

LEARNING RESOURCES CATALOGUE

NOVA SCOTIA MUSEUM
2006-2007



Learn to be a pirate at the Maritime Museum!

What beautiful dinosaur art! She must be from the Fundy Geological Museum.

I want to see Reptiles at the Museum of Natural History!



It's Your Heritage!



Mi'kmaq Quillwork



Susanna Francklin
c 1762



Common Seastar
Asteria vulgaris



Acadian Root Basket



Black-capped Chickadee



Clock stopped in
Halifax Explosion, 1917



Silvery Blue Butterfly
Glaucopsyche lygdamus

Ressources français aux pages 5 et 19-23.

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LIVE THE HISTORY, DISCOVER THE FUN!

FUN, FASCINATING AND HANDS-ON! Experience the 27 diverse sites of the Nova Scotia Museum family to immerse your students in Nova Scotia's rich cultural and natural heritage.

Add depth and dimension to your educational program with a memorable museum experience. From daily life in an authentic turn-of-the-century village to reliving tales of the high seas in a captain's cabin, take part in our history! Learn something special about Nova Scotian people, places and things. Nova Scotia Museum experiences range from exploring historic homes and villages, to visiting a working 19th-century farm, museums of ships and the sea, sites featuring natural wonders, walking trails and museums about early industry in Nova Scotia.

Bring history to life for your students. Meet a sea star, search for Jurassic fossils near the world's highest tides or hook a rag mat. Explore a schooner and locomotive, see rare pigs, precious porcelain, water wheels and penny farthing bikes. Discover unique flora and fauna, and hike forest trails. Weave wool or unravel sea superstitions. Hands-on heritage activities include wood working, blacksmithing, candle-making, cooking, creating a fossil cast or agate jewellery.

IT'S YOUR HERITAGE, EXPERIENCE IT! Live the history and discover the fun at Nova Scotia Museum sites across the province.



3 WAYS TO EXPERIENCE MUSEUMS:

1 BRING YOUR STUDENTS TO THE MUSEUM.

Bring your students to the museum. All museums welcome visits by schools, so plan to visit with your class soon. Some sites offer structured programs, others have quizzes or self-guided tours, and most can customize a visit to meet your needs. Please contact individual museums to discuss learning program details, including admission rates. See listings for museum contact information.

2 BRING THE MUSEUM TO YOUR STUDENTS.

Bring the museum to your students through a museum kit, featuring topics such as social and cultural heritage, geology, land plants, ocean plants and animals.

3 TAKE A VIRTUAL VISIT.

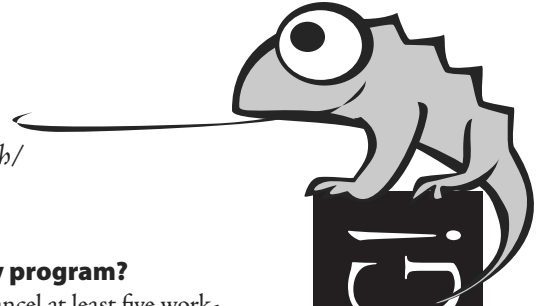
The Nova Scotia Museum family website is packed with information for your classroom. From locating museums around the province to learning online, there are many helpful resources available at <http://museum.gov.ns.ca>. See back cover for web content highlights, and visit us online for more information, ideas and research.

Museum of Natural History

1747 Summer Street
Halifax, NS B3H 3A6
Hours: Open all year.
Closed Mondays,
Oct.–May

Museum Classes
Tel: 902-424-6512
E-mail:
julienbo@gov.ns.ca
Fax: 902-424-0747

Museum Kits & Loans
Tel: 902-424-6524
E-mail: colemaae@gov.ns.ca
Fax: 902-424-0747
<http://museum.gov.ns.ca/mnh/>



Guided Museum Classes

From October through May, the museum offers curriculum-related programs that highlight Nova Scotia's natural and cultural history. Museum classes are led by trained volunteers, working with small groups of students. Your museum experience is unique. Students visit galleries, handle specimens and artifacts, and participate in hands-on activities. And they have fun!

What does it cost?

\$2.50 per student (tax included)*
One chaperone for every five students is admitted free. Additional adults are charged the group rate admission.
* Prices are subject to change.

Program fees help to support and enhance the Museum Class Program. It is the policy of the Nova Scotia Museum to make every reasonable effort to ensure that no Nova Scotian class or student is refused access to a school program because of inability to pay. If you have questions or concerns, please give us a call (902-424-6512).

How do I pay?

Payment must be made at the time of your visit by cash, Visa, MasterCard, Interac, or business cheque. Please make cheques payable to NS Museum of Natural History.

How do I book a Museum Class?

Classes at the Museum of Natural History are booked using a Museum Class Draw Form (see page 5). Fax, mail, e-mail, or drop off your draw form to Bonnie Julien, Assistant Curator, School Programs, Museum of Natural History. Museum classes are limited to one class or a group of 30 students, whichever is larger.

Are there booking deadlines?

October–January Classes
Deadline is September 27, 2006. Successful teachers will be notified on September 29.

February–May Classes

Deadline is January 9, 2007. Successful teachers will be notified on January 11.

What if I have to cancel my program?

You will not be charged if you cancel at least five working days prior to the booking date. Otherwise, the full amount must be paid. School or bus cancellations made by school boards or bus companies due to poor weather conditions are not charged.

How many chaperones do I need?

One adult for every five students is required for all school visits. Additional chaperones pay the group rate admission, except when required for special needs groups.

What are my options to fill a school bus?

On most days, we offer more than one museum class. Arrange with another teacher to book two classes for the same time slot, or consider bringing another class for a self-directed visit (admission and advance booking apply). Please staple your Museum Class Draw Forms together and return them before the class draw deadline. Check out Guided Museum Classes "At a Glance" to see when classes are offered.

Is parking available?

School bus parking is available on Summer Street directly in front of the museum. All other vehicles must park in the museum's visitor parking lot (Pay and Display applies).

Is there somewhere to eat lunch?

Picnic benches are available in the museum's backyard during fair weather conditions. An indoor space will be designated for school lunches by spring 2007. Until then, the museum cannot guarantee that space will be available indoors.

Self-Directed Visits

Cost: \$2 per student (tax included).
Please book in advance by calling 902-424-6512.
* Prices are subject to change.

Teachers and chaperones are required to stay with their groups during their museum visit.

REPTILES ARE COMING!

LIVE
THE HISTORY,
DISCOVER
THE FUN!

CLASS DESCRIPTIONS

DISCOVER FOSSILS *and* DINOSAURS

Grades 3–5 • October–May

Friday, 9:30–11:15 am

Students discover life in Nova Scotia over 600 million years ago through hands-on discoveries with fossils in our collection.

THE CLIMATE CHANGE CHALLENGE

Grades 4–8 • October–May

Tuesday, 9:30–11 am

Fun and interactive games, activities, and experiments introduce students to the greenhouse effect, energy (electricity, wind, solar), and climate change.

BUZZ ABOUT BEES

Grades P–3 • October–May

Tuesday, 9:30–11 am

Students become worker bees and discover the world of bees by observing the museum's honeybee hive and specimens and by learning the “waggle dance.”

BIG WHALES *for* LITTLE PEOPLE

Grades 1–3 • October–May

Thursday, 9:30–11 am

Discover why whales are mammals, where they live, and what they eat. Students learn to breathe like a whale, examine teeth, baleen, krill, and bones, and even listen to a whale talking!

BE A MAMMAL DETECTIVE!

Grades 1–3 • October–May

Wednesday, 9:30–11 am

Learn about mammal characteristics by looking at mammals that live in Nova Scotia. Discover how they are specially adapted to their habitats. Students explore the mammal gallery and examine specimens such as tracks, browse, and scat.

THE NIGHT SKY

Grades 4–7 • October–May

Wednesday, 9:30–10:30 am; 10:45–11:45 am

Location: Museum's planetarium at Dalhousie University

Students become “the stars” as they learn to locate the planets, bright stars, and major constellations and discover some of the legends of the night sky in the museum's planetarium.

ACADIAN DISCOVERY: AN ARCHAEOLOGICAL *and* CULTURAL ADVENTURE

Grades 5–6 • October–May

Thursday, 9:30–11:15 am

Uncover facts about the Acadian settlement of Belleisle in 1720. Students become archaeologists as they excavate, map, and catalogue archaeological evidence and research early Acadian life. Students research Acadian life to create and present skits on life in historic Belleisle.

PROGRAMMES EN FRANÇAIS

Ces cours sont offerts aux élèves d'immersion et aux élèves francophones.

LE DÉFI *des* CHANGEMENTS CLIMATIQUES

années 4 à 8 • janvier à mai

mercredi 9h30 à 11h

Les élèves prendront part à des activités, des expériences et des jeux amusants et interactifs grâce auxquelles ils exploreront l'effet de serre, l'énergie (électrique, éolienne, solaire), et les répercussions des changements climatiques.

B'ZZ, B'ZZ, LES ABEILLES

années 1 à 3 • octobre, novembre et mai

mercredi 9h30 à 11h15

Comment est-ce que les abeilles voient, sentent et goûtent? Est-ce qu'elles ont des os? Comment serait le monde s'il n'y avait pas d'abeilles? Les élèves se transforment en abeilles ouvrières et découvrent les réponses à leurs questions par l'observation de la ruche du musée, l'utilisation de spécimens et des activités telles que la “danse frétillante.”

LE MONDE *des* BALEINES

années 1 à 5 • novembre à mai

mercredi 9h30 à 11h

Découvrir pourquoi les baleines sont des mammifères, où elles vivent, et ce qu'elles mangent. Les élèves apprendront comment respirent les baleines, examineront leurs dents, les fanons, le krill et les os, et écouteront même une baleine qui chante.

DÉCOUVERTE ACADIENNE : UNE AVENTURE ARCHÉOLOGIQUE *et* CULTURELLE

années 5e et 6e • octobre à mai

mercredi 9h30 à 11h30

Les élèves découvriront l'établissement acadien de Belleisle en 1720. Certains élèves, comme des archéologues, feront des fouilles et de la recherche sur les objets trouvés, pendant que d'autres élèves feront de la recherche sur la vie des Acadiens afin de créer et de jouer leurs propres sketches en rôles de personnages historiques. Les deux groupes partageront leurs découvertes.

*The following museum classes will not offered this year.
Look for new revised programs in 2007–2008.*

- ♦ ECO-CHALLENGES
- ♦ BIRD ADAPTATIONS
- ♦ GEOLOGY OF NOVA SCOTIA



BECOME A WORKER BEE

Live
THE HISTORY,
Discover
Fun!

