From the Director

The Museum is looking forward to a fun-filled summer of programs and activities, starting with the “Jump into Summer AniMotion Festival” on June 5th and 6th. This annual event, tied to the June Jubilee’s downtown festivities, will begin with a free Friday night Art Hop concert featuring Dixon’s Violin, whose music will enchant, transform, and inspire you. On Saturday, the party continues with hands-on crafts and opportunities for visitors to try their hand at animation and multimedia arts. See ad on the back cover.

There is still time to see “Evidence Found: Explorations in Archaeology.” This exhibit is an interactive look at the discipline of archaeology, giving visitors a real sense of what it’s like. Visitors will see that opportunities to literally “get your hands dirty” at a dig are just a short drive away. Visit our website for more information on the historic Fort St. Joseph archaeology project. The exhibit closes August 30th. See the article on pages 8 – 9 for related story.

*Mystery of the Mummy* exhibit updates include new, touchable reproduction Egyptian artifacts and a descriptive narrative on an audio wand. These updates are part of ongoing effort with students from the Department of Blindness and Low Vision Studies at Western Michigan University to make the Museum's exhibit more accessible for all of our visitors. See page 14 for more information on this exciting project.

Opening on June 6th, “Tinkertoy: Build Your Imagination” features giant replicas of the iconic Tinkertoy construction. A special welcome gallery and nine unique activity stations invite children and families to explore topics like renewable energy and clean water technology, to experiment with ideas and create their own inventions, and to work as collaborators in the exhibit’s hands-on environment. See the related article on pages 4 – 5.

This year’s Summer Hands-On Happenings, “Tinkering with Toys,” will focus on different types of toys, from traditional to modern. This free program runs every Wednesday from 1 – 4 p.m., June 24th through August 5th. See the calendar on pages 16 – 17 for more details for this and other activities.

Have a wonderful summer full of fun, creativity, and living well. museON, everyone!

Bill McElhone
Levers, and Inclines, and Gears...Oh My!

A Look Inside
THE PENNY PRESS MACHINE

Take a look inside the Kalamazoo Valley Museum’s new penny press machine, and you will see a collection of simple machines all working together. You remember your simple machines from elementary school, right?

These mechanical devices make work easier by multiplying the force applied or changing its direction. Think about a shovel. When you wedge it under a rock, you change the direction of the force. Instead of trying to lift the rock with your arms, you can use your weight to push down on the shovel handle to push upward on the rock. This is a type of lever. The handle of the penny press machine is another lever.

The penny moves into the rollers and then out again by way of inclined planes.

The penny press handle acts as a lever, making it easier to apply force.

The lever is attached to a small gear, which can spin quickly but cannot apply a lot of force. The small gear meshes with a large gear, which spins slowly but applies a large force.

This force is needed to squash that penny between two rollers — wheel and axle mechanisms.

All of these simple machines work together to make up the compound machine called the penny press!
Only the imagination will limit what visitors can do in “TINKERTOY: Build Your Imagination,” a new interactive exhibit that will be on display at the Kalamazoo Valley Museum from June 6 – September 20, 2015.

The 1,500-square-foot exhibit, targeted to children ages 3-10, was developed by the Betty Brinn Children’s Museum in collaboration with GE and PLAYSKOOL®, the infant/preschool toy division of Hasbro, Inc.

Giant TINKERTOY® building pieces create a fantastic framework for all of the exhibit’s activities, and real TINKERTOY® construction sets take center stage in a tremendous collection of TINKERTOY® pieces featured in a creative play area.

A welcome gallery and nine activity stations invite families to explore contemporary topics like renewable energy and clean water technology, to experiment with ideas and create their own inventions, and to work as collaborators in the exhibit’s hands-on environment. Each activity promotes developmental skills.

The exhibit’s activity stations include:

The Welcome Gallery – The Welcome Gallery celebrates the 95th anniversary of TINKERTOY through a retrospective of the toy’s history, and highlights GE technologies that improve communities around the globe every day.

Invent – Children are encouraged to think about where ideas come from, and to explore the emerging field of biomimicry, which is nature’s influence on design. Visitors can match real inventions with their natural inspiration and create a design of their own.

Collaborate – Double-sided panels allow visitors to work independently or with a partner to create TINKERTOY designs.

