Education Kits & Distance Learning Programs

Bringing South Dakota History to the Classroom

From the Museum of the South Dakota State Historical Society
www.history.sd.gov

The Museum of the South Dakota State Historical Society offers fourteen education kits and one distance learning program to South Dakota classrooms and other groups.

Kits contain hands-on objects, worksheets and lesson plans using the hands-on materials. Kit activities are matched to K-6 South Dakota curriculum standards. Teacher’s guides can be accessed online at: https://history.sd.gov/museum/education.aspx

The distance learning program combines hands-on materials and activities with a 30-minute live videoconference presentation.

RENTAL INFORMATION
Kits rent for $35 for a two-week loan period. Rental fee is $15 if kit is picked up and returned to the Cultural Heritage Center in Pierre.

The distance learning program is $35 and classes receive materials one week prior to the videoconference and keep the materials for two weeks after.

All shipping costs are included in the rental fees.

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DISTANCE LEARNING PROGRAM

Leaving a Legacy: An Artist, Mapmaker, Journalist and Surveyor Look at Dakota
Learn about mapmaker Joseph N. Nicollet, artist Karl Bodmer, journalist Fred W. Power, and surveyor William Hurlbut and the legacies each left behind for future generations. Classrooms participate in a 30-minute live videoconference, and do up to five post-presentation hands-on activities. Activities include measuring distance with a Gunter’s chain, closely examining Bodmer’s paintings, and comparing modern and historic maps.

KITS:
The Buffalo & the Plains Indians
The Buffalo & the Plains Indians teaches students how the buffalo was used by the Plains Indians. Objects include buffalo bones, a horn spoon, and a rawhide parfleche. Activities include making a full-size buffalo head.

Cowboys & Ranch Life
Examine the history and development of cattle and sheep ranching in the state. Learn about the work cowboys do. Objects include a branding iron, cowhide sample, cowboy boots, spurs, a sheep fleece and hand carders. Nine photos are included.
South Dakota Environments
Explore South Dakota’s environments from the warm tropical forests Triceratops roamed to the rolling wheat fields of today. Compare plains, desert and woodland environments, build a working water tower system, and identify grain samples. Objects include dinosaur bone fossils, prairie turnips, seed samples, and Plains, Navajo, and Woodlands dolls.

Homesteading
Explore the not-so-distant past of early Dakota homesteaders. Play pioneer games, map changes in population, and learn about building a sod house. Objects include a butter churn, washboard, and barbed wire samples. Nine photos show early homesteads and settlers.

Dakota, Nakota, Lakota Life
Examine the history, culture, and traditions of the Dakota, Nakota, and Lakota people in South Dakota. Learn about the horse culture, buffalo hunting, and the huge shift to reservation life. Listen to drum and powwow music. Objects include buffalo hide and bones, a hand drum, and star quilt.

Archaeology in South Dakota
Learn what archaeology is and become familiar with the tools and procedures used in archaeological work. Objects include projectile points, a grinding stone, and bone tools. Activities include classifying sherds, gridding a dig site and measuring pots.

Mining in South Dakota
Learn about the history of mining in South Dakota. Pan for gold, map claims, and learn about strip mining and reclamation. Objects include mineral samples, a gold pan, drill bits and claim maps. Twenty-one photos included.

South Dakota Places
Explore both natural places – the Black Hills, Badlands, glacial lakes – and places shaped by people such as Mount Rushmore and the Corn Palace. Wildlife habitats and state symbols are also covered. Plan a SD road trip, match animals to their habitats, and make a flour fish print. Objects include a Crazy Horse Memorial model, mammoth tooth replica, and fish molds.

South Dakota Immigrants
Explore the history and background of ethnic groups that made South Dakota their home. Compare Scandinavian, Celtic and Native American music. Learn about different ethnic foods. Objects include a lefse turner, Chinese guardian lions, and Norwegian rosemaling sample.

Trading Posts & General Stores
Dakota settlers depended on general stores for everything from coffee to belt buckles. Explore how general stores did business in the state. Trading posts and general stores bartered with customers when cash was in short supply. Barter for goods, find the best route to a store, and figure out profit on the sale of the fall harvest. Objects include spice tins, fabric bolts, and egg crate with eggs, and trade beadwork. Twelve photos are included.

Lewis & Clark in South Dakota
Explore the landscape, people and animals that Lewis & Clark found in South Dakota. Match hands-on items to expedition stops on a 12x7" floor map. Objects include a prairie dog skull, grizzly bear paw print and coyote pelt.

Fur Trade: Bridging Two Worlds
This kit uses the fur trade as an example of how two very different cultures established common ground. Learn about the environmental, economic, social, and cultural aspects of the fur trade. Objects include a beaver pelt, buffalo hide samples, beads, quillwork and trade cloth.

One-Room Schoolhouse Learning
One-room schoolhouses once dotted the South Dakota landscape. Explore the one-room schoolhouse experience and learn about the important role the school played in the community. Write with pen and ink, do sums with chalk on a slate, and play recess games. Objects include a syrup pail lunch bucket, kerosene lamp, and McGuffey’s Readers. Fifteen photos are included.

South Dakota Transportation
Explore all aspects of getting around in the state from wagon trails to jet planes. Build a bulleboat, load an immigrant railroad car, and identify part of a steamboat and an airplane. Objects include asphalt and concrete paving samples, horse harness, railroad spikes, and road signs. Twenty-one photos are included.

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