Guided Museum Classes at a Glance

Museum Class	Grade Level	Tues	Wed	Thurs	Fri	Date	Time
Discover Fossils & Dinosaurs	3-5				★	Oct.-May	9:30-11:15 am
Climate Change Challenge	4-8	★				Oct.-May	9:30-11:00 am
Buzz About Bees	P-3	★				Oct.-May	9:30-11:00 am
Be A Mammal Detective	1-3		★			Oct.-May	9:30-11:00 am
The Night Sky <small>Museum's planetarium at Dalhousie University</small>	4-7		★			Oct.-May	(A) 9:30-10:30 am (B) 10:45-11:45
Big Whales for Little People	1-3			★		Oct.-May	9:30-11:00 am
Acadian Discovery	5-6			★		Oct.-May	9:30-11:15 am
Le Defi des Changements Climatiques	4-8		★			janvier-mai	9h30-11h
B'zz, B'zz, Les Abeilles	1-3		★			octobre, novembre, mai	9h30-11h15
Le Monde des Baleines	1-5		★			novembre-mai	9h30-11h
Decouverte Acadienne	5-6		★			octobre-ma	9h30-11h30



MUSEUM of NATURAL HISTORY

MUSEUM CLASS DRAW FORM

Class Draw Deadlines
 First term: September 27, 2006
 Second Term: January 9, 2007
 Note: Not all classes are offered both terms.

Send to:
 Museum Class Draw
 Museum of Natural History
 1747 Summer Street,
 Halifax, NS B3H 3A6
 Fax: 902 424-0747

Class Desired	First Term <small>Months you can attend</small>	Second Term <small>Months you can attend</small>
1.	Oct Nov Dec Jan	Feb Mar Apr May
2.	Oct Nov Dec Jan	Feb Mar Apr May
3.	Oct Nov Dec Jan	Feb Mar Apr May

Teacher's name _____

Grade _____ **Number of Students** _____

School Telephone _____

Email _____

School name _____

Fax _____

Home Telephone _____
Important to include home number in case of cancellation due to weather.



ENTER THE NATURE ZONE

Live
THE HISTORY,
Discover
THE FUN!

EXHIBITS & OTHER ACTIVITIES

Plan a museum visit around one of our special exhibitions. For more information or to book a visit, call 902-424-6512.



ANNE FRANK IN THE WORLD: 1929–1945

Oct. 24–Jan. 28

This traveling exhibition of display panels from The Anne Frank Center USA tells the story of Anne and her family while in hiding during the Nazi occupation of the Netherlands. Powerful black and white images and historical accounts portray the life of the Frank family and others in occupied Europe. This exhibition examines the Holocaust and encourages visitors to consider their own attitudes towards prejudice, hate, and violence in light of historical and current events. Additional panels discuss Nova Scotia's experiences with discrimination, racism, and related issues.

PLEASE NOTE: Some viewers may find portions of this display disturbing. Anne Frank in the World: 1929–1945 was developed by The Anne Frank Foundation in Amsterdam and is sponsored in the US and Canada by the New York-based Anne Frank Center USA, Inc. This exhibit is presented by the Nova Scotia Human Rights Commission and is generously supported by various individuals and organizations.

This exhibition is intended for people 10 years of age and older. Guided tours are offered for school classes.

Reptiles Real & Robotic

February to May 2007

Nothing in nature is more evocative or alluring than the world of reptiles. *Reptiles: Real & Robotic* looks at these fascinating creatures, their behaviors, physical features and place in the animal kingdom.

Huge, amazing, life-like Kokoro robotic reptiles meet visitors eye to eye, tooth to tooth and skin to scale. An alligator snapping turtle, Western Diamond-back rattlesnake and Nile crocodile are a few of our featured reptilian guests. Visitors also have an opportunity to interact with live reptiles, both native and exotic, in our Nature Centre.

Of the thousands of reptile species that exist in the world, 43 are found in Canada. Nova Scotia is home to nine species including the endangered Blandings Turtle, Northern Ribbon Snake and the Atlantic Leatherback Turtle.

Reptiles

NATURE ZONE

May 29–June 22 (Tues.–Fri.)

All grades • Self-Directed Visits; Group Admission Rate
Visit the museum to see the creatures in our sea life tank, beehive, and Nature Centre. Students can check their nature knowledge with one of our quizzes. Demonstrations with our museum naturalists and traveling exhibition *Wings over the Atlantic* are also featured. To register, call 902-424-6512 after April 1.



WINGS OVER THE ATLANTIC

June to September 2007

Nova Scotia's natural history is closely linked to the sea. Discover the remarkable life of the birds that live close to the sea in the travelling exhibition, *Wings Over the Atlantic*. Find out how they adapt to this often hostile environment and are able to live ten months at sea. Learn about their astonishing flying techniques and their unique physical characteristics. This exhibition also explores the history of sea birds who were once savagely hunted but today, are protected by law. Produced by: Musée de la nature et des sciences. Presented in French and English.



PROVINCIAL INSERVICE DAY

Friday October 27

The museum has a variety of activities for children and their families throughout the day.

Maritime Museum of the Atlantic

1675 Lower Water Street
Halifax, NS B3J 1S3
Hours: Open all year
Closed Mondays,
Nov.–May

Contact: Derek Harrison,
Co-ordinator of Volunteers and School Programs
Tel: 902-424-7348 or 902-424-7490 (Front Desk)
Fax: 902-424-0612
E-mail: harrisdw@gov.ns.ca
Website: <http://maritime.museum.gov.ns.ca>

Explore our maritime heritage and bring history to life for your students! The Maritime Museum of the Atlantic offers a variety of unique learning experiences for educational groups throughout the year. Make a lively curriculum connection by choosing one of our guided museum classes, or discover life at sea in comfortable surroundings by taking your students on a self-guided tour through our galleries.

Special requests for other programs and guided tours such as *Titanic* model workshops or ghost tours can be made and adapted for different age groups, subject to the availability of interpretative staff and volunteers.

The museum is committed to developing programs that are accessible and enjoyable for everyone. Please let us know if your group requires special arrangements. Most programs and tours can be adapted for students with special learning needs.

Guided Museum Classes

- ♦ Cost: \$2.50 per student (tax included)
- ♦ Museum classes are limited to one class or a group of 30 children, whichever is larger.
- ♦ An invoice will be sent to the teacher or group leader after the museum class has taken place.

Self-Guided Tours

- ♦ Cost: \$2.00 per student (tax included). Payment upon arrival; cash, Visa, MasterCard, debit, or business cheques accepted.
- ♦ A 10-minute orientation to the museum is included.
- ♦ To ensure the best possible museum experience, we encourage teachers to visit the “School Classes” section of our website to facilitate the planning of activities during the museum visit.
- ♦ Teachers and chaperones are required to stay with their groups during their museum visit.

Special Programs and Tours

The cost for customized programming is determined based on group size and resources required. Please contact Derek Harrison at 902-424-7348 or harrisdw@gov.ns.ca for more information.

An e-mail confirmation, including a pre-visit information package, will be sent to teachers who book a guided museum class or a self-guided tour.

Program Fees

Program fees help support and enhance the museum programs. It is the policy of the Nova Scotia Museum to make every reasonable effort to ensure that no Nova Scotian class or student will be refused access to a school program because of inability to pay.

Other Important Booking Information

How many chaperones do we need?

For adequate supervision, we require the presence of

- ♦ Grades P–3: 1 adult for every 5 students
- ♦ Grades 4 and up: 1 adult for every 10 students

Chaperones within the ratio are admitted free.

Additional adults accompanying the group are charged group rate admission, except when required for special needs groups.

What if we have to cancel a program?

If you must cancel, do so at least five working days prior to the program so that staff and volunteers can adjust their schedules.

What about weather cancellations?

No invoice will be issued as a result of school or bus cancellations made by the school board or bus company.

We want to fill the bus. What are our options?

Consider bringing another class along for a self-guided tour (admission charges apply), but you must book in advance.

What about parking?

There is a street-side bus pull-off for groups. No on-site parking is available; however, there are HRM parking lots nearby. Please call the HRM Daytime Parking Information Line at 902-490-6133 for more information.

Where can we eat after our museum visit?

Picnic benches located in our courtyard for use in fair weather conditions. We cannot guarantee a space inside the museum.



MEET A PIRATE!

Live
THE HISTORY,
Discover
THE FUN!



CLASS DESCRIPTIONS

Attention teachers! During late October to May the museum offers programs designed to link to the Atlantic Canada Curriculum and the Learning Outcomes Framework.

SPIRITS of the SEA CHEST

Bring the museum to your classroom! Volunteer teachers in period costume help introduce the class to Nova Scotia's rich maritime heritage in the presentation, which is supported by artifacts from our collection and a series of humorous and moving stories about life in the Maritimes. Topics include the early days of the Canadian Navy, Royal Canadian Navy, the War of 1812, the sinking of RMS *Titanic*, and the Halifax Explosion of 1917.

This program is subject to the availability of staff and volunteers. For more information, call 902-424-7348, e-mail harrisdw@gov.ns.ca or visit our website.

AGE of SAIL

Come and find out what life aboard a sailing ship was like for both the crew and the captain's family during the Golden Age of Sail. Visit a restored ship's chandlery and discover what a 19th-century shopping list for a voyage would include. Stand on the foot ropes of the Royal Yard and practise a reef knot. During the 1800s, ships built in Nova Scotia plied the oceans of the world. Students learn about the science of sailing through the use of navigation aids including charts and sounding leads. Through hands-on activities and handling of museum artifacts, students will gain an appreciation of seafaring life of that time.

For more information, call 902-424-7348, e-mail harrisdw@gov.ns.ca or visit our website.

CSI EXPLOSION

Thanks to crime scene investigation television shows, forensic sciences have become very popular. When tragedy strikes, many look to science to solve mysteries and unearth answers. Forms of this science have existed for many years, and some methodology even originated in the city of Halifax. Bring your class to the museum for this exciting new program, which explores the techniques used by officials during the 1917 Halifax Explosion to identify victims and determine how this infamous tragedy occurred. Furthermore, discover how science and research are vital to today's historians as they explore the events, objects, and people who make up our history.

This program will be available in November 2006. For more information, call 902-424-7348, e-mail harrisdw@gov.ns.ca or visit our website.

ADVENTURES AFLOAT

Bring your whole class onboard for a fun, hands-on, new program. Become crew members aboard the museum's vessel CSS *Acadia*, where students will learn everything from the social life onboard a ship, to the marine sciences that took place on the historic vessel,

to the skills sailors needed in order to perform their duties on a ship.

For more information, call 902-424-7348, e-mail harrisdw@gov.ns.ca or visit our website.

PROGRAMS and TOURS FOR GROUPS

NIGHT WATCH

A sleepover program for school groups, grades 4–7, or Scout and Guide groups.

Available throughout September and June.

Contact: Adam Langley, Program Manager, Heritage Explorers

Tel: 902-830-4953

E-mail: info@heritageexplorers.com

Address: PO Box 543, Halifax, NS B3J 2R7

Website: www.heritageexplorers.com

Night Watch will provide your class with an evening of fun, games, and challenge, while helping you meet your classroom objectives. A framework of fantasy begins the moment the children walk in the door and continues with a sleepover.

The sea offers adventure, but it also offers mystery and danger—those who venture on it must be prepared. Young landlubbers will become “seasoned sailors” as they learn about a real ship and how to find their way at sea and then are introduced to some nautical dangers—such as pirates, ghosts, and war.

Cost: \$28/student plus HST; \$8/chaperone plus HST.

There is no fee for the teacher. One adult must accompany every five children.

TITANIC MODEL WORKSHOP

Drop in to make an 18-cm model of the ill-fated ship. At any time, take a turn through the museum's *Titanic* Exhibit to make sure you have the details just right.

