORY

## SELF-GUIDED LEARNING EXPEDITION



Name \_\_\_\_\_

GRADE LEVEL: K-1  
TEACHER GUIDE

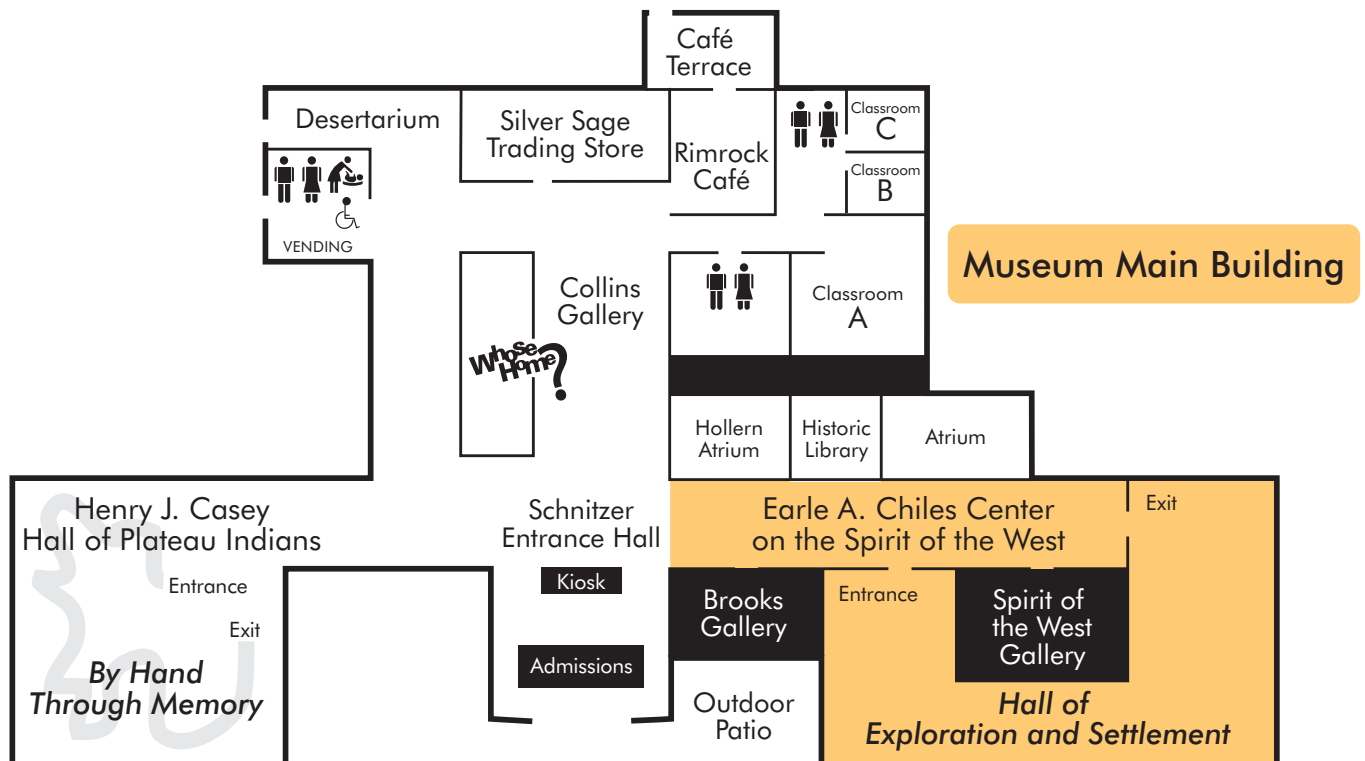
# SOCIAL STUDIES | High Desert Cultures

On this expedition, you will visit the following area in order to complete activities related to the theme “High Desert Cultures.”

## EXHIBIT TITLE

Check (✓) when complete

Hall of Exploration and Settlement..... ☐



## Connection to Standards

### Social Science Standards

- K.1: Compare children and families of today to those of the past.
- K.3: Distinguish between past and present.
- K.4: Compare and contrast the student's own environment with the past.
- K.15: Identify various forms of money and explain how money is used.
- K.16: Give examples of different jobs performed in neighborhoods.
  
