Two medical doctors with a knack for engineering have, in retrospect, become two of the most consequential figures in Kalamazoo history. The unintended results of their separate efforts to ease human sufferings have had lasting effects on our community and our times.

Drs. William E. Upjohn and Homer H. Stryker grew up within 50 miles of each other and one generation apart. Born with a love for tinkering, they developed and patented two simple machines: one to roll pills and another to turn patients. These two inventions, simple in concept, were profound in their long-term effects. Each became the base upon which two major manufacturing companies rose and prospered. In the end, everyone now living in Kalamazoo is the beneficiary of the unintended consequences of these simple inventions.

In 1885, Upjohn was issued U.S. Patent 312,041 for the “process of making pills” through a machine that built a pill layer by layer as powdered medicine was spun in a pan, moistened, and rolled around a core. Upjohn’s “friable” pills became the mainstay of a new business, The Upjohn Pill and Granule Company began the following year. The Upjohn Company set out to do what physicians had heretofore done for themselves: compound bulk ingredients into dose amounts for patients. Upjohn’s pill-rolling machines grossed $50,000 in 1886. From that seed grew an international pharmaceutical corporation whose sales exceeded $2 billion 100 years later.

In the November 1939 issue of the *Journal of the American Medical Association*, a young orthopedic surgeon at the University of Michigan Hospital published an article on a device that could turn a patient head over heels. The young doctor was Homer Stryker and the device was called the turning frame, a simple invention that eased pain for burn victims and other patients who were required to stay immobile in order to heal. (Read more of his story beginning on page 15 of this issue.) His S t r y k e r Bed proved so popular among doctors and their patients that soon the Orthopedic Frame Company of Kalamazoo was turning them out by the dozens. The turning frame was the first in a series of mechanical innovations that Dr. Stryker converted into standard medical technology. Before his 65th birthday, Homer Stryker held a dozen patents on devices that eased the labor of physicians and the pain of patients. The Orthopedic Frame Company grew in the next 50 years into the Stryker Corporation, another international company based in Kalamazoo.

W.E. Upjohn and Homer Stryker show the power that individuals, with the determination to pursue their ideas, can have on history. Their “we-can-do-it” inventiveness created not

*continued on page 24*
Rome might not have been built in a day, but folks can fabricate all sorts of neat stuff in a short period of time at “The World We Create.”

That’s the latest touring exhibition booked for the Kalamazoo Valley Museum from Sept. 28 through Jan. 5 that allows people of all ages to explore the application of technology, the sciences and engineering in the worlds of manufacturing and construction.

Created for the Louisville Science Center by the exhibit-design firm whose credits include the U.S. Holocaust Memorial Museum in Washington, D.C., “The World We Create” features 10 interactive, hands-on stations where K–12 students and adults can experience how human ingenuity can solve problems, invent “things,” and advance technology.

They can apply their thinking caps and manual dexterity in the “Construction Zone,” “Transit Hub,” and “Tech Works” sections.

Operating a mechanical crane teaches teamwork and the precision required for constructing safe and strong buildings that reach for the sky.

Visitors can then test the quality of their designed structure against the power of a simulated earthquake. Another station poses the challenge of building a dome structure, a bridge and an archway without them toppling.

The innards of machines that move mountains and people from place to place give up their secrets via a series of interlocking gears that can be engineered according to their ratio, size and placement to both generate power and to make tasks easier.

“There is also a teamwork element in the ‘Transit Hub’ section,” said Jean Stevens, the museum’s curator of...
design. “A group must work together to take a ball on the quickest route through a tilt-top maze of a town.”

What better place than the nation’s No. 1 automaking state to learn about the mechanics of motion and the effects that the friction of the air can have on the efficiency of a speeding car. “The World We Create” features a wind tunnel that demonstrates the aerodynamic properties of different vehicle shapes and how streamlining cuts down on drag.

In bringing home the message that every person can be a creative problem-solver, “Tech Works” invites you to use computer software to design “the bike of your dreams.” Once that personal prototype has been finalized, properties of this “bicycle built for you” can be evaluated in terms of cost, durability and strength. In other words, will that elephant fly?

The exhibit “Just in Time” allows visitors to experience a manufacturing simulation in which all the elements of planning, coordination and timing come into play to produce a line of trucks. “Test Your Ideas” does just that, putting concepts through a variety of challenges offered by motorized parts and power stations to determine whether they work or fail as currently constituted.

“The World We Create,” which was partially funded by a National Science Foundation grant, is credited with showing students of all grade levels how classroom theory has practical applications in manufacturing. They can connect the scientific principles that might be rather dormant in school to what is being achieved in the working world.

“This exhibit,” Stevens said, “shows that if children are given the opportunity to be their natural, inquisitive, curious, and creative selves, then science doesn’t come across as boring and drab. It becomes something they want to do more of because it’s fun, engaging and accessible.”

“Many of us usually have to visualize how something works,” she said, “but that’s not required with ‘The World We Create! The principles and applications can be immediately seen, felt and understood. And so is the value of teamwork.”

Finished in 1997, “The World We Create” is in the middle of a three-year national tour.

“It caters to curiosity and creativity,” Stevens said. “Science and applied technology come out of the textbook and off of the blueprint. They become relevant and fun to learn.”

At Engineer-It Tabletops, apply the principles of physics to create structures.

Find the fastest route through a maze of city streets in Getting From Here to There.
So you want to be an illustrator?
David Small said “Yes!”

The nation’s presidents and the world’s inventors hail from all walks of life and origins. While they don’t share leadership skills, athletic prowess or even genius, what they do share is creativity and a tendency to be “dreamers.”

It’s part of the track record for illustrator/writer David Small, whose award-winning creations include So You Want To Be President?

The publication of his latest work—So You Want To Be An Inventor?—comes at a serendipitous time for the Kalamazoo Valley Museum as it opens “The World We Create” exhibition on Sept. 28. As part of that attraction, the 27 illustrations that he did to accompany author Judith St. George’s historical, humorous and sometime irreverent anecdotes about inventors and their inventions will be framed and on display.

Small and his wife, writer Sarah Stewart, with whom he has collaborated on several books, live in a historic riverside house built in Mendon in 1833.

They will be in the spotlight for a public program at the museum on Saturday, Dec. 7, from 1 to 4 p.m. While Small and Stewart meet readers and sign books, the museum staff will bring to life his illustrations and her writings in a series of hands-on arts-and-crafts activities.

So You Want To Be An Inventor is Small’s 31st book. The first So You… book earned him and writer St. George the American Library Association’s prestigious Caldecott Medal, which in their field is akin to an actor winning an Oscar, or a journalist a Pulitzer.

A book about inventors and their inventions was St. George’s idea and he credits her for the lion’s share of the research. “In general,” Small said, “I’m a poorly educated person who learns a lot by doing these kinds of books. I hardly knew anything about inventors.”