Energize – Children can explore GE’s commitment to renewable energy as they use a kid-powered fan to test their own wind-powered TINKERTOY creations.

Change – A contraption like those popularized by Rube Goldberg illustrates the power of creative thinking and how simple mechanisms work. The activity lets children select and position words to build silly but thought-provoking sentences that serve as the springboard for innovation.

Process/Connect – TINKERTOY-inspired equipment lets children explore the concept of filtration, while a companion illustrates how GE technologies help address the challenge of providing clean water.

Develop – Visitors will enjoy filling a life-size human form with TINKERTOY hubs, providing fun photo opportunities and revealing the elements of a healthy lifestyle. A rotating TINKERTOY hub array inspires children to consider the impact of their personal choices, highlighting one of our most important responsibilities: taking care of ourselves so that we can do anything.

Create – This open play area reserved for children age three and older features a spectacular assortment of TINKERTOY pieces – the perfect place to build imagination. Pictures of extraordinary TINKERTOY creations and special tips provide guidance and inspiration.

The Tinker Tank – A walk-in size replica of a TINKERTOY canister is the starting point for the exhibit’s challenging scavenger hunt, a must for those with an eye for detail and a nose for knowledge. The Tinker Tank contains a variety of educational materials that attest to the impact of unconventional ideas on some of the world’s greatest – and strangest – inventions, and serve as a reminder of the importance of perseverance.

Kalamazoo Valley Museum Director Bill McElhone said he’s certain that the TINKERTOY exhibit will appeal to Museum guests of all ages. “Those spokes, spools, rods, and reels have captivated children and adults for decades,” he said. “They are truly a classic toy.”

TINKERTOY: Build Your Imagination was created by the Betty Brinn Children’s Museum in collaboration with PLAYSKOOL and is presented by GE. TINKERTOY is a registered trademark of Hasbro, Inc. and is used with permission. © 2009 by Hasbro. All rights reserved.
OF THE
PIONEERS
ART or COMMENTARY?

Bronson Park’s unpopular McColl Electric Fountain, 1929.

Iannelli Fountain in Bronson Park, c. 1975.

Iannelli Fountain at dusk, c. 1985.
In Bronson Park resides a 75-year-old fountain that has been the focus of a lot of discussion – and even a fair share of controversy – over the years. As with all art, its interpretation is subjective; each person who views the fountain will and should find his or her own meaning. Let’s take a moment to review the fountain’s history and see how the greater Kalamazoo community is working through the challenges.

First-generation Italian immigrant Alfonso Iannelli trained and worked with some of America’s most noted contemporary artists and architects in the early 20th century, including Frank Lloyd Wright and Gutzon Borglum (the sculptor of Mt. Rushmore). Iannelli’s Modernist approach was ahead of its time and began in California, several years before New York artists organized Modernism’s famous 1913 Armory Show.

In Chicago, Iannelli helped organize the Modern movement’s practitioners, and he helped to design some of the city’s best-known works of art and architecture. He also did design and sculptural work on multiple Midwestern houses of worship and religious schools with Modern architect Barry Byrne, exhibiting at and designing for Chicago’s 1933 Century of Progress World’s Fair. His patents include office and home products for well-known companies like Sunbeam and Oster.

At the request of his friend and Western Michigan University’s then Art Department head, Lydia Siedschlag, Iannelli began lecturing at WMU in the 1920s. In 1936, the Kalamazoo Business and Professional Women’s Club held a design competition to replace Bronson Park’s unpopular McColl Electric Fountain. The competition’s winner, Marcelline Gougler, ceded the project to the studio of her teacher, Alfonso Iannelli. The Fountain of The Pioneers was built by local men with federal Works Progress Administration funding and was dedicated on June 6, 1940. It is the only work Alfonso Iannelli created in Michigan, and it is part of the Bronson Park National Register Historic District.

The Fountain’s criticism began even before its dedication. A 1939 Kalamazoo Exchange Club newsletter said, “The former fountain looked like a silo. We think this one looks like a cross between a German pill box and a duck made out of cement.” Since then, controversy has focused on the Indian and pioneer figures’ juxtaposition. Its reference to the forced removal of Potawatomi from this region is heavy with symbolism and, for some, recalls a painful history.

Iannelli’s biographers point to his letters and other statements that indicate his sympathies were with the Native Americans, and that this fountain was intended to stand as a reminder of an unjust American history. However, explanation of Iannelli’s position is not provided for people viewing the fountain. In fact, no interpretation or historical explanation for visitors currently exists.

