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The Kalamazoo Valley Museum is OPEN DAILY (except Easter, Thanksgiving, Christmas Eve, and Christmas Day) with FREE GENERAL ADMISSION.

Hours: Monday, Tuesday, Thursday, Friday, & Saturday from 9 a.m. to 5 p.m.;
Wednesday from 9 a.m. to 8 p.m.; and Sundays & Holidays from 1 to 5 p.m.

ON THE COVER: This cuneiform tablet with envelope, circa 1970 B.C. is from the reign of Sulgi, King of Ur, and records a contract for a meal. Read more about the on-going work to decipher these tablets in the Kalamazoo Valley Museum’s collection in Tablets Across Time on page 10 of this issue. Whenever you see a * symbol in an article, look for artifacts on display in the KVM’s special Museography case located next to the reception desk on the main level.
Five feet high, 58 feet in diameter, a small hill near the southwest corner of what is now called Bronson Park greeted the first settlers of Kalamazoo.

What is the story of this apparently man-made feature? Is there now, or was there ever, anything buried in the mound in Bronson Park?

This mystery in history began in 1831 when town founder Titus Bronson filed a claim on 160 acres, platted the village of Bronson, and set aside four lots in the heart of his real estate development for public use: churches, a courthouse, a school, and a jail.

The Kalamazoo Mound was located on the jail square. Kalamazoo’s earliest European settlers recognized that the mound was a human construction. In 1832, the first attempt to excavate the mound took place when Lakin Brown and Cyrus Lovell spent an afternoon digging and, finding nothing, losing interest.

No local Native American accounts explained the mound or its origins. The Potowatomies recalled it had always been used as a speaker’s platform and a place for children to play—two activities that would not have been appropriate for a burial site.

In the 1850s the mound became Kalamazoo’s first historic-preservation project, due to the work of Alexander J. Sheldon, an energetic civic leader and businessman. Sheldon later wrote that he found the mound in a “very bad state of repair.” By filling in the excavations with surface soil from other downtown improvements, Sheldon brought the mound back to its original size and shape, and also left a memento: a small green jar* sealed with wax containing coins collected from pioneer merchants, a note to posterity “giving the names of the United States, State and Village Officials, and notes of other matters of the day,” and copies of the newspaper.

Over time, Public Square became Bronson Park and generations of children rolled down its grassy slopes, while the green glass jar lay quietly beneath the sod.

Twentieth-century historian Willis Dunbar brought Sheldon’s memory and his memento back to light. Dunbar had uncovered an 1874 letter written by Sheldon to Levi Bishop, head of the Detroit Historical Society, describing the time capsule he had left in the Kalamazoo Mound. In 1954, Dunbar prevailed upon the city to investigate the mound. Nicholas Kik, superintendent of parks, and Alexis Praus, director of the Kalamazoo Public Museum, undertook the archeological excavation in September. They sifted through the five feet of mound soil and dug three feet into the clay base under the topsoil. In the process they found Sheldon’s green jar, and also the possibility of a greater mystery.

Three feet beneath the surface of the surrounding soil the team found what Kik called “outlines of graves”: small piles of gravel in the hard clay. Only human hands could have filled two holes with gravel. Could the mound really have been a grave of ancient predecessors of the Native Americans who were here in 1800?

The gravel contained no artifacts or human remains to confirm that these were, in fact, burial sites. But we do know that an early Native American group, whom archaeologists call the Mound Builders, had left mounds throughout the Midwest and Mississippi Valley, carbon-dated to 100

*Continued on page 24
Ask Albert Einstein and he would have told you that “The Greatest Show on Earth” is mathematics.

The carnival atmosphere of the circus and the world of “two-plus-two” come together in “Arithmetricks,” the latest nationally touring exhibition based at the Kalamazoo Valley Museum.

If folks knew the wizardly ways of math and its spinoff pursuits of logic, chances are that the likes of P. T. Barnum would have gone broke pursuing the belief that “there’s a sucker born every minute.”

“IBM Presents Arithmetricks: Perfectly Perplexing Puzzles,” a creation of Science World in Vancouver, British Columbia, will fill the gallery on the museum’s third floor through June 9.

The free exhibition uses the trappings and atmosphere of a turn-of-the-century circus, under the direction of “Ringmaster Fineas Polygon,” to test the mathematics brainpower and puzzle-solving skills of people of all ages.

Prior to its Kalamazoo visit, “Arithmetricks” has been featured at the Gulf Coast Exploreum Museum of Science in Mobile, Ala., the San Bernardino County Museum in Redlands, Calif., the Ontario Science Center in Canada, the Manitoba Museum of Man and Nature in Winnipeg, and The Health Adventure in Asheville, N. C.

continued…
“Arithmetricks,” its “carnival of conundrums” and dozens of “perfectly perplexing puzzles” introduce visitors to the world of mathematics in a fun, challenging and engaging way.