His “poor” education includes a degree in English and fine arts at Wayne State University in his home city of Detroit and a master’s in the latter discipline at Yale, yet he admits to being a borderline academic who struggled in many of his classes. An affinity for things artistic got him by.

Sports weren’t his gig in school. Neither were leadership roles, extra-curricular activities, nor cars. As a “weird kid,” he survived, thanks to the arts—both drawing and music—that nourished his creativity.

“That’s what I learned doing the book about inventors,” said the former professor of art at Kalamazoo College. “Across the board, they shared creativity. Many of them were dreamers. Alexander Graham Bell conceived what became the telephone in a dream. When I speak to children in classrooms, and I do a lot of that, I tell them it’s OK to be creative, to be a dreamer.”

The Small-St. George team also shares the story of Elijah McCoy, the son of runaway slaves, who was educated as a master mechanic and engineer in Scotland. He devised a lubricator that became so popular it coined the term “the real McCoy.” (Read more of McCoy’s story on page 6.)

Don’t refer to Small’s creations as “children’s books.”

“I do picture books that are for everybody,” he said. “What I do has a broad appeal for adults, parents and children because they are good stories and the drawings are simple, straightforward, yet highly detailed.”

David Small likes to enlighten as he entertains.
Did you ever wonder where the expression “The real McCoy” originated? Elijah McCoy was an early African-American inventor who became known for the excellence of his designs. People didn’t want imitations of his products. They knew McCoy was dedicated to quality, and they wanted to be sure they got “the real McCoy.”

Elijah McCoy was born in Canada to parents who had escaped from slavery in Kentucky. Education was a high priority in the McCoy family. Very early, Elijah showed strong mechanical skills. He enjoyed taking things apart and putting them back together again. When he was only 16, Elijah traveled to Scotland to study engineering. By the time McCoy finished his degree, the American slaves had been freed. McCoy was able to return to America.

Although McCoy was fully credentialed as an engineer and master mechanic, jobs were difficult to find. Many people thought of blacks as uneducated or even still considered them slaves. Elijah finally found work as a fireman/oilman for the Michigan Central Railroad. McCoy discovered that the process of oiling the train was dangerous and inefficient. He worked for two years to design a cup that would automatically drip oil wherever it was needed. In 1872, he applied for a patent on the product. While many engineers were skeptical, railroad engineers realized how good the product was. Soon, people were asking for “the real McCoy” by name.

Elijah McCoy was dedicated to his family, to young people, the railroads and inventing. McCoy left a legacy of more than 50 patented inventions. Many of his inventions still are used in transportation and construction.

When you visit THE WORLD WE CREATE, you’ll find “the real McCoy” in the INVENTOR’S GARAGE. Follow his story, and don’t forget to play at the Force Physics Box. Then, move to the TRANSIT HUB, and try your hand at the Wind Tunnel. In the CONSTRUCTION SITE, read the stories of some of today’s engineers.

Illustration of Elijah McCoy by David Small from the book So You Want to Be an Inventor? Article and activity courtesy of the Louisville Science Center.
Long before McDonald’s brought its 10-cent hamburgers to Kalamazoo, there was the Soup’er Burger. And, instead of a clown named Ronald promoting the eatery, proprietor Bud Flynn sponsored city-league basketball and fast-pitch softball teams that brought state championships back to Kalamazoo.

To show his appreciation for his players’ athletic prowess on the court, Flynn bought them varsity jackets emblazoned with the Soup’er Burger name. The one worn by Swift Noble, former basketball coach and athletic director at Vicksburg High School, is on display at the Kalamazoo Valley Museum.

According to Charlie Stanski, who played guard for the Soup’er Burgers, the nucleus of the title team came from the squad that had been sponsored for years by the Shepherd Fuel Co. of Kalamazoo. When Shepherd decided to drop his support in 1955, coach Al Broschay convinced Flynn to pick up the sponsorship, paying team fees, providing uniforms and equipment, and footing the bill for post-game meals.

That inaugural season, the Soup’er Burgers reached the state semifinals. In 1956, the quintet, who had won three straight Kalamazoo Amateur Basketball Federation crowns, became the first team from Kalamazoo to win the Michigan Recreation Association state title.

“The Soup’er Burger was one of the first hamburger joints in town,” said Stanski, who came to this area in 1946 from Fort Wayne to play basketball at Kalamazoo College for four seasons. “It also served soups, which is where the name came from. Pretty tasty stuff, too.

“Bud would take us there after our games for food,” said Stanski, who worked 25 years for the St. Regis and Allied Paper companies in personnel following his 1950 graduation from “K” where he majored in political science and economics. “But to celebrate the state championship, Bud served us steaks there that night at a banquet.”

The Soup’er Burger was located on Portage Street just north of where Lovers Lane forks off. It closed shortly after Flynn died and today is the home of a Chinese restaurant.

Stanski, who also logged a decade with First of America Bank before his retirement in 1990, played city-league basketball for 15 years. Noble, who today would be classified as a power forward for his....

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The path to building a better community collection takes…
• planning,
• careful consideration, and
• your help.
Do you have anything that belongs in a museum? It doesn’t have to be a Picasso or a piece of Wedgwood. It could be something as ordinary as your old cheerleading outfit or the “GI Joe” you played with as a kid. Perhaps it’s a box of old Valentines or the Shakespeare golf clubs sitting in your basement. We are looking for both rare and everyday objects that illustrate home, work, social and political life in Southwest Michigan, especially from the 1930s through the 1960s—but we accept donations from all time periods. We consider items from as small as a political button to as large as a windmill. If you think you’ve got something that belongs in the community’s collection, please contact Tom Dietz, curator of research, at 269/373-7984 or tdietz@kvcc.edu.

Our thanks to the KVM Collection Donors for 2001!

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Christmas Lights and Doll
Tertius Strong Pioneer Collection
Photographs, Local Products and Tools
Franklin Heater
1934 Kalamazoo Election Ballot
Flour Sifter/Mixer from Battle Creek Sanitorium
Make some guesses about these objects from the KVM collection. How old do you think they are? What were they used for? (Answers at the bottom of the page.)

1. Mousetrap. It caught the mouse alive—a method much preferred by the lady of the house. It was manufactured by the Animal Trap Company of Abingdon, Illinois, ca. 1900.

2. Tooth extractor. It was used by a former Kalamazoo doctor, Harris B. Osborne, while he served as an assistant surgeon in the 113th Illinois Volunteer Infantry from 1862–1865. It had no fluid or flame. This was important so soldiers in the field would not alert potential enemies. It was made by the Bowers Lighter Company of Kalamazoo.

3. This cigarette lighter* had a special function for soldiers and sailors during World War II. It had no fluid or flame. This was important so soldiers in the field would not alert potential enemies. It was made by the Bowers Lighter Company of Kalamazoo.