In 2004, the City and County of Kalamazoo, and the Match-E-Be-Nash-E-Wish (Gun Lake) Band of the Potawatomi Tribe established a community-wide Conflict Resolution Committee. They resolved the Fountain should be preserved but that it should be accompanied by a “historically accurate and equally compelling” presentation in the park that conveys concepts relating to the original territory of the Gun Lake band; the enforced treaties and reservation boundaries the band was forced into; the failure of various governmental agencies to honor those treaties; the enforced westward removal of the Native American groups; and the resistance and subsequent flourishing of the Gun Lake Band.

The Kalamazoo Historic Preservation Commission created a Public Education Steering Committee to develop such public presentation. This Committee includes representatives from the Match-E-Be-Nash-E-Wish Band and other local entities with interests encompassing public art, historical accuracy, and social justice.

While the specifics of the fountain’s preservation and additional art and programming continue to be discussed, it is clear that the conversation engendered by Iannelli’s depiction of Native American and pioneer has brought to light a part of our history that must be acknowledged. Read more of the fountain’s history and controversy at the Kalamazoo Public Library’s website: http://www.kpl.gov/local-history/parks/fountain.aspx

Archaeologist Dr. Michael Nassaney and his students at the Fort St. Joseph dig.
If you like mysteries, how about this one: a local community has a collective, though distant, memory. They tell of a fort, including a Catholic mission and a trading post, that was established long before this country gained independence. But where is it? Some written records and even a few maps corroborate the fort’s existence, but no documentation provides enough information to exactly locate the fort or tell us what it was like to live there.

For nearly the entire 20th Century, various historians, archaeologists, and even a museum director attempt to locate the site of the fort. They fail. Meanwhile, across the U.S., other forts built around the same time period – the late 17th through 18th century – have been lost to discovery due to modern development on those sites. The pressure to find a now rare example of these early French and British settlements becomes intense; a sense of urgency builds to locate Fort St. Joseph before the physical evidence of its existence is gone forever.

Enter a group of local history buffs, “Support the Fort, Inc.,” and their invited team of archaeologists and historians from Western Michigan University:

“When I was invited to search for the site, I wasn’t told that people had been looking for Fort St. Joseph for over 100 years! Imagine my excitement when we found artifacts that we could definitively say were made in France. I’m still amazed that so much of the site is preserved in the ground 250 years after it was abandoned,” says Dr. Michael Nassaney, Western Michigan University professor of archaeology, and curator for the KVM’s exhibit Evidence Found.

Since this 1998 discovery, WMU archaeologists have returned to the site for 10 field seasons to gain a better understanding of what the fort looked like and other details of daily activities. Excavations by University students and local volunteers have recovered evidence of several buildings facing the river. Artifacts provide information about the religious, military, and economic functions of the site. They also corroborate the written record, which tells us that the French and British occupied this space alongside Native Americans, and that even the Spanish were briefly present before the fort became part of U.S. territory.

At a time when relatively few people were literate, the detritus of their daily lives often provides our only clues to their existence. In Niles, archaeologists are uncovering items that speak to the activities of the fort’s residents, allowing us to know or infer who they were and why they were there, what they ate, how they adorned themselves, how they interacted with each other, and even what some of their religious practices were.

“People make decisions about things they make, use, and throw away. We learn about people around us by studying what they wear, what tools they use, and what they enjoy. By studying artifacts from past cultures, we get a sense for how those people lived their lives. What does your trash tell us about who you are?” asks Dr. Nassaney.

The Fort St. Joseph Archaeological Project remains an ongoing, joint initiative of the City of Niles and Western Michigan University to excavate, interpret, and preserve the material remains of Fort St. Joseph. This story has many twists and turns, with mini-mysteries arising (and most being solved) along the way. Visit the exhibit Evidence Found to learn more about the practice of archaeology and about Fort St. Joseph, among other historical mysteries. You can find out even more about Fort St. Joseph, including summer camps, lectures, and an annual open house at the dig site, by visiting www.wmich.edu/fortstjoseph.
The Archaeologist by Jules Monge, part of the Kalamazoo Valley Museum’s permanent collection, will be on display in the special exhibition Passionate Curiosities at the Kelsey Museum of Archaeology from August 28 to November 29, 2015.
A.M. T  O D D:  
Mint King, Collector, World Traveler...Archaeologist?