GHOSTS and MARINE FOLKLORE

Ghost stories abound along the coasts of Nova Scotia. Staff will introduce you to some of the stories told of the spirits that have haunted our shores. This program is subject to availability of staff and volunteers. *For more information, call 902-424-7348, e-mail harrisdw@gov.ns.ca or visit our website.*

FILM: DIVE to the TITANIC

Venture four kilometers below the ocean waves, without getting wet! “Dive to the *Titanic*” is the result of about 50 hours spent filming *Titanic* from every angle with the cameras positioned and synchronized to give a diver's view of the wreck. Produced by Dr. Joseph MacInnis of Undersea Research Inc. and filmed by National Geographic photographer Emory Kristoff, this 20-minute film illuminates the depths to show us the grand ship as she rests on the ocean floor.

Cost: \$3.50 per person (May to October only)

Appropriate for all ages, please call in advance for booking information.

Museum of Industry

Box 2590
Stellarton, NS
B0K 1S0

Open year-round
Tel: 902-755-5425
Fax: 902-755-7045

E-mail: philliak@gov.ns.ca
Website: <http://industry.museum.gov.ns.ca>

The Museum of Industry offers curriculum-related fun for educational groups. All programs are related to the Atlantic Canada curriculum and involve a hands-on component. Self-directed and guided tours of the museum are also available year-round. An Educator's Guide to the Museum of Industry, pre-visit materials, quizzes, resource lists, and suggestions for post-visit activities accompany written confirmation of programs and tours.

SCHOOL TOURS

THE STEAM TEAM SCAVENGER HUNT

Grades 4–8; 90 Minutes +

May and June

Learning about Nova Scotia's industrial heritage has never been more fun! Students will join the Steam Team, Textile Troop, Computer Crowd, Assembly Line Gang, Inventors Squad, Factory Force, Electric Unit, or the Colliers Crew. Then, the Shift Boss will acquaint the teams with the game rules. Each team will hunt through our fun-filled exhibits for the answers to historical questions and to complete hands-on activities. Put the Museum of Industry on your schedule and put your students into the game!

CHILD LABOUR TOUR

Grades 4–8; 90 Minutes +

Punch in for your first shift at the Museum of Industry and discover the roles children have played in the workforce since the 1880s. The shift boss will orient the students to their first day at work in a factory during the Industrial Revolution. Take part in lots of hands-on gallery activities and an optional quiz on this tour.

CLASS DESCRIPTIONS

REMEMBERING BLACK LOYALISTS, BLACK COMMUNITIES

Ideal for students in grades 4–7

2 hours

From the beginning of the transatlantic slave trade to the abolition of slavery in Nova Scotia, students will learn about some of our important ancestors through captivating activities. Students will build a time line; map the routes of African slaves to the 13 colonies and then of freed Black Loyalists to Nova Scotia; create a play and act out two key moments in the lives of Boston and Violet King; and become archaeologists for a day, studying objects that would have been used in Black Loyalist homes.

PIONEERS: LIFE BEFORE STEAM

Grades 2–9; 2 hours

Early Nova Scotians made many of their household goods and clothing by hand, using materials that were often home-grown, recycled, or locally available. Students will learn about and experience pre-industrial technologies used in the home and the workplace before the emergence of our industrial economy. This completely hands-on program has students learn while doing traditional crafts, such as weaving, mat making, or tin punching.

POWER

Ideal for students in grade 6; 2 hours

From people power to water power and steam power to electrifying moments in Nova Scotian history, the Museum of Industry tells the story of the creation and application of the various types of power that have driven Nova Scotian work. This program begins with a 45-minute guided tour of our power exhibits and finishes with lots of fun activities, such as static horse races, making an electric lemon, playing an electrical circuit game, and creating a filament light bulb.

STRUCTURES

Ideal for students in grade 3; 90 minutes

Build your own structures curriculum around this popular program. Students will explore basic structure theory in a very hands-on way. With fun experiments, they will explore how structures overcome gravity by using the two forces of tension and compression. Students also manipulate materials to discover how different shapes are used in construction to increase strength.

SIMPLE MACHINES

Ideal for students in grade 5; 90 minutes

The wheel and axle, inclined plane, pulley, and lever are presented in a creative program. Students will experiment and analyse to learn how these simple machines are used to make work easier. Students also use wood-working tools to discover the simple machines that are "hidden" in everyday objects.



POWER UP!

LIVE
THE HISTORY,
DISCOVER
THE FUN!

LEARN SOME DORY STORIES

THE **Live** HISTORY, DISCOVER FUN!

PROGRAMS ESPECIALLY for YOUNGER STUDENTS

LOCOMOTION COMMOTION

Preschool–grade 2; 90 minutes

The entire class gets involved assembling a train, complete with conductor and passengers, and takes a discovery tour of the museum's locomotives (including Samson) and our model railway. The students take away computer-generated pictures of themselves as engineers, ring the bell on a real locomotive, and read a story with our program conductor.

CREATURES from the CARBONIFEROUS LAGOON

Preschool–grade 2; 90 minutes

What could be older than dinosaurs? Creatures from the Carboniferous Lagoon, that's what! Using stuffed prehistoric creatures, images showing fossilization, coal, and real fossils, students will journey back 400 million years to the time coal was first being formed on earth and dragonflies were some of the largest predators around. Students will create their own fossils and paper dragonflies.



Dory Shop Museum

*11 Dock Street, Shelburne
Open June 1–Sept. 30
Website: <http://doryshop.museum.gov.ns.ca>*

CLASS DESCRIPTION

DISCOVER THE DORY STORY

June and September only

Meet a real dorybuilder and see how a dory is built, just as it was in the 1880s, when the J. C. Williams Dory Shop opened.

While in Shelburne, make a day of it and visit The Muir-Cox Shipbuilding Interpretive Centre and The Shelburne County Museum as well.

Ross-Thomson House & Store Museum

*9 Charlotte Lane, Shelburne
Open June 1–October 15
Website: <http://rossthomson.museum.gov.ns.ca>
Tel: 902-875-3141
E-mail: beureegm@gov.ns.ca*

SPECIAL PROGRAM

LOYALIST LIFE IN THE LATE-1700S

Length flexible; adaptable to all grade levels



Sutherland Steam Mill Museum

*Denmark (near Tatamagouche)
Website: <http://steammill.museum.gov.ns.ca>*

*Open June 1–October 15
Tel & fax: 902-657-3016*

RESOURCES FOR TEACHERS

Your students can see early Nova Scotian industry at work at **Balmoral Grist Mill** and **Sutherland Steam Mill** Museums. Make your class trip even more exciting by using *A Student's Guide to Sutherland Steam Mill* and *A Student's Guide to Balmoral Grist Mill*.

Students in grades 4, 5, and 6 will have fun with the games and exercises in these activity booklets as they travel to and from the sites, when they are at the museums, and afterwards during an in-class follow-up to the visit.

Balmoral Grist Mill Museum

*Off Route 311, Balmoral Mills (near Tatamagouche)
Website: <http://gristmill.museum.gov.ns.ca>*

*Open June 1–October 15
Tel & fax: 902-657-3016*



Barrington Woolen Mill Museum



Old Meeting House Museum

2368 Highway 3, Barrington
Website: <http://woolenmill.museum.gov.ns.ca>

Open June 1–Sept. 30
Tel: 902-637-2185

2408 Highway 3, Barrington
Website: <http://meetinghouse.museum.gov.ns.ca>

Open June 1–Sept. 30
Tel: 902-637-2185

Barrington Woolen Mill Museum and the **Old Meeting House Museum** are operated for the Nova Scotia Museum by the Cape Sable Historical Society, which also runs the Seal Island Light Museum.

TOUR

Minimum: 1 hour
Bring your class for a combination tour of the Old Meeting House Museum, its graveyard with stones dating from the mid-1700s, and the Seal Island Light Museum.

IN-CLASS PROGRAMS

Members of the society will attend classes in the local area to talk about topics such as processing wool, fashion, materials, and clothing construction in the early 1900s, lighthouses in Yarmouth and Shelburne counties, and life in Barrington in the 1760s.

BA-BA BLACK SHEEP

Grades P–6
Minimum: 1 hour
Hands-on activities and a tour of the Barrington Woolen Mill will introduce young people to the yarn-making process. Students learn to card wool and then spin it using a drop spindle. A take-away craft activity follows.

WOOLY WAYS

Adaptable for grades 7 and above
Minimum: 2 hours
Hands-on experience of wool processing, washing, carding, dyeing, drying, and spinning.

Wile Carding Mill Museum

242 Victoria Road, Bridgewater
Open June 1–Sept. 30

Tel: 902-543-8233 and 543-4033
Fax: 902-543-4713
Website: <http://cardingmill.museum.gov.ns.ca>

CLASS DESCRIPTIONS

CHANGE & TECHNOLOGY

Grades 3–4 (adaptable for all age groups)

Minimum: 1–1.5 hours

Your students will be greeted with a mini-drama in this workplace for young women in the 1800s. They become part of the Human Carding Machine and learn about the wool-making process. Call the museum for a teacher's guide, complete with pre- and post-visit activities, including the Carding Mill board game.

MEET MILLIE THE MOUSE

For young children

Minimum: 30 minutes

Our newest interpreter is only 25 cm tall, but she has some tall tales to share. Dressed like her co-workers in a period work smock, Millie engages children in conversation about life and work at Wile Carding Mill.



MAKE YARN BY HAND.

Live
THE HISTORY,
Discover
THE FUN!

Fisheries Museum of the Atlantic

68 Bluenose Drive,
Lunenburg
Tel: 902-634-4794
Fax: 902-634-8990

Open during the off-season by appointment
General e-mail inquiries: fma@gov.ns.ca
Website: <http://fisheries.museum.gov.ns.ca>
Admission: \$3 per school student; drivers and chaperones free of charge

The Fisheries Museum of the Atlantic interprets the history of the offshore and inshore fisheries in Atlantic Canada. Go aboard an actual Banks schooner, *Theresa E. Connor*, and the steel-hulled side-trawler *Cape Sable*.

There's a film theatre, a new Millennium Aquarium of saltwater and freshwater fish, and exhibits on the inshore fisheries, rum running, Bluenose, shipbuilding, sail making, community life, marine artist Earl Bailly, Camp Norway, the fishermen's memorial room, whaling and whales, marine engines, and the Grand Banks fisheries, with excellent vessel models, as well as a boat shop, Shucking House, the *Cape North* wheelhouse. Enjoy regular demonstrations of the heritage skills of bait-bag making, sail-making techniques, knitting, quilting, knot tying, trawl rigging, net mending, and lobster trap construction. The very popular launch of a model schooner takes place several times daily.

Services

Museum Shop, restaurant, picnic tables on wharf, wheelchair-accessible washrooms, elevator, parking for buses. For information on school group lunch packages, contact The Old Fish Factory Restaurant at 634-3333 or 1-800-533-9336.

General Tours

A general tour of the museum requires two to three hours. A schedule for a shorter tour of the site will be provided to chaperones with school groups.

School Programs

To book classes at the museum, please contact Laurie Smith or Hilda Russell between the May 9 and October 15, or Ralph Getson during the off-season at 902-634-4794. Book early to avoid disappointment.

CLASS DESCRIPTIONS

THE LOBSTER

Length: 1 hour ♦ Can be adapted to all grade levels
Students examine a live lobster and learn about its life cycle, habits, and diet. They learn how to measure and band lobsters, as well as view different types of traps used in lobster fishing. Did you know that lobsters have invisible blood?