4. Pickles. The bottle was popular from the 1840s to the 1880s. It is called a cathedral pickle bottle because of the Gothic arch design. It was manufactured by a company of Ann Arbor, Illinois, ca. 1900. It was used by a former Kalamazoo doctor. Harris B. Osborne, while he served as an assistant surgeon in the 113th Illinois Volunteer Infantry from 1862–1865.

What vegetable was stored in this wide-mouthed bottle? (Hint: You probably have some today, in a jar in your refrigerator.)

It’s called a “Catemalive.”

This was used by a doctor during the Civil War.
The story of Dutch settlement in Southwest Michigan is closely associated with the immigrants led here in 1850 by Paulus den Bleyker. Born in The Netherlands in 1804, he had amassed by 1849 a small fortune of $100,000 as a landowner and supervisor of a firm that drained and reclaimed coastal lowlands.

In that year, den Bleyker received letters from the Rev. Albertus C. Van Raalte, the pastor of a Dutch settlement in Michigan, who described promising opportunities in America. Encouraged by his close friend Jan Hoek, den Bleyker organized a party of 27 who sailed from Rotterdam to New York in the summer of 1850. Eighteen members of den Bleyker’s party set out for Michigan, arriving in Kalamazoo on Oct. 1, 1850.

Unfortunately for den Bleyker’s party, someone in the group had contracted cholera, a deadly contagious disease that was common on the mid-19th century Michigan frontier. When the illness began to spread, local residents forced den Bleyker and his party into quarantine in a hastily built shack outside the town. Nine members of the party died, including one of den Bleyker’s children and his friend, Jan Hoek.

Den Bleyker’s original goal was to settle at Black Lake, near Holland, with the Rev. Van Raalte. The enforced quarantine gave den Bleyker an opportunity to assess Kalamazoo. He liked what he saw and decided to stay. He bought a 330-acre farm near Schoolcraft from Hezekiah G. Wells but he wanted land closer to the city. Former Michigan Gov. Epaphroditus Ransom owned a large farm that he wished to sell. Learning of this, den Bleyker decided to buy Ransom’s property for $12,000.

This new farm was located in what is now downtown Kalamazoo, bounded by Lovell Street on the north, Rose Street on the west, and Portage Creek on the east and south. Den Bleyker divided much of the farm into 88 smaller lots. By 1854, he had sold many of these lots for nearly $18,000. His success prompted other Dutch immigrants to come to Kalamazoo.

Dutch settlers brought their culture and religion to the new land. As early as 1850, they organized the First Reformed Church in Kalamazoo. In 1869 the Christian Reformed Church was established. Calling themselves the “True Dutch Reformed Church,” they built a church at the corner of John and Walnut streets. These groups have been important factors in shaping the heritage of this region.

The Dutch also played a role shaping Kalamazoo’s identity. Two Dutch farmers, Cornelius De Bruin and John DeKam, each claim to have been the first to grow celery commercially around 1866. Wherever the truth lies, Kalamazoo emerged as the “Celery City” by the end of the 19th century.

By then, Dutch immigrants were helping Kalamazoo gain new fame as the “Paper City.” In 1866, Jacob Hoek, son of den Bleyker’s deceased friend, supervised the construction of Kalamazoo’s first paper mill—the Kalamazoo Paper Company. He served for many years as the chief mechanic. As the paper industry grew, children of Dutch immigrants became the mill hands who worked in the factories well into the 20th century.

The Dutch influence continues to remain strong in Southwest Michigan. This heritage contributes to the rich diversity of life in our community.

—Tom Dietz, KVM curator of research
There’s something new to explore starting this fall in the “Science in Motion” gallery. Three 12-foot-wide discovery walls provide a lively and colorful look at the history of scientific discoveries in the fields of energy, the human body, and technology.

Each discovery wall is divided into four timelines that relate to the hands-on exhibits in that area of the gallery. For example, the energy-wall categories are light and optics, mechanics, electricity and magnetism, and matter and chemistry. As you approach the walls, you will find eight turning boxes comprising each timeline. Just give them a turn to trace the history of discoveries through graphics, photos, quotes, and even objects and cartoons. All are arranged chronologically, so that you can see how one idea leads to another. You can also find connections among the categories and among the three walls—some scientists appear in more than one area.

Because the boxes will be turned by visitors, the walls will always look a little different, serving as an attractive “mural in motion.” But they add more than looks to the gallery.

“The walls are meant to be a fun introduction to the history of scientific investigation,” said Eric Schreur, KVM planetarium coordinator and content developer for the gallery. “They provide an excellent historical context for the hands-on activities in the gallery, and we hope they spark your curiosity to find out more.” You don’t need to go far to do more research on topics or scientists that interest you. The “Science in Motion” computer resource stations contain a wealth of information on subjects introduced in the discovery walls.

continued next page...
Finding out something about scientists and how they work helps to put a human face on science subjects that some people find daunting. Visitors will see that science is a process of questioning, investigating, observing, interpreting, and compiling information. They’ll also see that science is everywhere, and is an integral part of their daily lives. They will get a sense of how scientists reach their conclusions, and how a body of scientific knowledge builds and changes over time. They’ll also learn that the available tools and cultural perspectives of any given time and place affect our knowledge base.

“Our scientific understanding of the world is far from being a collection of facts ‘carved in stone,’” said Sherri Adams, KVCC chemistry instructor. “It has developed over time—and this process is ongoing.” Adams was a member of the team of museum and college staff and community volunteers who worked on the science gallery planning. “What we think is true today was not necessarily thought to be true in the past, and may not be true in the future. Our understanding depends on new tools, new finds, and most importantly, new minds. One of our goals with the discovery walls was to expose young people to the wide variety of science professions, and to inspire them to think about a career in science.”

An added advantage of exploring the discovery walls and resource stations within the “Science in Motion” gallery is that the many related hands-on exhibits allow you to become immersed in your very own scientific investigations. You can read about Galileo’s experiments with moving objects and acceleration, and turn around to try some yourself. Or read about Newton and light, and then manipulate light beams with mirrors and prisms.

“The discovery walls complement the hands-on gallery experiences,” Schreur said. “They help to show the ongoing development and change that is the nature of science. It’s always in motion, which is what the gallery is all about.”

—Jean Stevens, KVM curator of design
KVM COMMUNITY ADVISORY COMMITTEE MEMBER PROFILE

Tom Fricke—Coasters, Football, and the KVM

To say that museums rank No. 3 behind roller coasters and University of Nebraska football weekends when it comes to Tom Fricke’s leisure-time passions is not a slap in the face. After all, he and wife Carol have traveled to as far as Australia and all over the North American continent to sample the ups and downs of the world’s greatest roller-coasters. On fall weekends, you can find them wearing the red-and-white of the Cornhuskers in a state where Nebraska football ranks right up there with church on Sunday and raising good kids and good crops.

And nobody’s quite certain of that 1-2-3 order because on a football Saturday in Lincoln, the population of the stadium crowd rates as the second largest “community” in the state.