A.M. Todd was a businessman in Kalamazoo during the late 19th and early 20th centuries, and many people still know him for his production and refinement of mint oil. He also traveled the world buying and collecting exotic items, and he helped get an official museum opened in Kalamazoo in 1927 by donating items from his collection. But is there another side to him that we don’t know?

This question was posed to the Museum in January 2015 by Professor Margaret Cool Root from the Kelsey Museum of Archaeology in Ann Arbor. In doing research for an upcoming exhibit about donors whose objects helped form the collection of the Kelsey Museum, Root came across a painting titled *The Archaeologist* by Jules Monge. The painting portrays an old archaeologist pondering his specimens. This painting is part of the permanent collection at the Kalamazoo Valley Museum and was bequeathed to the Museum after Todd’s death in 1931. Root began to wonder who the man in the painting was. Could it be A.M. Todd?

At first glance, the man in the portrait does not look like the Todd we see in photos and portraits. Todd always appeared with his hair neat and trimmed, and “his mustache had to be perfect before he set out of the door,” according to his granddaughter, Suzanne Todd Shepherd, in a 1999 interview. Unlike the Todd we know, the man in the portrait has a long, unkempt beard and mustache. However, the urns, vases, and Egyptian artifacts laid out on the archaeologist’s table are startlingly similar to the types of objects that Todd collected.

French artist Jules Monge painted *The Archaeologist* in 1923, and Todd purchased the painting at the Paris Salon Exhibition that same year, where it earned a gold medal. This painting is particularly unusual because Monge usually painted military scenes. Why the change? Could it be that Todd had the painting commissioned himself?

Did Todd see the painting, and it resonated with him? Also, the title that is painted at the top right corner of the painting, *Archéologie*, translates to Archaeology in English, not The Archaeologist. Was the title lost in translation, or did Todd just refer to it incorrectly, and the name stuck?

According to an article from the Kalamazoo Gazette in 1923, Todd bought the painting and shipped it back to Kalamazoo along with twenty-six cases of art relics weighing over 30,000 pounds. While many of the cases of pictures, rare books, and porcelains were sent to Kalamazoo, some of them went to the University of Michigan in Ann Arbor, where many of Todd’s antiquities from previous trips to Europe had been on display as early as 1906.

As Museum staff dug deeper into records and newspaper articles, one more very interesting thing popped out. In the 1999 interview with Todd’s granddaughter, she mentioned that her grandfather used to talk to her about archaeological digs that he went on in Greece. At this time, we have not been able to find any records or mention of Todd participating in any digs. Could he have done this on his first overseas trip as a young man before he moved to Kalamazoo?

Our investigations lead us to conclude that even if *The Archaeologist* isn’t Todd, he probably identified with the man in the painting. Todd truly was a scientist, not only in studying chemistry at Northwestern University but, as Professor Root points out, also in the developing and refining of his mint products.

We’ll continue to research this painting and A.M. Todd; perhaps one day, we will be able to solve the mystery of *The Archaeologist*.

Above photo: A.M. Todd, c. 1920s.
Giuseppe Piazzi was at the Palermo Observatory on the night of January 1, 1801. He was mapping star positions in the constellation Taurus, the Bull. One faint star seemed to be in a different location than it was the previous night, and he was checking to see if he had erred in recording its position. He found he had not; it had moved farther east.

Piazzi continued recording the mysterious object’s position. After a couple of weeks, it stopped moving east and began moving west. This retrograde motion showed the object was beyond Earth’s orbit. After six weeks, Piazzi became ill and stopped making observations. When he returned to the observatory, the object was lost.

By a fortunate coincidence, Karl Gauss was trying to find a way to use Newton’s Laws of Motion to calculate the orbits of astronomical bodies. Gauss obtained Piazzi’s observations, and he worked out a solution. The object was in a planet-like orbit between Mars and Jupiter.

On December 31, 1801, Franz von Zach rediscovered the lost world near the position Gauss had calculated, demonstrating the calculations worked. The small world was recognized as a new planet and given the name Ceres.

Three months later, Heinrich Olbers was looking for Ceres. He found a moving star-like object, but it was in the wrong location. The orbit was calculated and found to be very similar to the orbit of Ceres. This new planet was named Pallus. Soon, two more of these tiny planets were discovered: Juno and Vesta.