Designed for audiences ages 9 and older, the main part of the exhibition consists of a series of hands-on puzzles presented in an environment reminiscent of circus life when the 1890s moved into the 20th century. A special feature, “Arithmetots,” is targeted for youngsters from 3 to 6 years old.

According to Science World and IBM Canada Ltd., each of the puzzles under “The Big Top” can be engaged at three different levels, offering challenges to the patience, resolve and problem-solving capabilities of people of various ages and skills. A walk-through maze taxes one’s math skills, as do tabletop puzzles and all kinds of games that can be accessed via computer stations that help explain math concepts.

“Pandora’s Palace of Perplexing Paradoxes” is described as a “brain-busting, head-scratching, and mind-numbing” experience for those who accept the ringmaster’s invitation to enter.

Each of the individual attractions carry its own name, such as “Tower of Annoy,” “Five Easy Pieces,” “Block Party,”
Above and below, younger kids and grownups alike enjoy the playful challenges in the Arithmetots area.


While the visitors are having fun making their way through these labyrinths of logic, the educators who designed them in conjunction with mathematicians are delivering life-long learning lessons in numerical connections, spatial geometry, sequences, counting, geometric transformation, patterns, spatial reasoning, symmetry, shape recognition, and factoring. These might be “$50 terms” but the knowledge each carries is applicable and relevant in the daily lives of all people.

Each attraction’s “fun” aspects are described thusly:

“Players are challenged to switch the position of two corks.”

“Players must determine how a wooden arrow has managed to pierce a glass bottle.”

“Players try to balance 12 nails on the head of a vertical nail without using extra materials.”

“Players must cover a red spot with five discs, which can only be moved once.”

“Players must divide shapes made from triangles into identical halves.”

The animals that this circus-oriented exhibition attracts are people who are tigers for learning, can develop elephantine memories, and are as stubborn as a mule about giving up before a puzzle is solved or a right answer is found.

“IBM Presents Arithmetricks: Perfectly Perplexing Puzzles” was created with support from IBM Canada Ltd. and is circulated by SCIENCE WORLD British Columbia, Vancouver, B.C., Canada
Warm Up

Here is a classic puzzle to help you get warmed up before you visit “Arithmetricks!”
In the diagram at right, your challenge is to draw three lines: one connecting the triangles; one connecting the squares; and one connecting the circles. The lines may be curvy, but they cannot touch or cross each other, nor pass through a shape. All the lines must stay within the boundary of the square.
Need the solution? Go to the KVM website at http://www.kvm.kvcc.edu to get it, or visit the museum and ask a Greeter Guide to show you the answer sheet.

It All Adds Up

To do this at home, you’ll need 12 coins, checker pieces, or paper and pencil (to draw circles). Your challenge is to arrange 12 coins (or other round objects/dots) into a number of rows.

The shape you create may have rows of different lengths and different numbers of coins. However, the rows that you count for your answer must be the same length and the coins must be the same distance apart.

There are three levels of difficulty:

**Head Scratchin’ challenge:** Arrange the 12 coins to form six rows of three coins.

**Mind Numin’ challenge:** Arrange the 12 coins to form seven rows of three coins.

**Brain Bustin’ challenge:** Arrange the 12 coins to form six rows of four coins.

**THIS IS MATH?**

Math is about being creative and using your imagination to solve problems. These types of puzzles are known as “tree-planting problems.” For example, imagine that every coin is a tree and a farmer wants to plant 12 trees in six rows of three trees each. Tree planting problems belong to a section of math called “incidence geometry.” Despite the fancy name, no one has yet discovered a general plan or “algorithm” on how to solve these problems. Maybe you will!

Solutions to “It All Adds Up” are on page 22.
On a balmy and breezy day in September 2000, Jack Short was pursuing his favorite hobby—metal detecting.

With detector in hand he went to a Stuart Avenue home in Kalamazoo built in 1858 by the Honorable Charles E. Stuart. Stuart came to Kalamazoo in 1835 as an attorney. Eventually, he became a U.S. senator of some reknown.

“Surely,” Jack thought, “there would be some little piece of history to discover on that property.”

He spent two days running his metal detector over the property in a grid-like pattern, making certain not to miss an inch of ground. He said he found mostly “junk”—old radio tubes and modern coins.

But in the vicinity of the historic marker on the front lawn, the tell-tale beeping of the machine identified something else about 6 inches below the surface.

Jack plunged his pointed trowel into the ground and began digging. Up popped a piece of encrusted metal. He knew immediately it differed from all the other coins he had found on the property.