BLUENOSE

Length: 1 hour ♦ Can be adapted to all grade levels
The famous Bluenose is the focus of this program with a detailed description of the history of the schooner. This program can include role-playing and a model schooner launch. What is the connection between building the Bluenose and a chocolate bar?

LIFE ABOARD A SALTBANKER

Length: 1 hour ♦ Can be adapted to all grade levels
The *Theresa E. Connor*, the flagship of the museum, is featured in this program. Students learn about life at sea during the age of fishing schooners. They see where the fishermen slept, what they ate, and how they fished. Look for "blood ends" and "fish eyes" on the menu!

LIFE ABOARD A FISHING TRAWLER

Length: 1 hour ♦ Can be adapted to all grade levels
The *Cape Sable*, one of the FMA vessels, is featured in this program. Students learn about fishing from a steel-hulled fishing trawler. They see where the fishermen slept, what they ate, and how they fished. Read about the amazing bell story in the wheelhouse.

WEIR FISHING

Length: 1 hour ♦ Adaptable to most grade levels
A short slide presentation on this ancient method of catching fish introduces the program. Woven brush and net weirs used in the Bay of Fundy for catching herring are featured. Students will see a model of a net weir in the Hall of Inshore Fisheries and will have a chance to form a "human weir" to help them understand how a weir catches fish. They will also learn about the different ways herring are processed and will be able to sample marinated herring (Solomon Gundy). What part of the herring is contained in some lip glosses?

RUM RUNNING

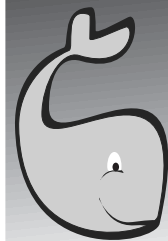
Length: 1 hour ♦ Suggested age group: grade 6 and up
Students learn about the Canadian prohibition movement and rum running along the East Coast during the 1920s and 1930s. This program takes place within the Rum Running Exhibit, using role-playing as a means of portraying the era. Join the White Ribbon Army and receive your pledge card.

WHALES

Length: 1 hour ♦ Adaptable to all grade levels
Learn about the different species of whales, their anatomy, and habits. What is the relationship between a blue whale and a Volkswagen Bug?

SCALLOPS

Length: 45 minutes ♦ Grade 4 and up
The life cycle and anatomy of the scallop are discussed, as well as what life is like aboard a scallop dragger. How many eyes does a scallop have?



LIVE
THE HISTORY,
DISCOVER
THE FUN!

Fundy Geological Museum

162 Two Islands Road
 PO Box 640
 Parrsboro, NS B0M 1S0
 Open year-round

Tel: 902-254-3814 or
 toll-free 1-866-856-DINO (3406)
 Fax: 902-254-3666
 E-mail: weltonpa@gov.ns.ca or corbettc@gov.ns.ca
 Website: <http://fundygeo.museum.gov.ns.ca>

DAY PROGRAMS

Have fun learning geology! Through exhibits, stories, hands-on fun, photos, and more, students explore the geology of the area with the help of trained interpreters and then visit the museum to discover how the earth has changed over the last billion years.

The day's tide times determine whether the program begins with a beach tour or with a museum tour, lab, and souvenir-making workshop.

- ♦ Prices depend on the program chosen.
- ♦ Programs begin at 10 am; duration of programs varies from 1 to 5 hours, depending on class size and tides.
- ♦ Choose from two educational themes, fossils or minerals, and customize the experience for your students. Focus on a museum visit only, or include a beach tour, lab, and hands-on workshop!

Theme One:

FABULOUS FOSSILS

Find out about local dinosaur discoveries and the unique, rich geological history of the area. Customize this package to include

- ♦ a guided **museum tour**, with a focus on fossils, their creation, and preservation.
- ♦ a **beach tour**, with a focus on the geology of cliffs at either

Wasson Bluff, which features the site of Canada's oldest dinosaurs. Wasson Bluff is also famous for its chabazite mineral deposits. Students visit a place where dinosaurs and ancient amphibians walked millions of years ago and search for fault lines within the cliffs.

or

East Bay, where geological history predates the dinosaurs. Look at actual marks left by the shifting earth and discover ripple and mud cracks. See the ocean bottom standing upright. Students may discover marine fossils or footprints, too.

- ♦ a **fossil lab**, where students learn about dinosaurs and fossil finds in the local area, meet the Lab Manager, hear a 10- to 15-minute presentation on the science of fossils, and see some of the recent finds currently being uncovered and studied
- ♦ a **workshop**, which could include painting a ceramic dinosaur, painting a wooden dinosaur name tag, making a dinosaur pendant, and/or making a plaster cast of a fossil

Theme Two:

MARVELOUS MINERALS

Did you know that Nova Scotia is a treasure chest of rich minerals? This program includes

- ♦ a guided museum tour, with a focus on minerals
- ♦ a beach tour of Partridge Island, including a search for minerals such as stilbite, calcite, agate, and amethyst
- ♦ a mineral-based lab where students learn to identify and classify minerals. It features rocks and minerals common to our everyday lives, such as gypsum, or minerals common to Partridge Island, the destination for mineral beach tour. Depending on the age of the students, the hands-on mineral stations allow students to identify minerals by magnetism, colour, streak, density, texture, hardness, and crystal shape.
- ♦ a mineral workshop where students create a necklace using Bay of Fundy agate, polished at Fundy Geological Museum, or complete a specimen card of local minerals

Day Program Prices

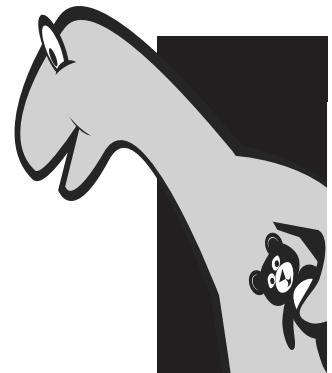
Please note: Chaperones and teachers receive free admission to the museum; however, chaperones pay the cost of materials if participating in other activities. All prices include taxes.

Complete package

\$6.60 per person; allow 3–5 hours
 Includes museum video, guided museum tour, a \$3 workshop, guided beach tour, and lab or activity.
(Workshop/tour/lab activity choices are described below.)

Build your own package

- | | |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>\$2.60 per person; allow 45 minutes–1 hour
 Includes museum video and guided museum tour</p> <p>\$3.75 per person for each 30-minute workshop</p> <ul style="list-style-type: none"> ♦ Make jewellery ♦ Paint a dinosaur ♦ Make a plaster fossil <p>\$1.50 per person for each 15- to 30-minute workshop</p> <ul style="list-style-type: none"> ♦ Paint a dino pin ♦ Paint a dino pendant ♦ Complete specimen cards | <p>\$.50 per person for each 15- to 30-minute activity</p> <ul style="list-style-type: none"> ♦ Fossil Grid ♦ Mineral Stations ♦ Time Line <p>\$.50 per person for a 15 to 30-minute lab activity</p> <ul style="list-style-type: none"> ♦ Mineral lab ♦ Fossil lab ♦ FGM lab staff (as available) <p>\$1 per person for a guided beach tour</p> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|



SLEEP WITH DINOSAURS!

LIVE
THE HISTORY,
DISCOVER
THE FUN!

SLEEP WITH THE DINOSAURS!

Choose from three overnight packages for school classes or groups. All prices include taxes. Please note: In addition to the program cost per student, a flat rate of \$138 per group is charged for overnighing at the museum.

Overnight Program 1:

\$34.50 per student

All activities are located in Parrsboro at Fundy Geological Museum and include a museum visit and video, beach tours, labs, and workshops. In the evening, students enjoy a marshmallow roast, evening games, or a visit from a First Nations facilitator—a hands-on cultural experience featuring stories and traditional musical instruments. Meals provided by the museum include supper on Day 1 and breakfast and lunch on Day 2. Students are welcome to bring additional snacks. A visit to the Ottawa House By-the-Sea museum can be added to the program for a fee. Arrive at 1 pm on Day 1; depart from the museum on Day 2 at 1 pm.

Overnight Program 2:

\$69 per student

This program includes all activities available in Program 1, plus a trip to Joggins Fossils Cliffs, a visit to the Fossil Centre, and a tour of Heritage Models, hand-carved depictions of River Hebert history. Students enjoy supper lunch at the restaurant in Joggins before departing for home. Arrive at 1 pm on Day 1; depart from Joggins at 1 pm on Day 2.

Overnight Program 3:

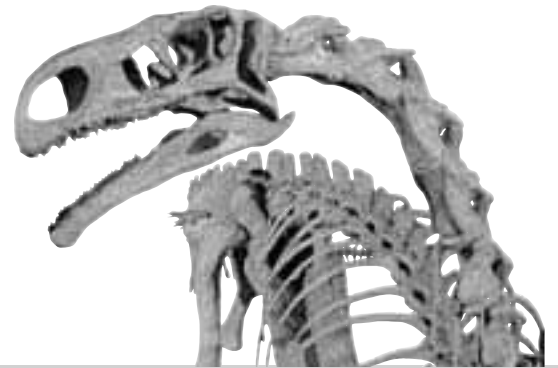
\$92 per student

This overnight program consists of two full days, featuring activities available in Program 1, as well as a visit to the Springhill Miners Museum and programs at Mastodon Ridge and Shubenacadie Wildlife Park. Please arrive at the museum by 10 am on Day 1 and depart by 7 pm on Day 2.

Please Note:

Chaperones and teachers are welcome to take part in all day programs. In each group, one teacher per class is admitted free. Chaperones and teachers receive free admission to the museum; however, chaperones pay the cost of materials if participating in other activities. For the overnight programs, chaperones pay the student rate.

Select Program 1, 2, or 3, based on cost per student, and add \$138 per group to sleep in the museum with the dinosaurs. Please arrange for accommodations for your bus driver (approximate costs are \$138, depending on the location).



Lawrence House Museum

8660 Highway 215

Tel/Fax: 902-261-2628

Maitland, Hants County

E-mail: pooledr@gov.ns.ca

Open June 1–October 15

Website: <http://lawrencehouse.museum.gov.ns.ca>

**MEET MINNIE OF MAITLAND,
BORN AT SEA**

Adaptable for all ages

Fee: \$2 per child

Teachers and adult chaperones are free.

Learn about Maitland in the late 1800s through the eyes of Minnie Ellis, a little girl who was born aboard ship. Explore her grandfather's house, near where he built the largest full-rigged sailing vessel ever launched in Canada. Students take a tour that includes aspects of history, social studies, science, and of course, fun. Learn about shipbuilding in Nova Scotia, Confederation, the lives of women and children of the 1800s, and life aboard the great sailing ships.

Activities include:

- + a hike around the Ducks Unlimited pond with an introduction to the local flora and fauna
- + a visit to the old cemetery where students will participate in a game of "Graveyard Detectives"
- + a tour of the museum, once the home of W. D. Lawrence, shipbuilder, entrepreneur, and politician in Nova Scotia's golden age of sail
- + a chance to play with toys and games popular in the 1800s



LIVE
THE HISTORY,
DISCOVER
THE FUN!