William Herschel suggested these worlds were too small to be called planets and began calling them asteroids.

A similar thing happened in 1930, when Clyde Tombaugh discovered the planet Pluto. For years, it was the edge of our solar system. But recently, other worlds were found in similar orbits.

In 2006, the International Astronomical Union defined what constitutes a planet. A planet orbits the sun. It is large enough that its internal gravity makes it spherical in shape. It is in an orbit clear of similarly-sized objects. Pluto met the first two qualifications, but not the third. It was reclassified as a dwarf planet. At the same time, the asteroid Ceres, which also failed to meet the third qualification, was reclassified as a dwarf planet as well.

This summer, Ceres and Pluto will become the first dwarf planets to be explored by space probes. The space probe named Dawn will enter orbit around Ceres in May, and the probe New Horizons will fly past Pluto in June.
Some anniversaries need to be celebrated, while other need to be indulged in. According to some enthusiasts, the potato chip was invented 162 years ago on August 24 by George Crum, a self-described “ornery” cook at a posh resort restaurant in Saratoga Springs, New York. The story goes that the invention of the chip was a result of a complaint from a dissatisfied customer. He kept insisting Crum’s fried potatoes were too thick. In retaliation, the upset cook prepared a new batch of potatoes sliced paper-thin, fried them in boiling oil, and salted them. Much to Crum’s dismay, the customer thoroughly enjoyed the new creation. The “chips” became an instant hit and soon became known as Saratoga Chips.

In time, chips would be standard menu fare in restaurants across the country. In 1895, this popular food item became available in grocery stores. By the early 1900s, a number of companies across America were established that helped define the potato chip industry.

In Kalamazoo, a father and son-in-law partnership of Charles H. Mott, a manager of Ryder Coal Company, and David Beshgetoor established the Be-Mo Potato Chip Company in 1930. The unusual name of the firm came from combining the first two letters of the owners’ last names. The company thrived for over 50 years, during which the operation expanded into a 20,000-square-foot facility at 818 Cobb Street.

In a Kalamazoo Gazette article in 1995, Adrienne Bennett Ikerd remembers working for Be-Mo during the 1940s. Crews stuffed, weighed, and stapled bags of chips, earning 2 ½ cents for every dozen of the smaller bags, and a whopping 3 cents for each dozen of the larger chip bags. The small bags retailed for a nickel, while the large bags were sold for 10 cents. In Be-Mo’s heyday, their chips locally outsold the larger national brands. Unfortunately, declining profits and mounting debts forced the chipmaker out of the business in 1984.

Although Be-Mo was not able to survive, Crum’s potato retribution-turned-invention remains the key ingredient to a $35-billion-a-year industry.

Do you have photos of Be-Mo workers on the job that you’d like to share? Contact the KVM to see about adding your memories to our collection.
Nearly four years ago, students from Western Michigan University’s Department of Blindness and Low Vision Studies program began conducting a series of “universal design environmental assessments” of the Museum. Led by Dr. Helen Lee, they examined exhibits in the hopes of facilitating improved accessibility for individuals with blindness or low vision. These assessments recognized the concerted effort made to provide far-ranging access to the Museum’s many resources.

The precepts of what is now commonly referred to as “universal design” were employed when the Museum was constructed 19 years ago. The building’s design made barrier-free access for visitors and staff a priority. Innovations such as low-threshold doorways, power assist door openers, wide aisles, levered door handles, and bright lighting all promoted easier access to both the building and the spaces within. Large-format text, contrasting color choices, and graphic designs were embraced to assist in making the labels easily read. The use of audio playback allows low vision visitors to experience the exhibits through sound.

Not willing to rest on these accomplishments, the Museum exhibit team has begun working with another group of Dr. Lee’s WMU students in making updates to the Museum’s Mystery of the Mummy exhibit. These updates seek to provide enhanced access to information for blind and low vision patrons.

Through the inclusion of reproduction Egyptian artifacts similar to those found on display, visitors will have an opportunity to examine by touch. Audio consisting of a narrator describing size, shape, color, texture, and material of items, along with a commentary, will paint a mental picture of the exhibit for low vision and blind patrons. The audio and tactile experiences will allow an expanded number of visitors to enjoy this exhibit and will enhance the experience for all patrons.