As there is no such thing as a bad ride on a roller coaster nor a bad Cornhuskers football weekend even if they end up on the wrong end of the score, there is no such thing as a bad visit to a museum, says the veteran member of the Kalamazoo Valley Museum Community Advisory Committee.

Growing up in the Benton Harbor area, Fricke recalls trips to the Museum of Science and Industry in Chicago with his folks. “I could spend days there,” said Fricke, who spent 15 years as the executive director of the Kalamazoo County Convention and Visitors Bureau, “and I still can. It ranks right up there with the museum in Toronto.”

When in pursuit of the great roller coasters on the planet, Fricke often finds time to take in the local museum and thus can judge what the Kalamazoo Valley Museum has to offer.

“This one is quite spectacular for a community of our size,” he said. “Because it is highly interactive, it is as much of an attraction as it is an educational resource for this part of Michigan.”

Fricke admits to being somewhat old-fashioned because his “interactivity” is inside him, from seeing the original “Star-Spangled Banner” at the Smithsonian to the local museum’s collection of business signs that reminded him of trips to the “big city” of Kalamazoo when he was a kid.

“At the Kalamazoo Valley Museum,” he said, “history and science come alive because you can participate in it. In the Science Gallery, people spend their time doing something, learning something. It’s not hit-and-miss any more. People spend time with exhibits.

“What’s also amazing to me,” he said, “is the spectrum of topics that the Kalamazoo museum covers, from the mummy to the story of the resorts in South Haven to the space age.”

The variety of exhibits and programming has much to do with the fact that the museum’s attendance has increased 22 percent over the last two years.

But another factor, he believes, is the staff. “They do a marvelous job. The ‘Greeter Guides,’ for example, make people feel welcome, show them what’s available, and make visitors want to come back because lots of things are always going on. The staff members, all the way to the top, are very creative and people-friendly.”

Fricke, in his mid-60s, has not lost his affinity for the wildest rides in the world. There are always dynamic new coasters coming on the scene.

“Plus,” he said, “I am also living vicariously through my five grandchildren as I take them on their first rides. The only difference is that with a slight rotator-cuff problem these days, I don’t want to get bounced around like I used to.”
You can make a difference at the Kalamazoo Valley Museum

The Kalamazoo Valley Museum (KVM) is a participatory museum of history, science and technology, linking Southwest Michigan to the world through collections, exhibitions, media, and programs. The KVM offers learning and educational experiences to foster understanding of significant issues shaping our regional community. Our goal is to develop cultural, historical, and scientific literacy through a wide range of services and programs.

As part of Kalamazoo Valley Community College, the KVM is funded primarily by a .42-mill property tax. Our facility is free and open to the public 361 days per year. Our family audience approaches 100,000 visitors each year, ranging in age from pre-school to adults. Our unique programs offer not only learning opportunities for our visitors, but also create a safe environment for learning and fun.

However, without private support from businesses as well as individual members of our community like you, many of the events, programs and exhibitions (some already scheduled into 2006) at the KVM would not be possible.

Through your contributions, you can help promote education and innovation as we work to make the Kalamazoo area a better place to live.

The Kalamazoo Valley Museum, through its affiliation with Kalamazoo Valley Community College and its foundation—a nonprofit 501(C)(3) corporation—aids in enhancing the educational opportunities and environment in Southwest Michigan, providing a vehicle for tax-deductible contributions/sponsorships to both the college and museum.

There are many ways to assist the college and the museum by giving to the KVCC Foundation. The most common is a cash gift, but other options can represent vast end-of-the-year tax savings to the donor. Here are some of the available options:

- **Endowment Gift**: a gift for endowment that is invested in a permanent fund that earns money for the college and museum every year thereafter. The endowment will award 5 percent of principal earnings annually. The principal from an endowment remains invested and the earnings are used to fund the yearly award.

- **Property Gift**: a gift of property that has value but that is no longer needed by the donor.

- **Bequest**: a statement in a will that provides a gift for the foundation’s endowment or to an unrestricted fund to perpetuate the donor’s future interests.

- **Charitable Gift Annuity**: a gift of property in exchange for a guaranteed income for the rest of the donor’s life; it also provides tax benefits.

- **Charitable Remainder Unitrust**: a donor’s property placed into a trust where it will be tax-sheltered for growth, pay an annual income for life based on its growing value, and secure tax benefits.

- **Charitable Remainder Annuity Trust**: a donor’s property placed into a trust, selecting a fixed-dollar income for life, and securing tax benefits.

- **Charitable Lead Trust**: a donor’s property placed into a trust that will pay income to the charity for a specified number of years after which the property is returned to the donor.

- **Insurance**: a donor’s insurance policy (one that is no longer needed) used to create a planned gift. This is as easy as changing the beneficiary to the KVCC Foundation.

- **Gifts of Cash**: cash gifts, the most common form of giving; they are generally unrestricted unless otherwise designated.

- **Matching Gifts**: a gift, made by a current or retired employee (and in some cases even made by employee spouses) that is matched by an employer. To find out more contact your company’s human resource department.

Your gift can make a difference!

For more information about any of these giving opportunities, call the KVCC Foundation office at 269/488-4246, or contact your financial adviser or attorney.

—Steve Doherty, KVCC Foundation
Homer Stryker exemplifies the great American story—an inventor whose invention leads him to success in the business world.

Born near Fulton in Wakeshma Township in 1894, Stryker graduated from Western State Normal School in 1916 and became a teacher in the Upper Peninsula. He served in the U.S. Army during World War I. In 1921, he enrolled in the University of Michigan Medical School.

Following his graduation from medical school, Dr. Stryker served as a surgical intern. During this time, he tinkered with surgical equipment trying to improve it. After his internship, he returned to Kalamazoo in 1928 and opened his medical practice. He served as the county physician providing medical care for the poor. In 1935, he returned to Ann Arbor for a residency in orthopedic surgery.

During this residency, Stryker developed his first successful invention, the Stryker Turning Frame. This device made it easier to turn patients over from their back to their stomach when they were unable to do so by themselves. Word of the new product spread quickly in both medical journals and popular magazines, including LIFE. Dr. Stryker continued to tinker while he was completing his residency and made improvements on a number of medical devices then in use. He also invented his second product: a rubber heel for walking casts.

Having completed his residency, Stryker returned to Kalamazoo in 1939 as the only certified orthopedic surgeon in southwestern Michigan. He was offered office space at Borgess Hospital and opened his practice. As part of the agreement, the Borgess Hospital administration offered him space for a basement workshop in which to continue his work on medical equipment. In that workshop, with the help of two part-time workers, and sewing help from his wife, Dr. Stryker began to manufacture orthopedic turning frames and walking-cast heels.