“It was heavily encrusted with gunk,” he said. He could see a face on the coin and knew it was an old penny, called a “large cent.”

He took the penny home and soaked it in olive oil—an old cleaning trick. He used bamboo skewers to gently scrape away the heavy-duty gunk that remained. Voilà! A beautifully preserved U.S. penny dated 1848.*

Jack found his little piece of history that day. Could it have been a coin that dropped from the senator’s very own pocket? We will never know.

Hidden Treasure

Short’s find goes a long way back in local history

Jack Short is a retired photographer, a museum volunteer, and member of the Southwest Michigan Search & Seek Club (a metal-detecting group based in Plainwell). Above at left, the 1848 U.S. “large cent” penny donated by Jack Short in April 2001.
What's new in the KVM collection?

An envelope with a return address from Guatemala passed across the curator’s desk in early 2001. Tucked inside was a donation—a ribbon for “Gazette Trolley Day” on May 25. The donor found the ribbon in a book that belonged to his father, a resident of Vine Street in Kalamazoo more than 100 years ago. He thought it might be something that belonged in a museum.

A little research revealed that the ribbon was used during the fund-raising campaign for the construction of Kalamazoo’s new Bronson Methodist Hospital in 1901. As part of the campaign, the Kalamazoo Gazette rented the city’s trolley-car lines while members of the Women’s Hospital Auxiliary served as volunteer conductors. All fares collected that day were donated to the hospital—a total of $800. The ribbons were worn by the volunteer trolley-car conductors.

This long-lost ribbon is a nice addition to the museum’s collection. It helps tell the bigger story of medical care and civic fund-raising in the community.

What are we looking for?

Collecting for the 20th century is our current focus. We are looking for items used or made in Southwest Michigan, especially from the 1930s through the 1960s. A few things on our wish list include...

- Sports & recreation equipment, such as uniforms, cheerleading outfits, roller skates, Shakespeare Company products
- Dolls such as Betsy Wetsy, Chatty Cathy and GI Joe
- Games such as the original Mr. Potato Head or Cootie
- Toys such as the original Slinky and hula hoop
- Clothing that conveys a certain time period, such as a 1950s “poodle” skirt and saddle shoes, or bell-bottom trousers and hippie beads from the 1960s

- Objects related to historical events, such as World War II Victory Gardens, 1950s civil defense, and the 1960s Civil Rights Movement

...the list is endless, but if you think you have something that belongs in a museum, please contact Tom Dietz, curator of research, at 616/373-7984 or tdietz@kvcc.edu.
What Is It?

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 The tools at left were used in the process of making yarn. What are they?

#2 The clothing accessory below was worn by women in the 1880s. What is it?

#3 The item at right was used to make something we wear everyday. What is it?

#4 It had many names, such as “ruffler” or “crimper.” What is it?

Answers: 1. Hand cards or wool carders. They were used to blend, straighten and clean wool fibers before they were spun into yarn. These date from around 1900. 2. A bustle. It was worn at the back of a woman’s waist under her skirt and added a little extra fullness to the top of the skirt. 3. A shoe “last.” This cast-iron form is shaped like a human foot and was used to make shoes by shaping the leather to the shape of the foot. 4. A fluting iron, used to crimp, ruffle and press little pleats into fabric to make fancy collars and cuffs. This Knox Fluter was made in the 1870s.
Chances are that rock in the backyard or in the field next door has never been touched—much less altered—by human hands, so it can be tossed with no great sense of loss.

But when you handle a tablet that somebody wrote on 4,000 years ago, there is a fascinating sense of connection across the ages.

Two graduate students from the University of Michigan Department of Near Eastern Studies are experiencing that kind of quasi-spiritual linkage to long ago as part of a collaborative project with the Kalamazoo Valley Museum. Nicole Brisch, whose mother is of Middle Eastern ancestry, and Andrea Seri, a citizen of Argentina, have been translating cuneiform writings on the museum’s collection of 60 inscribed clay tablets, cylinders, bricks and cones. Some of them date back to 2000 B.C.

“It is a very strange feeling and very exciting,” Brisch said. “I am the first person in 4,000 years to read those words.”

“Handling something on which a person wrote four millennia ago connects you with that person,” Seri said. “I like that feeling. They were people, too. When you work with these kinds of documents, you can get acquainted to some extent with how those people lived and what they did for work.”
Suddenly, such storied names as Ur, Babylon, Akkad, Nebuchadnezzar, Hammurabi, the Tigris and the Euphrates, and Assyria come alive.