This year marks the 25th anniversary of the Americans with Disabilities Act of 1990. It is fitting that the Museum will continue to explore other ways that its exhibits, programs, and facilities can be more inclusive and accessible to all users.

**Hands-on Egyptian reproduction of Horus, Osiris, and Isis.**

**The Mummy “Wrapped Up” in UNIVERSAL DESIGN**

Dr. Helen Lee (far-right) and students from Western Michigan University’s Department of Blindness and Low Vision Studies.
1. This brick could not only be made into a hot drink, but could be used as currency. What is it?

2. This bottle has separate chambers and spouts that could hold two liquids at the dinner table. What is it?

3. This device could take the seeds out of a tasty dehydrated snack. What is it?
SPECIAL EXHIBITIONS

TINKERTOY®: BUILD YOUR IMAGINATION™
JUNE 6 – SEPTEMBER 20, 2015
Giant replicas of the classic TINKERTOY® construction set provide the framework for fun and educational activities.

TINKERTOY: Build Your Imagination was created by the Betty Brinn Children’s Museum in collaboration with PLAYSKOOL and is presented by GE. TINKERTOY is a registered trademark of Hasbro, Inc. and is used with permission. © 2009 by Hasbro. All rights reserved.

EVIDENCE FOUND: EXPLORATIONS IN ARCHAEOLOGY
THROUGH AUGUST 30, 2015
Learn the real science and methodology of archaeology in this new visual and hands-on exhibit. Identify potsherds and their uses, learn about stratigraphy, and see our newly-conserved 2600-year-old mummy coffin!

All exhibits are FREE!

PLANETARIUM

FEATURE SHOWS
Mon, Wed, Fri, Sat, Sun at 3 p.m.

Wildest Weather in the Solar System (through June 19)
Fly through the thick atmosphere of Venus, magnetic storms on the sun, and anticyclones whirling at hundreds of miles per hour on Jupiter.

Lamps of Atlantis
Jun 20 – Sept 13
Explore how ancient artifacts and astronomical evidence helped archaeologists discover a buried city of the lost Minoan civilization where the volcanic island Santorini is today.

FAMILY SHOWS
Sat at 1 p.m.; Sun at 2 p.m.
Mon-Fri 11 a.m. show starts June 22

Secret of the Cardboard Rocket (through June 14)
Join in the story of two children who build a rocket out of a cardboard box and take a fantastical voyage through the solar system.

Mystery of the Missing Moon
June 20 – Sept 13
Transport into Mrs. Finch's 3-D animated classroom, where her students learn the nature of moon phases and lunar eclipses, and discover why the moon has disappeared from the sky. Prepare yourself for the September 28 total lunar eclipse!

SEASONAL STARGAZING SHOW
Tue, Thu at 3 p.m.; Sat at 2 p.m.

The Artists' Sky (through June 18)

Treasures of the Great Lakes
Jun 20 – Sept 12
Learn how navigators on the Great Lakes have used the night sky and lighthouses to guide them to their destinations. Discover how you can use bright stars as "lighthouses" to guide you through the constellations.

See Summer Hands-On Happenings description for special planetarium shows geared for families and kids only on Wednesdays, June 24 – Aug 5.

LASER LIGHT SHOWS IN THE PLANETARIUM:
Every Friday night at 8 p.m. through June 5

Pink Floyd's The Wall
All shows are $3 per person.

SUMMER HANDS-ON HAPPENINGS

June 24 through August 5: Tinkering with Toys, Wednesdays, 1 – 4 p.m.
Join us for a summer full of recreating toys from the past:

June 24: Building Blocks: Design and build with wood, paper, and crayons.

July 1: Games Galore: Learn to play and create classic games.

July 8: Spectacular Science: Discover the excitement of science!

July 15: Animal Adventures: Make all kinds of animals.

July 22: Traditional Toys: Go back in time with characters from Toy Story.

July 29: People Pretending: Your imagination will go wild with hats, masks, and puppets.

August 5: Moving Marvels: Get your move on with cars, airplanes, and more.

All Hands-On Programs are FREE
Visit our website for details.
CHILDREN’S LANDSCAPE

Mondays-Fridays 9 a.m. – 3 p.m.
Saturdays 9 a.m. – 5 p.m.
Sundays 1 – 5 p.m.
Wednesdays, June 24 – August 26, 9 a.m. – 5 p.m.

