

HIGH DESERT MUSEUM

WILDLIFE *and* LIVING HISTORY

SELF-GUIDED LEARNING EXPEDITION



SOCIAL
STUDIES

Name _____

GRADE LEVEL: K-1
TEACHER GUIDE

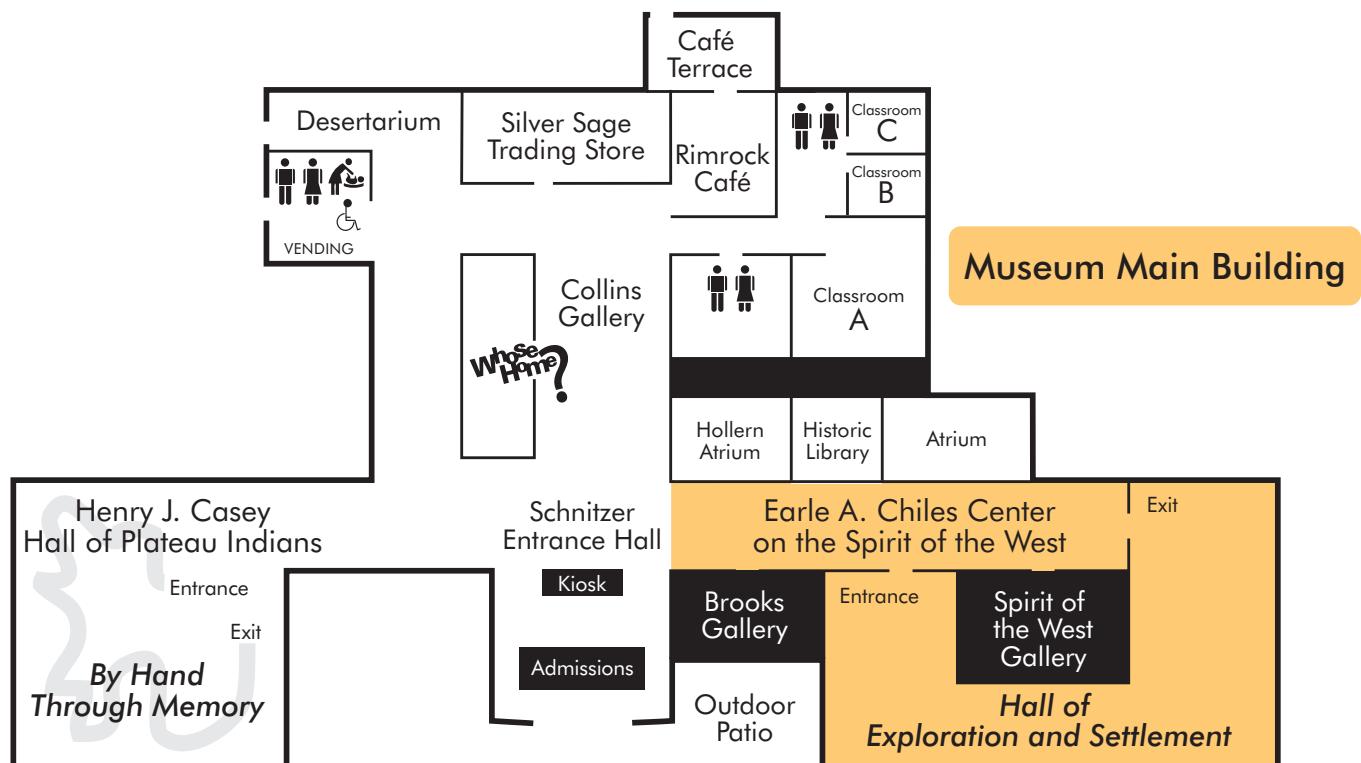
SOCIAL STUDIES | High Desert Cultures

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



Leather Strap
Snowshoes



Moccasins



Elk Hide



Tin Cup



Flint and Steel



Mug



Sleeping Bag



Flashlight



Matches



Plastic and Metal
Snowshoes



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:



Cooking Skillet



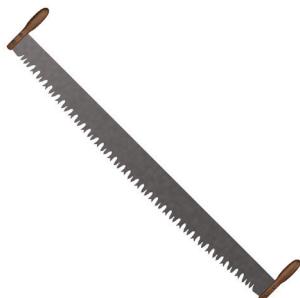
Blacksmith Anvil



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?
	<p><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></p>

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?

SOCIAL STUDIES | High Desert Cultures

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.