Haliburton House Museum



414 Clifton Avenue, Windsor
Open June 1–October 15
Tel: 902-798-6951
Fax: 902-798-5619
Website: <http://haliburton.museum.gov.ns.ca>

Shand House Museum

389 Avon Street
Windsor
Open June 1–October 15
Tel: 902-798-6951
Fax: 902-798-5619
Website: <http://shand.museum.gov.ns.ca>



Double your visiting pleasure with a trip to both **Haliburton House** and **Shand House** Museums in Windsor. These museums are a very short drive or within walking distance of each other. Special rate for groups visiting both museums: Pay the full price for one visit and half price at your second museum.

Tours at both houses can be tailored to the needs of any group. Enjoy your picnic lunch on the spacious grounds of Haliburton House.



CLASS DESCRIPTIONS

TICK TOCK TURN BACK THE CLOCK

*Great for grades 3–5, but adaptable to all grade levels
Curriculum links available
Approx. 2 hours*

Cost: \$2 per student; chaperones free

Come and meet Judge Thomas Chandler Haliburton and his famous fictional character Sam Slick, who together popularized many sayings such as “it’s raining cats and dogs” and “the early bird catches the worm.” In a game format students will explore how “facts are stranger than fiction” as they find out about Haliburton’s work, his family, and their lives in the early 1830s and 1840s. The program includes an interactive house tour and an opportunity to play with reproduction toys of the 1800s. Post-visit activities are available.

GHOSTS OF THE PAST

*Great for grades 3–5, but adaptable to all grade levels
Curriculum links available
Approx. 1 hour*

Cost: \$2 per student; chaperones free

Daily life may have changed very much since the early 1830s and 1840s when Judge Thomas Chandler Haliburton lived in Windsor with his large family, but people still love a mystery and a ghost story. This interactive program includes an interactive house tour, an opportunity to explore some mystery items, and—if you are brave enough—a guided walk and a scary tale when you visit Haliburton’s Piper’s Pond.

IN-CLASS PROGRAMS

*Great for grades 1–3, but adaptable to all grade levels
Curriculum links available
Approx. 45 minutes*

An interpreter from either Haliburton House or Shand House Museums will visit school classes in the local area to talk about how life has changed in the town of Windsor over the past 150 years, since Haliburton’s time to the time of the Shand family until today. Students will explore artifacts from the past.

THE HOUSE ON THE HILL

*Great for Grade 1-3, but adaptable to all grade levels
Curriculum links available
Approx. 1 hour*

Cost: \$2 per student; chaperones free

Students explore an authentic Victorian gingerbread house and discover how family life has changed in the past one hundred years. In this program, students enjoy an interactive house tour and experience some of the features of life in the 1890s and into the early part of the 1900s. When this house was built it was the most modern residential home in Windsor. It was one of the first with electric lights, indoor plumbing and central heat. The Shands were one of the earliest families to have bikes!



QUOTE SAM SLICK!

LIVE
THE HISTORY,
DISCOVER
THE FUN!

Highland Village Museum

An Clachan Gàidhealach

4119 Highway, Rathad 223
Iona/Rubha Eachainn
Nova Scotia/Alba Nuadh B2C 1A3
Phone/Guthan: 902-725-2272
Fax/Facs: 902-725-2227
E-mail: highlandvillage@gov.ns.ca
Website: <http://highlandvillage.museum.gov.ns.ca>

An Clachan Gàidhealach/Highland Village Museum is a living history museum and cultural centre that presents, interprets, and celebrates Gaelic Nova Scotia. During the 1700s and 1800s, thousands of Gaelic-speaking emigrants from the Highlands and Islands of Scotland settled in eastern Nova Scotia. The Highland Village Museum follows the rural experience of these early settlers and their descendants, on a journey into the early years of the 20th century. The site features Gaelic language and related cultural activities, traditional crafts and chores, costumed animators, farm animals, thousands of artifacts, and 11 period buildings.

There are four distinct themes:

- Life in Gaelic Scotland
- Pioneer Life in Nova Scotia
- Farm Life
- Village Life

Highland Village is situated on a hillside with a spectacular view of the Barraman's Strait and the beautiful Bras d'Or in Iona, central Cape Breton.

TOURS

Suitable for all ages

Allow 1.5–2 hours on site

Cost: \$3 per student

Let your students experience the lifestyle of the Gaelic-speaking Scots in Nova Scotia with a visit to An Clachan Gàidhealach/Highland Village Museum. Learn a phrase in Gaelic. See activities such as spinning, weaving, blacksmithing, carding, and more. Animators in costume are available from the Victoria Day weekend in May to the end of the Celtic Colours Festival in October. Programming can be tailored to meet group needs.

Teachers and chaperones free; 1 chaperone is required for every 10 students. Pre-visit information packages are available. Advanced bookings for tours are required; first come, first served. Picnic facilities are available at no extra charge.

Contacts:

Seumas Watson, Fear-stiùiridh an Taisbeanaidh
(**Jim Watson**, Manager of Interpretation)

watsonjb@gov.ns.ca

Eòsg Nic an t-Saoir, Prìomh Neach-stiùiridh
(**Joanne MacIntyre**, Chief Interpreter)

macintcj@gov.ns.ca

Poilin NicGill-eain, Ban-sloinntear

(**Pauline MacLean**, Genealogist)

rootscapebreton@gov.ns.ca

PRE-VISIT WORKSHOPS

Museum staff are available to do in-class pre-visit workshops with your students. These visits are available by appointment throughout the year except during June.



CLASS DESCRIPTIONS

LIVING HISTORY PROGRAM

Hands-on Experience

Suitable for all learning styles.

For children ages 8–14, 10 am–4 pm

Cost: \$30 per student; maximum 12 students

In this special program, children wear period costume and spend the day with our staff learning traditional skills. Experience a day in a typical rural community settled by Scottish Highlanders. Hands-on activities are tailored to students' learning needs.

Should demand warrant, a special day of living history for teenagers will be available on the following dates: July 17 and August 21. Contact the Highland Village for further information.

"WHAT'S YOUR FATHER'S NAME?"

Family History Workshop

This special workshop on family history and genealogical research is offered through our Roots Cape Breton arm and helps students create their own family tree.

Uniacke Estate Museum Park

758 Main Road, Mount Uniacke
Open June 1–October 15
Trails open year-round, dawn to dusk

Tel: 902-866-0032 or 902-866-2560
Website: <http://uniacke.museum.gov.ns.ca>

CLASS DESCRIPTIONS

A TRIP TO THE PAST

Great for grades 3 & 4, but adaptable to all grade levels
Approx. 2 hours + Offered May 15–October 15
Cost: \$2.50 per student, chaperones free
Your students will enjoy this two-hour, curriculum-related, interactive educational program. It's a fun way to learn about colonial life. The program includes an interactive house tour, guided nature walk, costume talk, and colonial games. Both pre-visit and post-visit activities are available. Please book your class trip early to avoid disappointment.
Curriculum Links
People and their changing environment
Change and technology
Speaking and listening
Science, technology, and the environment

UNIACKE WETLANDS

Great for grade 4 but adaptable for all ages
Cost: \$2.50 per student.
Uniacke Wetlands is a fun and interactive science-based outdoor adventure that will get your students involved in learning about the importance of habitat and the diversity of life in wetlands. The program consists of critter-dipping, mystery touch boxes, beginning birder, and wetland-values relay game.
Curriculum Links
Habitats and communities
Adaptations of organisms
Communities and eco-systems
Diversity of living things

Spacious grounds for picnic lunches. The Tea Room and Gift Shop cater to students with inexpensive treats and gifts.

Acadian Village

Le Village Historique Acadien de la Nouvelle-Écosse

West Pubnico E-mail: vhane@klis.com
Telephone: 902-762-2530 Website: <http://museum.gov.ns.ca/av/>
Fax: 902-762-2543 A cafeteria, picnic tables, and gift shop are available on site.

ACADIAN LIFE

Adaptable to all grade levels
Offered in both French and English
Approx. 20 minutes for each activity
Fee: \$1 per student; teachers/bus drivers free
What was life like for Acadian families in the early 1900s? Our program introduces students to the activities of daily life of Acadians, such as laundry, cooking, candle making, sewing, knot making, making a lobster trap, carrying and stacking wood, and tending the garden.



Firefighters' Museum of Nova Scotia

451 Main Street, Tel: 902-742-5525
Yarmouth Fax: 902-742-5525
Open year-round. Website: <http://firefighters.museum.gov.ns.ca>

CLASS DESCRIPTIONS

FIREFIGHTING THEN AND NOW ...
Length flexible, suitable for all grade levels

HERITAGE HUNT

Grades 2–6
Students roam the museum at their own speed in search of answers to a questionnaire.

LEARN SOME FRENCH!

LIVE
THE HISTORY,
DISCOVER
THE FUN!



Sherbrooke Village

42 Main Street, Sherbrooke
Open June 1–October 15
Tel: 902-522-2400
Toll-free: 1-888-743-7845
Fax: 902-522-2974

Websites:
<http://sherbrookevillage.museum.gov.ns.ca>
<http://handsonhistory.ca>

Bookings are available from May to October 15. Call 1-888-743-7845 or ask for the Hands-on History Department for information regarding any of the following programs.

SCHOOL PROGRAMS

HANDS-ON HISTORY

Grades 4, 5, & 6

Cost: \$100 per student;

\$80 per adult/chaperone/teacher

A two-day (48-hour) hands-on history program is offered during June, September, and October for schools and June to October for weekend groups. Students stay on site in one of our homes and live the part of a school-aged child of the past. They dress in replica costumes from the 1860s and become part of a community in Victorian times.

Applications for June, September, and October 2007 must be received in writing or by fax by November 24, 2006. Space for these times is limited. A lottery will be held on December 4, 2006, with applicants notified by December 15, 2006.

HANDS-ON HISTORY SUMMER CAMPS

Adaptable for ages 9 & up

TWO-DAY PROGRAM

Tuesdays and Wednesdays in July and August,

9:30 am–4:30 pm

Cost: \$40 per participant; group rate for 5 or more:

\$30 per participant

Check the Hands-On History website (<http://handsonhistory.ca>) for the 2007 summer camp themes.

Two-day programs run from 9:30 am to 4:30 pm each day. Participants are responsible for their own transportation and lodging.

One-day and half-day programs can also be organized on available dates.

ONE-DAY PROGRAM

9:30 am–4:30 pm (costumed)

Cost: \$30 per participant

HALF-DAY PROGRAM

1–4:30 pm (costumed)

Cost: \$20 per participant



Prescott House Museum

1633 Starrs Point, off Route 358,
Take second right turn after bridge in Port Williams
Open June 1–October 15
Tel: 902-542-3984

Contact: Chief Interpreter Tim Elliott
or Site Manager Nancy Morton
E-mail: mortonnl@gov.ns.ca
Website: <http://prescott.museum.gov.ns.ca>

Each fall, Prescott House Museum offers an interpretive focus on apple activities including drying apples, making cider, sharing stories about apple folklore, and learning about the grafting process. From September 15 to October 15, visit our large annual display of heritage apple varieties.

Fee is \$2 per child. Adult chaperones and teachers are free.

SPECIAL PROGRAM

CHILDREN of the EARLY 1800s

at WORK and PLAY

Adaptable for any grade level or specific thematic studies

Come and join the fun as Prescott House unveils a fresh, interactive, curriculum-sensitive program based on games and crafts from the mid-1800s, when the Prescott family lived in this fine Georgian home.