Children’s Landscape is a self-directed play area designed to promote parent and child interaction in an educational environment. The hands-on exhibits and classroom programs are filled with age-appropriate interactives for children ages 2-5.

June/July
Puzzles and Games
Use your imagination and problem solving skills with puzzles, games, and activities.

August/September
Family Fun
Play together as a family and explore popular children’s books and related activities about traveling, food, hobbies and the great outdoors.

Closed for yearly maintenance September 28 – October 2.

MORE SUMMER HANDS-ON HAPPENINGS

SPECIAL WEDNESDAY-ONLY PLANETARIUM SHOWS FOR FAMILIES; all tickets are $3

June 24-August 5
in My Backyard 1 p.m.
Through story and song, children’s entertainer Fred Penner invites you to his backyard to explore the changes of the seasons, the concepts of day and night, our Earth, its moon, neighboring planets, and familiar constellations such as the Big Dipper. It’s a fun exploration of the world around us.

Space Park 360 2 p.m.
Travel through an amusement park that spans the Solar System. Computer generated graphics create unique but somewhat familiar rides at each of the planets.

SPECIAL WEDNESDAY-ONLY CHALLENGER LEARNING CENTER FOR FAMILIES; all tickets are $3

June 24-August 5
The Challenger Experience
Noon and 1:30 p.m. Young children and their grown-ups lift off from Earth, dock with a space station, and return to Earth – all in 20 minutes! Children under the age of 12 must be accompanied by a parent or guardian.

Mini-Missions 3 p.m.
This 45-minute session in the spacecraft simulator will fly you to Mars and back. For ages 8 and up; each child aged 8 to 11 must be accompanied by a parent or guardian.

MUSIC, MOVIES, AND MORE

Mary Jane Stryker Theater

FRIDAY NIGHT HIGHLIGHTS SEASON FINALE & JUMP INTO SUMMER

Friday Night Highlights, including laser light shows in the planetarium, go on summer vacation after June 5 and resume in October.

Jump into Summer
The KVM will join the June Jubilee festivities with performers, activities and special guests:

Friday, June 5 Art Hop: An entertainment doubleheader begins at 5:30 p.m. FREE

The Art and Music of Animation presented by Aubrey Jewel Hardaway, animator and Kalamazoo Valley Community College instructor (5:30 p.m. start)

Dixon’s Violin (7 p.m. start)

Pink Floyd’s The Wall (laser light show) begins at 8 p.m. $3/person

AniMotion Festival
Saturday, June 6 Noon – 4 p.m. FREE
Expand your June Jubilee fun when you come to the KVM to try your hand at the world of animation and multimedia arts. This year’s theme is toys! Mike Altman, modeler from the Pixar Studios, will give a talk about the process of bringing an animated film to life, and about his work on Toy Story 3, which will be shown after the workshop. See the ad on the back page for details about the day’s events.

FEATURED EVENTS
Recent Acquisition

WKZO MICROPHONE & RECORD BOX

Just like WKZO founder and broadcasting pioneer John Fetzer, former WKZO employee Lee Dershem developed an early love for broadcasting and communication. Lee’s enthusiasm and dedication for radio broadcasting continued even after his career at WKZO, when he recently made a special donation to the Museum. In January 2015, Lee donated a WKZO microphone and a record box filled with records from the early WKZO library.

Lee Dershem’s name may sound familiar to many longtime listeners of WKZO, as he worked for the station for 30 years, beginning in 1958. Over the years, he wore many hats, including disc jockey, promotions director, program director, and chief radio announcer. It was said in a 1960 WKZO newsletter that “Dershem’s friendliness has won for him a host of loyal listeners. Young and old alike enjoy Lee’s easy going manner at the mike.”

In his early years at WKZO, he did many remote broadcasts from the WKZO mobile unit, Satellite 590, along with hosting the Saturday Hi-Fi programs. The Hi-Fi dance club was promoted by The Coca-Cola Company. Coke would go to schools and communities looking for ways to encourage constructive youth activities to keep kids out of trouble. The most popular Club events were dances, and Lee was the host of many of these “Coke Hops” in Kalamazoo in the early 1960s.