- 1.1: Describe how people live in a community.
- 1.2: Compare the ways people lived in the community in the past with the ways they live in the present.
- 1.10: Locate and identify important places in the community.
- 1.11: Explain how seasonal changes influence activities in school and community.
- 1.19: Identify sources of income.

## SPIRIT OF THE WEST | The First People

Look at the tools made by the Northern Paiute tribe. Check the items that you can find.

☐

iPad



Boat



Toy



Shoes



Rope



Book



Bowl



Car



House

### Discuss

Did you find the bowl? How does it compare to bowls at your house?

Did you find the toys? How do they compare to toys that you play with?

What else is similar or different than the items that you use?

## SPIRIT OF THE WEST | Trappers & Traders

Welcome to a fur trader camp! Families would spend the winter in tents like these 200 years ago. They were trapping animals with thick fur coats, but wanted beaver fur the most to make into hats.

### PICTURE MATCH

Match the fur trader's objects from the past with a line to things used today.



**Lantern**



**Mug**



**Leather Strap  
Snowshoes**



**Sleeping Bag**



**Moccasins**



**Flashlight**



**Elk Hide**



**Matches**



**Tin Cup**



**Plastic and Metal  
Snowshoes**



**Flint and Steel**



**Tennis Shoes**

## SPIRIT OF THE WEST | Fur Forts

During the fur trade 200 years ago, things like guns or clothing were traded for beaver pelts. Can you find the white blanket? The price tag is stitched into the blanket; each line means one beaver pelt. How many beaver pelts is this blanket worth? *Hint: the shorter line on the blanket indicates a pelt in poor condition.*



*While most students  
will answer four pelts,  
the blanket is worth  
three prime pelts and one  
pelt in lesser condition.*



### Discuss

How many beaver pelts do you think a gun would be worth? A tent? A horse?

What are some of the sounds you hear while standing in this fort?

Do any of the sounds remind you of your home?

## SPIRIT OF THE WEST | Emigrants

Find these important objects:

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**Cooking Skillet**

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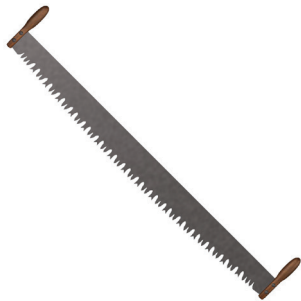
**Blacksmith Anvil**

☐

**Butter Churn**

☐

**Barrel of Flour**

☐

**Crosscut Saw**

☐

**Spinning Wheel**

### **Discuss**

Do you think this would be a good place to stop and build a town?

What do you think towns need from nature that you don't see here?

## SPIRIT OF THE WEST | Placer Mining

Find the miner's cabin.



How many rooms do you have in your house?	How many rooms do you see inside the cabin?
	<i>There is one common room that is divided by a sheet to make a more private bedroom. This twin bed would sleep both adults. Children would use the loft above. The common room would act as the kitchen, living and dining room. The bathroom was located outside.</i>

### Discuss

Do you see a kitchen?

Do you see a living room?

Where do you think the bathroom is?

How would living in the cabin be different from living in your house?

## SPIRIT OF THE WEST | Settlers

What jobs do you think are in this town?

Circle the types of jobs you think people have in this town.



**Cook**



**Doctor**



**Rancher**



**Tailor or  
Seamstress**



**Carpenter**



**Blacksmith**



**Police Officer**



**Farmer**



**Leather  
Craftsman**



**Shopkeeper**



**Banker**



**Teacher**



**Postmaster**



**Scientist**



**Miner**



**Fire Fighter**

*While all of these jobs would have been in any 19th century boomtown, the students might not circle the jobs that are not clearly labeled on the building signs. The jobs that should be clear to the students are: Tailor or Seamstress (Upstairs Window), Scientist (Assay Office), Leather Craftsmen (Saddle Shop), Banker (Wells Fargo) and Shopkeeper (Hi Loy Mercantile). Any additional jobs circled make for good discussion as to what jobs are necessary for the townspeople.*