Choose from activities, including pioneer games and crafts such as pop-up cards, paper hats, flower making, and mask making, highlighted by an interactive house tour. Your group will enjoy the extensive grounds and gardens. We have picnic tables, and the grounds and the first level of the house are wheelchair accessible.

Perkins House Museum

105 Main Street, Liverpool
Open June 1–October 15
Monday–Saturday,
9:30 am–5:30 pm
Sunday, 1–5:30 pm

Tel: 902-354-4058
Website: <http://perkins.museum.gov.ns.ca>
Contact: Linda Rafuse, Director, or
the Administrative Assistant to book a visit

Puppet in
Sheep's
Clothing

IN-CLASS PROGRAMS FOR JUNE

Suitable for grades 3–6 ♦ Allow 30 minutes

An interpreter from Perkins House Museum will visit school classes in the local area to talk about Simeon Perkins and privateering. Students will see a variety of artifacts and learn about privateering and the pitfalls of this dangerous career. Activities can be combined or adapted to meet a variety of age levels or areas of study.

CLASS DESCRIPTIONS

WOOL SPINNING DEMONSTRATIONS

Grades P–5

Allow 30–40 minutes

In Simeon Perkins's time, woolen mills did not exist in Nova Scotia, and wool spinning would have been done at home. Sheep were sheared, and wool was washed, dried, and carded before it was spun into yarn. Students will learn to card wool, spin yarn, and make a wooly sheep craft as a souvenir of their visit.

MI'KMAW PLANTS and MEDICINE

Suitable for grades 4–8

Allow 30–40 minutes

The Mi'kmaq people called on nature as their apothecary. Find out some of the secrets of plants and herbs that were used by our First Peoples to treat ailments of many kinds. Students will see plants and herbs found in the Queens County area and learn about their traditional uses.

CHRISTMAS in COLONIAL and VICTORIAN TIMES

Suitable for grades P–5

Allow 30–40 minutes

Presented in Queens County Museum

Find out how Simeon Perkins would have celebrated Christmas in the 1700s and how the traditions changed in the 1800s, in the time of Queen Victoria. Students will make a Victorian ceiling trimming and find out how houses were decorated for the festive season. Hear the story of the cookie and cookie cutter, and sample wassail and cookies made from traditional recipes.

SILLY SARA SPINS A YARN

Grades P–2

Allow 30 minutes

Does our puppet have a story for you! Gather around Silly Sara and listen to her sheepy story about the Perkins kids.

EARLY MEDICINE

Grades 3–8

Allow 30–40 minutes

Hear about early medicine in the 1700s, during the era of Simeon Perkins. See actual instruments from the 1700s, and hear stories, such as the smallpox epidemic in the winter of 1800–1801, as described in detail by Perkins in his diary.

FROM THE GARDEN to the HEARTH

Grades 3–6

Allow 30–40 minutes

Learn about the vegetables and fruits that Simeon Perkins would have grown in his garden. Hear about his garden and how Mrs. Perkins would have prepared food in her 18th-century kitchen. Students compare the modern conveniences such as stoves in their own homes with the kitchen of the 1700s, complete with the fireplace, in which Mrs. Perkins cooked meals for her family. Traditional recipes are available upon request.

CHILDREN'S TOYS and GAMES

Suitable for grades P–5

Allow 30–40 minutes

Your group won't need batteries for this trip to Perkins House! Learn what games children played in Simeon Perkins's time, the late 1700s and early 1800s. Students take part in hands-on activities and play with reproduced toys and games of the late 1700s.

A WALKING TOUR of LIVERPOOL THROUGH THE EYES of a CHILD

Suitable for elementary classes

Allow 1 hour

Starting with the Perkins House we will walk along Main Street, stopping at the homes of some early Liverpool children. Find out more about their families and learn what the children became when they grew up. At the waterfront, students sit on the land replica of the privateer ship Liverpool Packet and discover what children saw and did in this area. We see where some of these children lived and compare their work, schooling, chores, and playtime with that of children today. The tour ends with a healthy snack and includes a booklet of visuals of our tour to take home.



SEE A PUPPET SHOW!

LIVE
THE HISTORY,
DISCOVER
THE FUN!

Ross Farm Museum

4568 Route 12, New Ross
Tel: 902-689-2210
Fax: 902-689-2264
Website: <http://rossfarm.museum.gov.ns.ca>
E-mail: RossFarm@gov.ns.ca

Hours: May 1–October 31
Open daily, 9:30 am–5:30 pm
Nov. 1–April 30
Wed.–Sun., 9:30 am–4:30 pm

TOURS

SELF-GUIDED, GENERAL TOURS

For ages 6–16 + Minimum: 1 hour
School groups must book in advance
Note: Wagon rides in summer and sleigh rides in winter (weather permitting) are available on site at the cost of 50 cents per student.

GENERAL TOURS

Adaptable for all ages
Duration: allow at least 2 hours
Cost: \$2 per student

- + Student to supervisor ratio must be 5:1. Admission and wagon ride are free for supervisors within this proportion; supervisor numbers over the ratio are charged \$5 per person
- + Students will be divided into groups of 15–20 students. Groups can tour the museum site and see demonstrations in various buildings.
- + Bring your school group for a tour of Rose Bank cottage, the farm workshop, Edward Ross store, cooperage, Ross barn stable (where animals are housed) and exhibit area, blacksmith shop, Larder barn (exhibit area), and school. Demonstrations will be carried out in most of the areas listed.

SCHOOL PROGRAMS

HANDS-ON PROGRAM

Adaptable for all ages, suitable especially for grades 4–6
Jan.–March, offered Wednesday–Friday
May, Sept., & Oct., offered Monday–Friday
Cost: \$3/student

- + Student to supervisor ratio must be 5:1. Admission and wagon ride are free for supervisors within this proportion; supervisor numbers over the ratio are charged \$5 per person.
- + Students will be divided into groups of 10 students.
- + Each workshop runs approximately 1.5 hours.
- + Clothing should be appropriate for outdoor activities.

Choose from the following sessions:

Blacksmithing—Make an iron poker.

Woodworking—Craft wooden items.

Wool processing—Pick, card, and spin wool.

Open-hearth cooking—Make soup in the fireplace and bake biscuits in the wood stove.

Candle making—Mould and dip candles using beef tallow and beeswax.

1900 schoolhouse—Learn lessons from the early 1900s, using slate boards and quill pens.

Farm animals—Learn about the animals, their care, and what varieties of animals were found on farms in Nova Scotia in the 1800s.

Nature walks—Explore farm trails.

Fisherman's Life Museum

58 Navy Pool Loop, Jeddore Oyster Pond
(45-minute drive from Dartmouth along Hwy. 107 & 7)

Open June 1–October 15
Tel: 902-889-2053
Website: <http://fishermanslife.museum.gov.ns.ca>

CLASS DESCRIPTIONS

A FISHING FAMILY'S LIFE in the EARLY 1900s
Program approx. 2 hours
Great for grade 4/5 students, but adaptable for all grades.
Your students will enjoy this curriculum-related educational program. It's an interactive and fun way to learn about fishing and farming life on Nova Scotia's Eastern Shore.

Jeddore's Go Fish Game is a new, fun, and interactive part of our school program. Students learn about the changes and growth of fishing in Nova Scotia.

The program also includes an interactive house tour and guided grounds walk, all given by costumed

interpreters. Children will see the orchard, chickens, the barn, a well, a wharf and visit the fish house. Demonstrations on how to make a mat or weave a net are included.

HALLOWE'EN ON THE SHORE

Offered Sept. 15–Oct. 14

Come join our spooky guides as they wander our haunted grounds. Peek into the outhouse to see who's lurking there. Is that a real spider hanging from the rafters in the dairy? Enjoy a ghost story told in the gloomy upper bedroom.



LIVE
THE HISTORY,
DISCOVER
THE FUN!

Museum Kits & Loan Materials

Whether you teach preschool, French immersion, or a senior high class or lead a Cub Scout or Girl Guide group, there are 35 Nova Scotia Museum kits to enrich your group's understanding of Nova Scotia's unique cultural and natural heritage. To borrow a kit, contact the kit distribution centre nearest you (see the Museum Kit Distribution Centres listing on p. 25).

What is a Museum Kit?

A Museum Kit is a discovery box created by museum education and curatorial staff in partnership with other government agencies, universities, and community-based organizations. Each kit contains hands-on and supplemental material including

- + reproduction artifacts and specimens to examine, touch, and use
- + teaching aids and suggestions for using the kit contents
- + support materials including publications, videotapes, slides, and CDs

En français

F beside a kit title means that some of its material is in French.

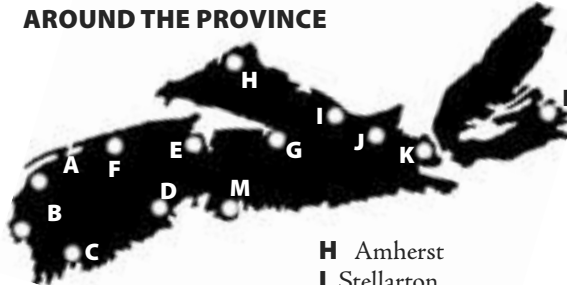
Le **F** qui suit un titre signifie qu'il ya des matières en français dans cette trousse.

Vos étudiants pourraient bien profiter des troussees et des objets empruntés au Musée. Si la trousse qui vous intéresse n'a pas un **F** à côté du titre, appelez-nous; peut-être pourrions-nous vous aider, au moins en termes de vocabulaire. Composez le 902-424-6524 à n'importe quelle heure; le répondeur prendra votre message.

How to Borrow a Kit

Make your selection from the kit descriptions that follow and contact the nearest distribution centre listed. For titles with **H** beside them, call the Halifax distribution centre. For further information, contact School Loans in the Nova Scotia Museum History Section, 1747 Summer Street, Halifax, NS B3H 3A6, 424-6524. There is a messaging system, so call at any time.

KIT CENTRES AROUND THE PROVINCE



- A** Pointe-de-l'Église
- B** Yarmouth
- C** Shelburne
- D** Bridgewater
- E** Kentville
- F** Middleton
- G** Truro

- H** Amherst
- I** Stellarton
- J** Antigonish
- K** Mulgrave
- L** North Sydney
- M** Halifax

See next page for contact information.



Star of Bethlehem quilt pattern from Museum book, Old Nova Scotian Quilts



Museum books now available on-line



The Samson, Museum of Industry



John Uniacke, Uniacke Estate Museum Park

KITS AT A GLANCE

Each kit supports Nova Scotia's curriculum outcomes.

Elementary Level

- All social and cultural loans
- Mineral Testing
- Mining
- Nova Scotia's Fossils
- Rocks and Minerals
- Geology Tools & Specimens
- Land Plants & Animals
- Classification of Plants & Animals
- Crabs, Lobsters, and Shrimps
- The Right Whale
- The Rocky Shore
- The Salt Marsh
- Marine Specimens
- Individual animal specimens

Junior High Level

- Artifacts
- The Acadians
- Black Heritage
- First Peoples
- Grave Nova Scotia
- Saint Croix Island, 1604
- Geology loans
- Forestry
- Plants in Nova Scotia
- Soils & Agriculture
- Individual animal specimens
- Classification of Plants & Animals
- Ocean Sediments
- The Rocky Shore
- The Salt Marsh

Senior High Level

- Artifacts
- The Acadians
- Black Heritage
- First Peoples
- Geology loans
- Soils and Agriculture
- Classification of Plants & Animals
- Corals & Canyons
- Oceans 11
- Oceanography Equipment
- Ocean Sediments
- The Rocky Shore
- The Salt Marsh
- Marine Specimens

Art Classes

- Artifacts
- Looking at Quilts
- Making Baskets & Hats
- Pioneer Skills
- Animal Bones
- Skulls
- Mounted Specimens
- Seashells

LIVE
THE HISTORY,
DISCOVER
THE FUN!