Lee grew up in Lima, Ohio, and had an early knack for radio announcing and broadcasting. While a sophomore in high school, a local radio station held a contest looking for a teen disc jockey, and Lee won. The prize was a one-hour weekly show on the radio. He spent almost three years on the program staff of WIMA, and by 1958, at the age of 19, Lee was hired at WKZO and moved to Kalamazoo. Here, he quickly became a popular disc jockey and staff announcer. Over the years, he even moved into television and worked for WKZO-TV.

According to Lee, this particular microphone was used in the simulcast studio, which was the largest studio at the station. Rem Wall and the Green Valley Boys even sang into it, and some of the morning shows were broadcasted from it.

While the black wooden box doesn’t appear to be much more than a box, when opened, it is seen to contain records from the early record library at WKZO. While Lee was working, he came across the box and records, which he suspects were from the early days of WKZO. He even played some of the records on the radio.

These two items are an important part of WKZO’s continuing history in Kalamazoo and have now found a permanent home at the Museum.
IN THE DARK
OCTOBER 10, 2015 – JANUARY 17, 2016

Immerse yourself in the world of darkness and discover how plants and animals have adapted to dark environments. Learn about unique creatures that dwell in darkness and use echolocation and other forms of animal communication. Investigate environments below ground, in a cave, and even the in deep sea, and see how humans have creatively responded to darkness.

A traveling exhibit organized by the Cincinnati Museum Center

IN THE DARK
OCTOBER 10, 2015 – JANUARY 17, 2016

CAMP 911
TUeSDAY, jULY 7 OR TUESDAY, JULY 14
9 a.m. – 4 p.m. FREE!

This is an interactive camp designed to educate children on the importance of emergency preparedness. Participants will learn how to access the 911 system, cardiopulmonary resuscitation (CPR), basic first aid, fire safety, bike safety, abduction awareness, severe weather action, and gun safety.

Each one-day camp will take place at the Kalamazoo Valley Museum. Limit 25 students, ages 9 to 11.

REGISTRATION REQUIRED AT
lifeems.com

Registration opens May 1, 2015
For more information, or to learn of other dates and locations, contact Kimberly Middleton at 269.373.3116 or at kmiddleton@lifeems.com.

Sponsored by Life EMS Ambulance in partnership with the Kalamazoo Valley Museum.

SUMMER 2015
HANDS-ON HAPPENINGS

TINKERING WITH TOYS
Wednesdays, 1 – 4 p.m. FREE!
From June 24 through August 5

Join us for a summer full of recreating toys from the past:

June 24 Building Blocks: Design and build with wood, paper, and crayons.
July 1 Games Galore: Learn to play and create classic games.
July 8 Spectacular Science: Discover the excitement of science!
July 15 Animal Adventures: Make all kinds of animals.
July 22 Traditional Toys: Go back in time with characters from Toy Story.
July 29 People Pretending: Your imagination will go wild with hats, masks, and puppets.
August 5 Moving Marvels: Get your move on with cars, airplanes, and more.

Visit our website for details.
FRIDAY, JUNE 5 • ART HOP
5:30 p.m. Talk: “The Art of Music and Animation”
Aubrey Jewel Hardaway, animator & KVCC instructor **FREE**
7:00 p.m. Dixon’s Violin **FREE**
8:00 p.m. Pink Floyd’s The Wall ($3/person)

SATURDAY, JUNE 6 12:00 – 4:00 p.m.
All activities, shows and programs are FREE. Come see us in the Do Dah Parade, then join us for an afternoon of animation fun!
12:00 – 4:00 Hands-on fun with stop motion animation and more, led by students of KVCC’s Center for New Media AniMotion Labs!
1:00 – Workshop: “Arts of Independent Storytelling” Aubrey Jewel Hardaway
2:00 – Workshop: “Art and Tech Pixar Storytelling” Mike Altman, modeler for Pixar
3:00 – Film: Toy Story 3
12:00 – 3:30 every half hour: Nitewalk, a spooky animation in our planetarium, usually seen only on Halloween!
12:00 – 3:30 every half hour: Join Buzz Lightyear in space! **Challenger Learning Center**

**FREE GENERAL ADMISSION**
Monday–Saturday 9 a.m.–5 p.m.
Friday (Oct–May) 9 a.m.–9 p.m.
Sunday + Holidays 1 p.m.–5 p.m.
Closed: Thanksgiving, Christmas Eve, Christmas Day, and Easter