During World War II, Stryker’s turning frame was in great demand by the U.S. Army for use in military hospitals. Dr. Stryker, however, found himself with an increased patient load, including more surgery, since younger doctors were drafted into the Armed Forces and older doctors had to pick up the extra load. As a result, he collaborated with the Kalamazoo Sled Continued next page...
Imagine if a child of one of Thomas Edison’s inventing team were used as a model to illustrate what the development of the light bulb meant to humanity and quality of life. That’s kind of like what happened to Julia Carson who, back in the late 1950s, was used to showcase the benefits of the “Circ O Lectric” hospital bed, which some believe to be one of the premier examples of Dr. Homer Stryker’s inventive powers.

Carson, who teaches English and language skills at Battle Creek Northwestern Middle School, was used as a “patient prop” in both photographs and training films demonstrating the capabilities of the bed. Basically like a gyroscope, it could be turned “every which way but loose” electrically to either make immobile patients more comfortable or to make it easier for medical personnel to care for them.

For Stryker, it was the next step up from his “turning frame” that came on the market at the end of the 1930s. The Circ O Lectric bed went further by allowing the patient to be rotated from stomach to back and back again as well as to be placed in a variety of positions including upright. The patient could operate the bed, too.

So how did Julia Carson get involved?

Her father became a salesman following a military career. One of the doors he knocked on was that of Dr. Homer Stryker. Apparently, the two hit it off and Stryker hired the senior Carson to be the sales manager of his small enterprise, then known as the Orthopedic Frame Co.

For the next 15 years, the former Army officer built Stryker’s sales staff, conceived the first marketing campaigns, and moved the company toward globalization. He also had a hand in developing some new products, according to his daughter.

“I was 14 at the time,” she said. “One of the Circ O Lectric’s first unveilings was at a convention in Denver. I can remember the crowds that came around it because the bed was so unusual. My job was to be a model patient and to operate the controls.”

Big payoffs came from demonstrations given to hospital staffs and, even more, from the training films produced for the Stryker sales staff who made pitches to medical professionals around the country.

Those kinds of promotions, plus the bed’s quality and capabilities, made it something of a household word in the medical world. Adding to its fame was the fact that a Kennedy son used a Stryker bed following a plane crash; it was also later featured in the Tom Cruise movie, “Fourth of July.”

The senior Carson eventually returned to his home state of Colorado and launched his own company. He died in 1984, four years after Dr. Stryker.

Julia, who graduated from Portage Central High School, attended college in Wisconsin for a year and eventually finished both a BA and MA at Western Michigan University. After careers as a social worker and teaching at WMU part-time, she became a teacher in the Battle Creek schools.

She continues to teach graduate extension courses in reading methods through WMU’s Battle Creek Kendall Center, modeling for others the power of words and language.
From museum visitor as a toddler to museum volunteer as a fourth-year student at Western Michigan University, Ben Whitt knows about its fun and its tests of ingenuity. Today he’s a card-carrying member of the Bill Gates generation—a computer hobbyist who can’t get enough of learning the ins and outs of the electronic marvels.

“I began going to the Kalamazoo museum right after I learned to walk,” said the WMU electrical-engineering major. “I loved being exposed to its science and technology aspects and, growing up, took part in those kinds of summer programs.”

Whitt, a 1998 Kalamazoo Central High School graduate, has been a summer volunteer at the Kalamazoo Valley Museum since his junior year there. He was one of 30 on duty this summer who pitched in to help with the “Let Us Entertain You” free programs for kids.

“I initially signed up because I thought it would look good on my resume and on applications for scholarships,” he said. “But then I learned that volunteering at a place I loved to go was very enjoyable. It was as much fun on one side of the table as a volunteer helping kids as it was on the other side of the table as a visitor.”

Whitt, 22, particularly enjoys helping youngsters who run into dead-ends on a project and start to show frustrations. Guiding them to a sense of success is very rewarding. He’s also the “techie” who can help his mother, Barbara, who is an interpreter for hearing-impaired students at the Maple Street Magnet Center for the Arts, find her way through computer mazes and frustrations.

“I own many video games,” he said. “When I’m not involved with those, I’m tinkering with computers both internally and externally, figuring out why something doesn’t work. Games are for fun, malfunctions are for the challenge.”

As many as 18 hours a day he’s a walking technical-support person for his mother’s two computers and for his pals’ units. Whitt himself has a custom-built job and a laptop.

While computer software is intriguing, he prefers to work on the innards of the machines. He’s not certain where his studies at Western will take him careerwise, but he’s certain that he’s pursuing what he loves to do.

If he ever gets tired of scoping out computers, which seldom happens, he will engage in an activity relatively rare for people his age—the ancient Japanese art form of origami.

“I got interested in it at the museum when folding paper airplanes,” Whitt said. “My interest really peaked at a Sister City Days in Kalamazoo when people from Numazu set up a display.

“I do origami when I get bored,” he said. That would probably be the other six hours of the day… when he’s not sleeping.
‘Space Toys’ and ‘In My Backyard’ debut at the KVM

A new planetarium show designed to showcase the skies to young children, and the Canadian entertainer who provided the “Sesame Street”-like music for that production are coming to the Kalamazoo Valley Museum on Jan. 25.

Scheduled to open that day is the creation of the Museum of Discovery in Little Rock, Ark., that features 1,200 space-oriented toys and collectibles, along with video clips from vintage science-fiction movies and TV episodes.

Joining “Space Toys” on the billing that day will be the debut of the museum’s newest planetarium show, “In My Backyard,” focusing on the night sky, the seasons, the stars of the Big Dipper, the phases of the moon, phenomena such as lightning, rainbows and meteors, and the plant and animal life that children can see at home.

The 40-minute show, targeted for youngsters ages 4 to 7, teaches in simple, straightforward terms with a musical format provided by Canadian educator/performer Fred Penner.

Penner himself will at the museum that day for four performances. The events are all part of Downtown Kalamazoo Incorporated’s annual “Great Winter Adventure.”

“In My Backyard” will become the 40th in the planetarium’s inventory of star shows. Part of the fall offerings beginning in September will be the first in the “Where in the Universe is Carmen Sandiego?” series.

Additional details of the day’s activities will be forthcoming.

Artie leads the way for new museum guided tours

Guided tours are becoming a part of the Kalamazoo Valley Museum’s repertoire of services and, thanks to technology, you’ll be in charge of the itinerary.

Visitors will be able to rent for $3 a unit that looks like a CD player with head phones and a control system. That will be their ticket to an audio tour of the three-level museum.

“We already have materials for a self-guided tour, but that is only a sheet of paper,” said Valerie Eisenberg, director of visitor services at the museum. “And our Greeter Guides are on the floor to respond to questions and give directions.

“We thought it would add to the visitor’s experience to provide more interpretive information by means of an audio tour,” she said.

Assisted by Artie Fact, the museum’s taxicab icon, “audio tourists” can make their way through the roster of features — On the Trail of History, the planetarium, the latest nationally touring exhibition, the Challenger Learning Center, the tornado, artifacts in the Core Exhibit, the Science Gallery, and, of course, the famous mummy.