MUSEUM KIT DESCRIPTIONS

CULTURAL HERITAGE THEMES

THE ACADIANS:

A 1720 Homesite and an 1860s Village **F**

This kit explores Acadian life in Nova Scotia in 1720 Belleisle and in an 1860 Acadian village. Kit contents:

- *Dykes and Aboiteaux* (booklet)
- educational posters (The Home, Inside the Home, Building the Home, Saltmarsh Haying, Repairing a Dyke, and Trading)
- Acadian postcard collection/la collection Acadienne postcartes
- Acadian Discovery/Decouverte acadienne (an archaeology activity package)
- *The Acadian House* and *La Survivance* (video depicting life in an 1860s Acadian village featuring costumed actors) and follow-up activities

For more information on Belleisle, visit <http://museum.gov.ns.ca/arch/sites.htm>

ARTIFACTS FOR CLASS USE **H**

Uncover the stories objects can tell with our collections of artifacts relating to pioneer activities such as work, school, sewing, recreation, and personal care.

BARREL MAKING **F H**

Watch a slide/tape show of a cooper at work and then assemble a small tub (parts and instructions included) ... an excellent co-operative activity!

BLACK HERITAGE

This kit highlights the history, skills, and contributions of black Nova Scotians. The kit contents includes a teacher's manual, *The Life of Boston King* (slide-tape show), videos, and basketry materials.

Visit <http://museum.gov.ns.ca/blackloyalists/> for more information and a class activity about Black Nova Scotians who arrived in Nova Scotia in 1783.

FIRST PEOPLES: Prehistory to 1900 **F**

Learn about the lives of Nova Scotia's earliest peoples, the ancestors of today's Mi'kmaq. Kit contents includes videos, stories, historical documents, petroglyph tracings, artifact replicas, and natural materials. A reproduction Mi'kmaq woman's costume is also available by contacting Amy Coleman, Nova Scotia Museum of Natural History. Voir guide pédagogique et le vidéo, Mi'kmaq. Visit <http://museum.gov.ns.ca/mikmaq/> for 800 searchable images of Mi'kmaq culture and heritage.

FUN AT ROSS FARM MUSEUM **F H**

A slide/tape show, designed for preschool and early elementary students, features activities and animals at Ross Farm Museum.

GRAVE NOVA SCOTIA **F**

This kit contains the tools needed to unlock the fascinating historical and family information found in community graveyards. The kit contents includes a cemetery survey and field trip plan, a CD, and student worksheets. (French translation of slide commentary.)

LOOKING at QUILTS **F H**

Learn about quilt patterns and designs and create your own quilt block. The kit contains a slide/tape show, the publications, *Basic Quilting* and *Old Nova Scotian Quilts*, and block templates. Great for integrating art and math concepts.

MAKING BASKETS and HATS **H**

The miniature baskets and natural materials in this kit represent the three Nova Scotia basket-making tradition: Black, European, and Mi'kmaq communities. A video features demonstrations of these basket-making techniques.

PIONEER SKILLS **F**

Practise the skills that our ancestors needed to survive. Kit contents includes tools and instructions to card wool, make candles, churn butter, and peel apples. A video on wool processing and how flax becomes linen is included.

SAINT CROIX ISLAND, 1604 **F H**

This kit tells the story of the 1604 St. Croix settlement (which directly led to Port Royal in 1605) through artifacts and specimens representing the European and the native North American cultures. Kit contents include a teacher's guide, laminated images, brochures, resource sheets, CDs, videos, and 13 activities.

NATURAL HISTORY THEMES

GEOLOGY & PALAEOLOGY

MINERAL TESTING **F**

This kit provides 31 specimens and directions for students to complete 12 different identification tests: colour, density, acid, hardness, grain size, streak, magnetism, taste, texture, cleavage, crystals, and fracture.

MINING

This kit explores the importance of mining in Nova Scotia using rock and mineral samples, videos, slides, brochures, posters, and maps. A teacher's guide is included.

NOVA SCOTIA'S FOSSILS **F**

Learn how fossils are formed, what they tell us about plant and animal life millions of years ago, and why Nova Scotia is special. The kit includes information

Detail of a crazy quilt,
dated 1885,
from Museum book,
Old Nova Scotian Quilts



Museum books
now available
on-line

LIVE
THE HISTORY,
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THE FUN!

from the museum fossil website, a video, a timeline overhead, fossil specimens, and moulds for making casts of trilobites and a dinosaur footprint.

Visit <http://museum.gov.ns.ca/fossils/index.htm> for a palaeontological view of Nova Scotia and some incredible fossil specimens. Explore trace fossils at the bilingual website <http://museum.gov.ns.ca/mnh/nature/tracefossils/>.

ROCKS and MINERALS **F**

A collection of 15 of Nova Scotia's most common rocks and minerals is supplemented by pamphlets on geology and its effects on our everyday life.

ROCKS and MINERALS at NEWPORT LANDING **H**

Nine rock and mineral specimens are included, along with a field trip guide to Newport Landing rocks and fossils.

SPECIALIST ROCKS and MINERALS **F H** (For personal pick-up only)

The kit contains 87 superb geological specimens; it is recommended for junior and senior high school levels.

GEOLOGY TOOLS and SPECIMENS **H**

Select from individual boxes of materials and specimens or Volcanoes and Dinosaurs boxes. For boxes of information on salt, coal mining, and steel production, contact Andrew Phillips, Nova Scotia Museum of Industry.

For geological hammers (15) and safety glasses (15), contact Amy Coleman, Nova Scotia Museum of Natural History.

REMOTE SENSING CLASSROOM DISPLAY **H**

(For personal pick-up only)

This free-standing display of satellite images and text relating to forestry, shipping, and municipal planning in Atlantic Canada can be set up to suit your needs. It is recommended for geography, ocean studies, or technology themes (junior and senior high school levels).

LAND PLANTS & ANIMALS

ANIMAL SIGNATURES **F**

Learn to recognize and interpret animal signs using specimens of scat, browse, skulls, and fur. A class set of the field guide *Animal Signatures*, instructions for making plaster casts of animal footprints, and a slide tape/CD show of 19 signature animals are included.

BOG PLANTS **F H**

Mounted specimens of 14 common plants, including cranberry, Labrador tea, bog rosemary, and orchid, are accompanied with descriptions of how they fit into their special habitats.

CLASSIFICATION of PLANTS and ANIMALS **H**

See description under Ocean Plants and Animals.

EDIBLE WILD PLANTS

The kit includes mounted specimens of plants from Nova Scotia habitats with a book that describes where to find them and how to prepare them as salads, sauces, teas, etc. The video *Edible Plants from the Wild* introduces plant structure and follows museum botanist Marian Monro on a tour of common wild edible plants.

FERNS **H**

The kit includes mounted specimens of 22 different ferns and related plants, microscope slides, and suggested activities for both elementary and secondary students.

FORESTRY

Wood blocks, tree rings, twig samples, topographical maps, photographs, and audio and print material introduce students to forests and forestry. A tree auger and stereoscopic viewer are provided, as well as directions for growing a tree, a packet of red spruce seeds, soil, and grit.

MAMMALS **F**

This kit introduces mammal characteristics and common Nova Scotia mammals, their habits, and habitats. Students examine and identify skulls of a meat-eating mammal, a plant eater, and an omnivore.

MCNABS ISLAND **H**

This kit focuses on the island's animals, habitats, and military history. The kit includes a teacher's guide, photographs, slides, games, stories, and specimens. It is recommended for elementary and secondary levels.

PLANTS IN NOVA SCOTIA **F**

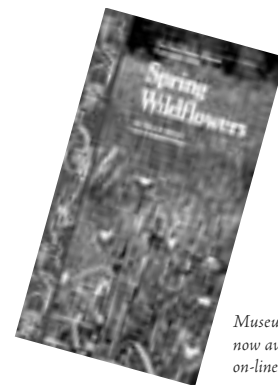
Classification of flowering and non-flowering plants is the theme of this kit. A video (English and French) uses everything from seaweeds to trees to show how plants are grouped into families. A shorter video is available for elementary students. Some mounted specimens are included.

RIVER INSECTS **H**

This kit contains a collection of 12 common river insects and 7 related nymphs and larvae, with information on their habitat.

SABLE ISLAND **H**

Take an imaginary visit to this historic windswept island of sand, marram grass, and horses. Explore its fascinating ecosystem and its stories of survival. This kit includes a book, posters, a quiz, a video, and skate egg case specimens. For an introduction to Sable Island, visit <http://museum.gov.ns.ca/mnh/nature/sableisland>.



Museum books now available on-line



Abraham Gesner
(1797-1864)
a Nova Scotian
fossil hunter,
geologist and
inventor.

Heavy machinery at the
Museum of Industry



LIVE
THE HISTORY,
DISCOVER
THE FUN!



Porcupine,
Museum of
Natural History

LIVE
THE HISTORY,
DISCOVER
THE FUN!

SOILS *and* AGRICULTURE

This ecology kit explores the relationship of soil, agriculture, and food. Photos, a video, activities, and equipment to collect soil samples are included.

A CHOICE OF PLANT SPECIMENS **H**

Select from three boxed kits: wood samples; Nova Scotia wildflowers; and lichens and fungi.

PLANT EQUIPMENT **H**

Borrow maple sugar equipment or plant presses.

ANIMAL SPECIMENS **H**

Select this selection of individual specimens:

BIRDS

- bird nests
- blue jay
- cedar wax wing
- chipping sparrow
- cowbirds
- dovekie
- evening grosbeak
- fox sparrow
- northern flicker
- ruffed grouse
- spruce grouse
- hairy woodpecker
- house sparrow
- loon
- owls
- pileated woodpecker
- puffin
- robin
- sanderling *
- sharp shinned hawk
- surf scoter

MAMMALS

- beaver
- bobcat *
- chipmunk
- flying squirrel
- fox
- otter
- porcupine
- skunk
- raccoon
- red squirrel
- snowshoe hare
- squirrel
- weasel
- skulls
- human skeleton replica

DISPLAY BOXES

- frog
- salamander
- snake skins
- bees
- lepidoptera

* Specimen also available at the Museum of Industry.

ANIMAL-RELATED EQUIPMENT **H**

Pond and butterfly nets; havahart traps

OCEAN PLANTS & ANIMALS

CLASSIFICATION *of* PLANTS *and* ANIMALS

Observing such characteristics as symmetry and segmentation, students learn to classify land and ocean plant and animal specimens (mostly invertebrate). The kit includes hands-on activities (12) with leaf sets. It is recommended for grade 5 (invertebrates) and Oceans 11.

CORALS *and* CANYONS **H**

Learn about deep-sea corals off the coast of Nova Scotia and the impact of human activities on their canyon habitat. This multi-media kit includes video footage, slides, photographs, and coral specimens, along

with status reports on five coral species, profiles of some species found with corals, and a case study of the gully. It was produced by the Ecology Action Centre and field-tested for Oceans 11.

CRABS, LOBSTERS, *and* SHRIMPS **F**

This kit includes some of Nova Scotia's most common decapods: northern lobster, queen crab, and rock crab. There are supplementary print materials for elementary to senior grade levels.

OCEANOGRAPHY EQUIPMENT **H**

Kit equipment and information are an excellent supplement to Oceans 11 or can be adapted to elementary and junior high grade levels.

OCEANS 11 **H**

This collection of 15 mounted algae/seaweed specimens and 30 other specimens (sponges, molluscs, echinoderms, and fish) is designed to supplement the Oceans 11 course.

OCEAN SEDIMENTS **H**

The kit contains samples of foraminifera collected from the ocean floor by Bedford Institute of Oceanography researchers and includes a slide show, commentary, and teachers' guide.

THE RIGHT WHALE

The Bay of Fundy is the summer home of these rare giants of the sea. Teaching materials, posters, children's books, activities, videos, and specimens help students understand the conflict between humans and whales and what Nova Scotians are doing to help.

THE ROCKY SHORE **F**

The kit introduces students to the animals and plants of the intertidal zones along Nova Scotia's rocky coastline. The kit contents include seaweeds and invertebrates. A video on field methods is also available though the Museum of Natural History.

THE SALT MARSH **F**

Explore the complex community of plants and animals in our salt marshes. This kit includes a collection of invertebrates and seaside plants and a video on saltmarsh ecology.

MARINE SPECIMENS **H**

Select material and specimens on coral, seashells, whales, or zooplankton.



Museum Kit Distribution Centres

How do I borrow a kit?

There are 13 kit distribution centres located within each school board region in Nova Scotia. Choose the kit you would like to borrow and contact your nearest Museum Kit Distribution Centre listed below.

HALIFAX REGIONAL SCHOOL BOARD

Halifax

Amy Coleman,
School Loans
Nova Scotia Museum
of Natural History
1747 Summer Street,
Halifax, NS B3H 3A6
Tel: 902-424-6524
(24-hour messaging)
Fax: 902-424-0747
colemaae@gov.ns.ca
Scheduled pick-ups during
regular museum hours.

CONSEIL SCOLAIRE ACADIEN

Pointe-de-l'Église

Janice Comeau
Centre provincial de
ressources pédagogiques
Université Ste-Anne
Pointe-de-l'Église,
N-É BOW 1M0
Tel: 902-769-5445
Télécopieur:
902-769-3398
Lundi à vendredi
9h00 – 16h30

SOUTHWEST REGIONAL SCHOOL BOARD

Yarmouth

David Darby
Firefighters' Museum
of Nova Scotia
451 Main Street,
Yarmouth, NS
B5A 1G9
Tel: 902-742-5525
Fax: 902-742-5525
darbydl@gov.ns.ca
Mon.–Fri.,
8:30 am–4:00 pm

Shelburne

Finn Bower
Shelburne County
Museum
Dock Street and Maiden Lane
PO Box 39, Shelburne, NS
B0T 1W0
Tel: 902-875-3219
Fax: 902-875-4141
shelburne.museum@ns.
sympatico.ca
October 16–May 31,
Mon.–Thurs.
9:30 am–12 noon & 2–4pm
June 1–Oct. 15,
daily, 9:30 am–5:30 pm

Bridgewater

Linda Bedford
DesBrisay Museum
130 Jubilee Road
Bridgewater,
NS B4V 3X9
Mail: c/o 60 Pleasant Street,
Bridgewater, NS
B4V 3X9
Tel: 902-543-4033
Fax: 902-543-4713
lbedford@town.
bridgewater.ns.ca
Call ahead or visit our website at
www.town.bridgewater.
ns.ca/museum.htm
for pick-up hours.

ANNAPOLIS VALLEY REGIONAL SCHOOL BOARD

Kentville

Shirley MacNab
Kings County Teachers'
Resource Centre
Kings County Academy,
3rd Floor
25 School Street
Kentville, NS B4N 2P7
Tel: 902-690-3865
Fax: 902-690-3869
shirley.macnab@avrsb.
ednet.ns.ca
Mon.–Thurs., 2–8 pm;
Fri., 2–5 pm

Middleton

Alison Brathwaite
Annapolis Valley
Macdonald Museum
21 School Street
PO Box 925
Middleton, NS B0S 1P0
Tel: 902-825-6116
Fax: 902-825-0531
macdonald.museum@ns.
sympatico.ca
Oct. 1–June 14
Mon.–Fri.,
10:30 am–5 pm
June 15–Sept. 30
Mon.–Sat., 9 am–5 pm,
Sun., 1–5 pm

CHIGNECTO- CENTRAL REGIONAL SCHOOL BOARD

Truro

Penny Lighthall
Colchester Historical
Museum
29 Young Street,
Truro, NS
Mail: PO Box 412,
Truro, NS B2N 5C5
Tel: 902-895-6284
Fax: 902-895-9530

colchestermuseum@ns. aliant.zinc.ca

Tues.–Fri.,
10 am–12 pm & 1–4 pm;
Sat., 1–4 pm, or by appointment

Amherst

Barb Thompson
Cumberland County
Museum
150 Church Street
Amherst, NS B4H 3C4
Tel: 902-667-2561
Fax: 902-667-0996
ccmuseum@istar.ca
May 1–Sept. 30
Mon.–Sat., 9 am–5 pm
Oct. 1–April 30
Tues.–Sat., 9 am–5 pm

Stellarton

Andrew Phillips
Nova Scotia Museum
of Industry
147 North Foord Street
PO Box 2590
Stellarton, NS B0K 1S0
Tel: 902-755-5425
Fax: 902-755-7045
philliak@gov.ns.ca
Mon.–Fri.,
8:30 am–4:30 pm
Extended hours for pick-up.

STRAIT REGIONAL SCHOOL BOARD

Antigonish

Jennifer Connors
St. FX Curriculum
Resource Centre
Xavier Hall, 3rd Floor
PO Box 5000
Antigonish, NS
B2G 2W5
Tel: 902-867-2272
jconnors@stfx.ca
Call for hours.

Mulgrave

Beryl Hadley
Mulgrave Professional
Development Centre
459 Murray Street
Mulgrave NS B0E 2G0
Tel: 902-747-3670
Fax: 902-747-3672
beryl.hadley@strait.
ednet.ns.ca
Mon.–Fri., 8 am–4 pm
Sat., 10 am–2 pm
The Strait Regional School Board
operates a weekly Wednesday
courier service to all its schools
from this centre.

CAPE BRETON- VICTORIA REGIONAL SCHOOL BOARD

North Sydney

Nancy Braman
Museum Loans
Coordinator
Cape Breton-Victoria
Staff Resource Centre,
Staff Development Centre
127 Brook Street
North Sydney, NS
B2A 2K3
Tel: 902-794-6226
Fax: 902-794-2103
Mon., 8:30 am–8 pm
Tues.–Fri.,
8:30 am–4:30 pm

NOVA SCOTIA MUSEUM PUBLICATIONS *for* SALE

Teachers preparing for a Museum visits or planning classes using our NSM kits should take a look at some of our products for sale. Look on line for a more complete catalogue of our books and posters at <http://museum.gov.ns.ca/pubs>



Planning a trip to Perkins House in Liverpool to take in the Mi'kmaw Plants and Medicine program? Borrowing the First Peoples Kit? These are two of our books to help you prepare your students.

TRACKING DOCTOR LONECLOUD

by *Ruth Holmes Whitehead*
183 pp, b&w photographs
\$19.95

The true life story of Dr. Jerry Lonecloud, an advocate for his people, hunter and guide, healer and showman. As a fourteen year old boy, he brought his two younger brothers and a sister to Nova Scotia. Later in his life he performed in various medicine shows, including Buffalo Bill's Wild West Show, under the name of Chief Lonecloud. His knowledge of herbal plants, traditional medicinal remedies and Mi'kmaw legends make this a valuable reference for any classroom.

A NSM/Goose Lane Editions co-publication.



SIX MICMAC STORIES

retold by *Ruth Holmes Whitehead*
51 pp, illustrated
\$5.95



Considering a trip to the Fundy Geological Museum in Parrsboro for a Fabulous Fossil Tour? Planning to investigate the Creatures from the Carboniferous Lagoon at the Museum of Industry in Stellarton? Here are two publications you might find useful while planning these kinds of adventures.

DAWNING OF THE DINOSAURS

by *Harry Thurston*
101 pp, illustrated
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by *Laing Ferguson*
52 pp, illustrated
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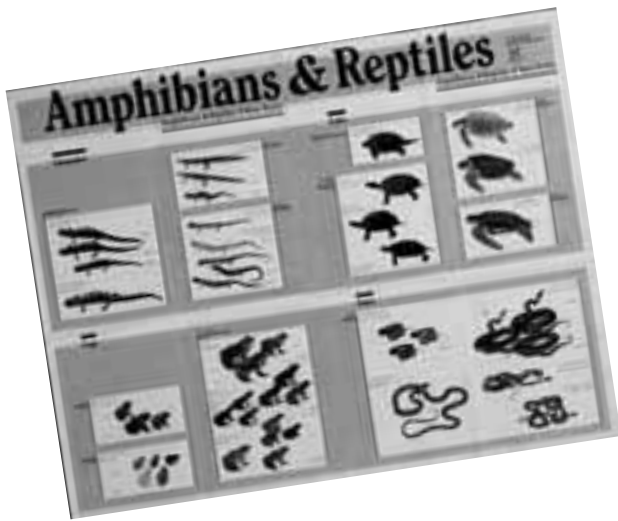
TO ORDER BOOKS & POSTERS:

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ARE YOU AWARE of all the helpful heritage resources awaiting you and your students online? Visit our website to:

- @ learn about the Black Loyalists of Nova Scotia, in French or English
- @ discover the SS Titanic through the Maritime Museum of the Atlantic
- @ explore rock life and fabulous fossilized traces of past lives with the Mystery of Trace Fossils virtual interactive exhibit
- @ see the Mi'kmaq Portraits Collection
- @ take a personal tour of Sable Island, in French or English
- @ explore the 27 provincial museums in the Nova Scotia Museum family and find details to arrange a class visit
- @ search the Heritage Directory's 280 listings for a museum, interpretive centre, archive or society near you
- @ learn about winter birds and what to feed them
- @ get your class involved in Thousand Eyes, Nova Scotia's nature watch program
- @ learn about in upcoming events and exhibits at our 27 museum sites around the province
- @ review available publications and curatorial reports
- @ uncover Nova Scotia symbols and traditions
- @ find out about Nova Scotia's dinosaurs and watch some of the oldest and smallest fossils in North America being prepared at Fundy Geological Museum via the lab cam
- @ learn about heritage buildings
- @ find out about the Special Places Program that protects archeological sites, shipwrecks and more
- @ get the scoop on Nova Scotia's geology
- @ get access to Nova Scotia Museum INFOs, popular four- to six-page leaflets answering some of the questions most often asked about Nova Scotia's natural and cultural history. Bring the museum to you!



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Tourism, Culture and Heritage

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