“The introductions and scripts were written by staff members,” Eisenberg said. “The material is ‘layered,’ meaning that a visitor can spend as little time at a stop or as much time as he or she wants. At the press of a button, they can continue to get greater details about a particular exhibit.”

If a visitor listened to all of the recorded information, she said, it would be about a three-hour adventure.

The museum staff worked with Cameo Multimedia, based in downtown Kalamazoo’s Rose Street Market, on the audio tour and with Jeff Johnson in particular.

“We wanted a storytelling, anecdotal approach,” Eisenberg said, “That’s why we used actors and actresses to record the information with dialogue and short plays.”

The eight units can be rented at the registration desk in the lobby. In addition to the $3 fee, users must have a driver’s license to serve as a deposit.

The audio-tour units will be ready for public use when the museum opens its “The World We Create” exhibit on Sept. 28.
The 2003 football season in Southwest Michigan will be coming early—in the spring.

Scheduled to open on May 31, 2003, at the Kalamazoo Valley Museum, “Football: The Exhibit” will be part of the statewide “A Summer of Sports” as seven major museums throughout Michigan offer exhibitions focusing on the roles that athletics and recreational activities have played in the lives of people.

For more than a year, Tom Dietz, the museum’s curator of research, has been making arrangements to borrow memorabilia that tell the story of college, high school and community football in this part of the state.

“By this fall, I will have fleshed out our theme and what we plan to exhibit in about six cases,” he said. “I think we have enough stuff, but if a person thinks he or she has something special, nothing is set in stone right now and we wouldn’t turn it down. I’d take a chance and give me a call at 269/373-7984.”

Among the artifacts and anecdotes that Dietz has already collected are those of Sam Dunlap, Western Michigan University’s first African-American player who still holds the season record for touchdowns—19 in a six-game season, including seven in one game.

The storied Kalamazoo Central-Battle Creek Central and Otsego-Plainwell rivalries are a planned highlight. Complementing old footballs, trophies, letter jackets, team photos, pennants and similar forms of fan support, cheerleading costumes, vintage equipment, and other misty watercolored memories about the gridiron glories of days gone by will be another attraction.

“Football: The Exhibit” will also explore the science, mathematics and technology underlying the sport in a nationally touring exhibition created by the Arkansas Museum of Science and History in Little Rock. The theme of the 3,000-square-foot, hands-on exhibition is that the science in ordinary life can be revealed through football’s familiar aspects, such as passing, kicking, the action at the line of scrimmage, and even cheerleading.

Visitors will learn why the spiral stabilizes the flight of the thrown football, how balance, angular momentum and center of gravity are key components of blocking, tackling and sacking the quarterback, and how the protective equipment has evolved over the years.

For more information about what the other six museums around the state will be featuring as part of the “Summer of Sports” project, check this website: summerofsports.com.
Oh, if only walls could talk. What would they say? There is a special wall in the museum. It’s tucked away in the On the Trail of History gallery. If it could talk it would surely have some fascinating stories to tell. To begin, let’s go to Galesburg.

In a little clearing on 35th Street, just north of M-96 and the railroad tracks, is a stone monument that reads “Boyhood Home of Major General William Rufus Shafter 1835-1906.” The home is no longer there and today, the exploits of William Rufus Shafter are largely forgotten. The home was a log cabin, built around 1836 by pioneers Hugh and Eliza Shafter. Their oldest son, William, or “Bill” as he was more commonly known, was well known in Galesburg as quite a handful. He was aggressive, tough, intelligent, competitive, and earned the nickname of “Bull.” He had a reputation for being “a born soldier.” One story tells us that he used girls’ dolls for target practice. Another claims that during recess he often played soldier, marching his schoolmates up and down in the schoolyard. But Bill also had a softer side. He was an avid reader of romantic and adventure novels; he was one of the best spellers in the Galesburg area, having won several local spelling bees; and he was a great storyteller, much to the community’s delight. But his passion was in soldiering and he saw an opportunity to live that passion when the Civil War broke out in 1861. He enlisted in the 7th Michigan Infantry and within a few weeks reached the rank of first lieutenant—the first of many promotions.

During the Civil War Shafter earned the Congressional Medal of Honor for “most distinguished gallantry in the Battle of Fair Oaks, May 31, 1862.” Following the war, he received a “Regular Army Commission” and was stationed in Texas. There he commanded Negro troops whose mission was to secure peace between the pioneers and Indians, and to explore, map and chart the topographical features of the Texas Panhandle and New Mexico. His accomplishments during that period were instrumental in opening up the Southwest for settlement.

For 40 years, Shafter served his country faithfully but not always easily. He had a reputation of being coarse, abusive and gruff—the “terror of his subordinates,” but he was also known as one of the most reliable and effective field officers in the service. During the Spanish-American War (1898) he commanded the largest force of U.S. troops that had ever left American soil, later leading to his greatest claim to fame. As a major general, Shafter led ground troops to capture Santiago and East Cuba in just one month. But his prominent efforts during the war were overshadowed by the romanticized actions of Teddy Roosevelt charging up San Juan Hill and the naval heroics of Commander George Dewey in the Philippines.

Throughout his eventful life, Shafter always found time to return to Galesburg. The little log cabin that he grew up in stood steadfastly, waiting for his return. Over the years, the log cabin found other owners and eventually fell into disrepair. In 1956 it was demolished, but it is not really gone. The museum saved many of the logs during the demolition. Today, they are unobtrusively gracing the walls of the schoolhouse* in the museum’s On the Trail of History gallery.* If only those walls could talk… what would they say?

—Paula Metzner, KVM collections manager

SPECIAL EXHIBITIONS

THE WORLD WE CREATE
Move it, compute it, play it, design it, and build it – there’s no limit to what you can do. This exhibit brings to life lessons in applied science, engineering, and technology. At exciting, interactive stations, experience how human creativity solves problems and advances technology. You’re the creative problem-solver, whether you’re building a tower that can withstand an earthquake or designing a new kind of bicycle. Let your imagination be your guide through three themes: Construction Zone, Transit Hub, and Tech World. Free

“The World We Create” is a traveling exhibition developed by the Louisville Science Center and supported in part by the National Science Foundation.

SO YOU WANT TO BE AN INVENTOR?
A companion exhibit features original artwork by David Small for the recently published book So You Want To Be An Inventor? David Small is a well-known artist, writer, and illustrator of children’s books and winner of the prestigious Caldecott Award. Free

COMING SOON…

SPACE TOYS
January 25 through May 18, 2003
Explore 130 years of space travel imagination! Toys, models, collectibles, graphics and video clips in eleven interactive exhibits sample space science fiction and introduce science topics. Explore rockets, robotics, gravity, distances in space, astronomy, and more! Free

“Space Toys” is a traveling exhibit organized by the Arkansas Museum of Discovery.

FEATURED PROGRAMS AND EVENTS

Join us for a series of Saturday family programs, the Sunday collection series, and your annual favorites. Visitors can drop in anytime during the hours indicated for hands-on programs. All programs are free. A star (*) indicates programs of special interest to adults. Programs for Brownie scouts are indicated with the ♬ symbol. Scouts, call for a complete list of our programs designed just for you.

JAM SESSION *
Oct. 6, Nov. 3, Dec. 1, Jan. 5; 2 – 5 p.m.
Listen to K’zoo Folklife Organization music on the first Sunday of every month.

INDUSTRIAL KALAMAZOO 1850–1900 *
Sunday, September 22; 2 p.m.
This slide lecture discusses the development of manufacturing in Kalamazoo in the second half of the 19th century.

IT’S ABOUT TIME
Saturday, October 12; 1 – 4 p.m.
Discover, experiment with, and create clocks. The Museum’s solar clock, grandfather clock, neon dry-cleaner’s clock, and the new clock on the Kalamazoo Mall will be featured.

SAFE HALLOWEEN ♬
Saturday, October 26; 11 a.m. – 4 p.m.
Bring a t-shirt to decorate, and make jewelry, hats, and masks as part of downtown Kalamazoo’s Safe Halloween. Wear a costume and plan to have fun! Brownies may earn their Art to Wear Try-it. Our special, scary planetarium program, Nightwalk, is free all day and will be shown every 20 minutes from 11 a.m. to 4 p.m. (This show is not recommended for children under 6 years old).

CARE OF FAMILY PHOTOGRAPHS AND DOCUMENTS *
Sunday, October 27; 2 – 3:30 p.m.
The collections manager offers practical advice on caring for family photographs and documents. Visitors may bring in items for specific advice.

HALLOWEEN IN SPACE
Wednesday, October 30; 6 – 8 p.m.
A crime has been committed in the Museum, and we need your help to solve it! A stellar
thief must be matched with stellar detective work. Curious? Come dressed in your best space costume (be an alien—or yourself!) and see if you’ll be the one to crack this case. This party for teens only (ages 12 to 15) includes a creepy show in the planetarium, games, and prizes.

**CHEMISTRY DAY**

Saturday, November 9; 12 – 4 p.m.

The 16th annual Chemistry Day starts right after the Holiday Parade. This year’s theme is “The Science of Clean” and local scientists will show their stuff with hands-on experiments, demonstrations, and other fun surprises.

**MILITARY MEMORABILIA**

Sunday, November 10; 1:30 – 4 p.m.

A panel of collectors will display and discuss military memorabilia and collectibles. Bring in items for identification (no guns please.)

**THANKSGIVING SMORGASBORD**

Friday & Saturday, Nov. 29 & 30;

11 a.m. – 4 p.m.

Fly a mission, watch a planetarium show, see science and history demonstrations, and enjoy the exhibits.

**A TRIBUTE TO DAVID SMALL AND SARAH STEWART**

Saturday, December 7; 1 – 4 p.m.

David Small, local author and illustrator, and his wife, author Sarah Stewart—known worldwide for their wonderful books—will both be here to sign books and meet their fans. We will also bring their books to life with a variety of hands-on arts and crafts inspired by their stories.

**HOLIDAY CAROLS**

December 9 – 20

Community choral groups perform at the Museum. Please call us at either 269/373-7990 or 800/772-3370 for a schedule.

**WINTER HOLIDAY HANDS-ON HAPPENINGS**

Join us for two weeks of holiday programs! See planetarium shows, travel to Mars in the Challenger Learning Center, participate in demonstrations, and join us for arts and crafts in honor of our special exhibition—The World We Create. New this year: family activities during New Year’s Fest!

**CONSTRUCTION ZONE**

Monday, Dec. 30; 1 – 4 p.m.

Put on your construction hat because we’re building today! Brownies may earn their Building Art Try-It.

**NEW YEAR’S FEST**

Tuesday, Dec. 31; 5 – 8 p.m.

Let the party begin—hats, noisemakers, and goody bags for everyone. Special free planetarium shows and mini-missions this evening.

**TRANSIT HUB**

Wednesday, Jan. 1; 1 – 4 p.m.

Create a whole variety of transportation vehicles today. Brownies may earn their Travel Right Try-It.

**TECH WORKS**

Thursday, Jan. 2; 1 – 4 p.m.

Let your imagination soar with wheels, magnets, and much more! Brownies may earn their Science in Action Try-It.

**INVENTIONS**

Friday, Jan. 3; 1 – 4 p.m.

Try your hand at inventing toys, tools, or games! Brownies may earn their Science Wonders Try-It.

**and other special holiday features...**

**HOLIDAY MINI-MISSIONS**

Dec. 26, 27, 30, 31 & Jan. 1, 2, 3; 1:30 & 3 p.m. $3.00/person

**HOLIDAY PLANETARIUM SHOWS:**

Dec. 26, 27, 30, 31 & Jan. 1, 2, 3 $3.00/person

*Where in the Universe is Carmen Sandiego?—I: 2:30 p.m.*

*Season of Light: 1 & 4 p.m.*

**DEMONSTRATIONS**

Dec. 26, 27, 30, 31 & Jan. 1, 2, 3—1 & 2 p.m. Free

**PLANETARIUM SHOWS**

Experience a journey into space like never before with state-of-the-art technology to guide your imagination to locations and events throughout our amazing universe. All planetarium programs $3/person.

**WHERE IN THE UNIVERSE IS CARMEN SANDIEGO?—I**

Saturdays & Sundays; 1:30 p.m.

September 7 - January 5

Carmen Sandiego and her gang have stolen the rings of Saturn. Join ACME’s junior detectives and use the planetarium’s interactive controls to follow the clues to recover Saturn’s rings. Last chance to see this planetarium; special showings during school holiday break.

**GALAXIES**

Wednesdays, Saturdays & Sundays; 4 p.m. (Sept. 7 – Nov. 24)

Throughout the Milky Way are glowing clouds where stars are forming, shells of gas where stars have perished, and clusters of living stars. Astronomer Timothy Ferris describes our Milky Way and compares it to other galaxies that fill our universe.

**SEASON OF LIGHT**

Wednesdays, Saturdays & Sundays; 4 p.m. (Nov. 28 – Jan. 5)

Trace the origins of holiday symbols from around the world and travel back in time to see one possible explanation of the Star of Bethlehem.

**KVM ANNOUNCEMENTS**

**VOLUNTEER ALERT!**

Call the Volunteer Coordinator at 269/373-7986 and learn about the benefits of volunteering at the Museum. There are opportunities in the preschool play area and with hands-on public programs.

**HANDICAPPED-ACCESS**

Sign language interpreters may be scheduled for programs with a minimum of two weeks notice. Assisted listening devices are available for use in the planetarium; please call in advance.

Our TDD number is: 269/373-7982. For details on programs and times, visit us at: www.kalamazoomuseum.org or call us at 269/373-7990 or 800/772-3370.
The Kalamazoo Valley Museum’s Challenger Learning Center is an innovative educational facility complete with a Space Station and Mission Control. Mini-missions are hands-on, fun learning experiences. Age restrictions are imposed for safety reasons, as well as for the enjoyment of the program by all participants.

**VOYAGE TO MARS: MINI-MISSION**
Saturdays & Sundays at 3 p.m.
Live out your space-age fantasies with this exciting space adventure. You will be on the first Mars-Earth Transport Vehicle preparing to land on Mars. Your mission, should you accept it, is to help create a control base at Chryse Station, located at the site of the first Viking landing. No advanced reservations allowed. Tickets may be purchased on the day of the mini-mission. Ages 6 & up, $3/person. Each child ages 6 to 11 must be accompanied by a partner 12 years or older.

**SPECIAL GROUP MISSIONS**
Attention scouts, clubs, and businesses! Experience first-hand the value of working as a team and of using effective communication in these exciting simulated space missions. Call for details and reservations (269-373-7965).

**FULL GROUP MISSIONS**
Full missions are great for business training, or just plain fun! Experience first-hand the value of working as a team and of using effective communication. This program includes one hour of pre-flight activities and orientation and an exciting two-hour simulated space mission. Successful crews will receive a certificate and mission memorabilia. Ages 12 & up; 15 to 34 participants. Registration is required at least two weeks prior to mission date; $25/person.

**JUNIOR MISSIONS**
This is a specially designed 90-minute mission for children and adults. Pre-flight hands-on activities prepare the junior astronauts for their exciting flight in the Challenger Learning Center’s spacecraft simulator. Successful crews will receive certificates and mission memorabilia. Ages 8 & up; 8 –14 participants. Registration is required at least two weeks prior to mission date; $10/person.

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**CHILDREN’S LANDSCAPE**

**HOURS**
Monday through Friday • 9 a.m. to 3 p.m.
Saturday • 9 a.m. to 5 p.m.  Sunday • 1 to 5 p.m.
Open until 5 p.m. during Holiday Break

Children’s Landscape is designed to introduce preschoolers and their parents to an interactive museum setting. Hands-on activities, exhibits, and programs are designed for children five and under. Children older than five may participate only if accompanying a preschool buddy, with the expectation that their play be appropriate to preschool surroundings. Free

**CIRCLE TIME PROGRAMS**
are offered free of charge to families and preschool groups. Different stories, musical activities, games, and art projects will be offered each week. All programs are twenty minutes long and begin at 10 a.m. and 1 p.m. Monday through Friday:

- **MONDAY:** Toddler Time (2 year olds)
- **TUESDAY:** Preschool Science (ages 3–5)
- **WEDNESDAY:** Preschool Stories (ages 3–5)
- **THURSDAY:** Preschool Music (ages 3–5)
- **FRIDAY:** Preschool Art (ages 3–5)

**SEPTEMBER**

DINOSAURS GALORE: All kinds of dinosaurs will be the topic of play and exploration.

**OCTOBER/NOVEMBER**

ON THE MOVE: Cars, trucks, trains, boats, and buses help us get from one place to another. Kid power is required for this moving exhibit.

**DECEMBER**

HAPPY HOLIDAYS: Learn about holidays from around the globe including Christmas, Hanukkah, Posada, Kwanzaa, and Chinese New Year.
only products that improved the quality of individual lives, but also institutions that anchored our community. The economic impact that their companies have had on our region can hardly be underestimated. Upjohn and Stryker have been cornerstone industries, not only providing employment, but also drawing generations of community residents and leaders to Kalamazoo. Scarcely a cultural or educational undertaking in this region has been untouched by their employees and by the philanthropy that Upjohn and Stryker endowed.

So if you want an example of how a solitary individual with an idea and the will to pursue it can shape history, look no further than our own William E. Upjohn and Homer Stryker. Their simple solutions left a legacy that is still easing human suffering and still building our community. Kalamazoo’s foundations, colleges, university, museum, art and nature centers, human service agencies, musical organizations, symphony, theatres—even the redevelopment of our central city—owe their existence, at least in part, to these two ingenious doctors and the ideas they pursued.

—Patrick Norris
KVM director

rebounding skills, was credited with keying the semi-final victory in the 1956 state tourney by scoring five points in overtime in the 82–79 win. He scored the two-pointer that tied the game in regulation time as well.

While city-league teams got their players from all levels, most of the squads that made it to the state tourney featured former college players such as Stanski and Noble. “That’s why it was a tough winning at that level,” Stanski said.

“It was pretty intense basketball,” he said, “especially in the top league and the higher you went up in the competition. You paid the price if you drove down the lane for a lay-up. It was kind of like the National Basketball Association. When you got fouled, you really got fouled.”

Stanski also spent 25 years until 1975 refereeing basketball and football games at the high school level. He was frequently hired by his former teammate for Vicksburg High games. “I still called them straight,” Stanski said. “If Swift ever got mad at me about a call, he either never showed it or I’ve forgotten about it.”

He’s also forgotten about what happened to his varsity jacket. Just like the Soup’er Burger, it is a part of local lore.

facilities at 409 E. Michigan across the street from the old Pennsylvania Railroad station. The business prospered; by 1949, it had outgrown those facilities and purchased a new factory, the former Graphic Arts Laboratory on Alcott Avenue near Portage Street. The company continued to grow throughout the 1940s and 1950s.

During the 1950s, Dr. Stryker began to work on another hospital bed, one that would do even more than the turning frame. It took several years of trial-and-error experimentation, but by the mid-1950s, he had solved the problems. The resulting product, the Circ O Lectric bed, was Dr. Stryker’s final invention. It was extremely successful. It allowed patients or medical personnel to change the patient’s position with little effort. It proved enormously popular among patients confined to bed for extended periods.

Over the years, the company continued to grow and expand. In 1964, it changed its name to the Stryker Corporation. As the company thrived, other products were introduced. Increasingly the company relied on its own research and development staff for the new products. Dr. Stryker began reducing his involvement after 1964 and retired formally in 1969. His son, Lee, became company president.

Despite tragedy (Lee Stryker was killed in a plane crash in 1976), the Stryker Corporation has continued to grow and prosper. For the past 25 years, John Brown has led the corporation, making it one of the world’s foremost producers of medical equipment and furniture. In May 1980, Dr. Stryker died at the age of 85. He left behind a heritage of invention that has contributed greatly to the prosperity of Kalamazoo and Southwest Michigan. In the life of Homer Stryker, history and science come together.

—Tom Dietz, KVM curator of research

KVM Visitors Write:

“This museum is a wonderful community asset! My kids love visiting it! Thank you!” – Lansing, Mich.

“The mummy is AWESOME!” – Otsego, Mich.

“I enjoyed this museum! I’m going to ask our mayor to make a museum like this.” – Tokyo, Japan

Museography