The 60-piece collection of cuneiform writing, which dates to the 4th and 3rd millennia and constitutes the world’s oldest written documents, was donated to the museum after the death in 1931 of Kalamazoo’s “Peppermint King,” Albert Todd, who traveled throughout the United States and Europe purchasing works of art, rare books and antiquities.

According to the museum’s collections coordinator, Paula Metzner, most of the pieces were bought at Sotheby’s Auction House in London and a few from an officer in the British Army around 1922. “The officer told Mr. Todd that he found the pieces,” she said. “Of course, that was always the story. They were probably taken illegally from an ancient site.”

The translation project came about when museum director Patrick Norris was having breakfast with Norman Yoffee, a professor of Near Eastern studies at Michigan. When Norris mentioned the Todd collection, Yoffee’s cereal took on a heck of a lot more snap, crackle and pop.

When you handle a tablet someone wrote on 4,000 years ago, there is a fascinating sense of connection across the ages.

The professor arranged the outreach program for the two students with Metzner and they began translating last fall. One objective was to date the pieces and piece together evidence to determine their places of origin. Likely candidates are such fabled cities as Babylon and Ur in the nations that once existed in what is now central and southern Iraq.

There is a link to Hammurabi, the Babylonian king noted for his codification of family law, criminal law, and economic provisions during his 40-year reign from 1790 to 1750 B.C.; and also to Nebuchadnezzar, one of Babylonia’s most heralded rulers from 630 to 561 B.C.
Some of the cuneiform cones in the collection contain royal inscriptions. They were used to decorate temples dedicated to deities, or to etch in stone, so to speak, a worldly deed by a ruler. One tells of Hammurabi’s fortifications of a wall in the Babylonian city of Sippar. Five bricks, specially placed in royal palaces, refer to several of Nebuchadnezzar’s military commanders.

Business logs can be traced to 2100 B.C. and periods of economic prosperity in the city of Ur. There are receipts of goods delivered to temples and palaces, and records of the number of bales of goods produced by one party and sold to another. These records were crafted by a stylus making marks on the clay pieces when they were wet and pliable. The wedge-shaped marks are called “cuneiform,” giving the tablets their name.

“What is also amazing to me,” Brisch said, “is that in our modern era we are surrounded by all kinds of stuff and materials. What will be left of what we have now some 4,000 years from now, even 2,000? Will somebody be reading something that I wrote or made?”

Eventually, the museum plans to create a display that will showcase some of the pieces and offer translations of each. Words that were written ages ago and were given new breath by Brisch and Seri will live on.

Postscript: Two pieces from the Todd collection—a tablet and a cone—are on display in the museum’s second-floor history gallery. The tablet is a contract for a meal, while the cone describes an exploit of King Nebuchadnezzar around 600 B.C.
Science and history blend in the story of one of Kalamazoo’s pioneering medical practitioners. Dr. Augustus Warren Crane was class valedictorian as a medical student at the University of Michigan in 1894, and came shortly after to Kalamazoo to set up his new medical practice. Born in Adrian, it’s not clear why he chose to settle in Kalamazoo. Nevertheless, Crane set up practice in the 100-block of North Rose Street, where he opened Kalamazoo’s first medical laboratory.

While a U of M student, Crane was among the first to study the then-new science of bacteriology. His knowledge of bacteriology and his use of a laboratory as a diagnostic tool enabled him to become the city’s chief medical officer, and to treat and quarantine people with infectious diseases. In 1912, Kalamazoo experienced a typhoid fever epidemic. Crane contracted the disease and was himself quarantined in his home. To ensure he complied with the quarantine, city authorities posted policemen at his door to prevent him continuing his medical rounds!

Crane’s pioneering accomplishments relating to public health were not limited to communicable diseases alone. In fact, Crane’s legacy reaches beyond Kalamazoo. He won international recognition for his technological innovations and uses in the field of roentgenology, the name given to the study and practice of X-ray technology.

In November 1895, German physics professor Wilhelm Conrad Roentgen made an accidental discovery while experimenting with a cathode-ray tube and its light emissions. He noticed that a fluorescent screen on a nearby table began to glow, and that when he held materials between the tube and the screen, he could see the bones of his hand clearly displayed on the screen. What a discovery! The world’s reaction was swift and at times alarming, as the news of his discovery and its proof (Roentgen presented X-ray pictures of his wife’s hand to the Wurzburg Physical-Medical Society in December of 1895) was printed in newspapers around the world. Roentgen became the...
winner of the first Nobel Prize in physics in 1901, having been hailed as the discoverer of a medical miracle.

The medical community worldwide was quick to take up the discovery and embrace its use as both a diagnostic and curative tool of varying medical conditions. New technological innovations and applications were appearing month by month in 1896, and continued at this rapid pace for several years more.

The general populace was so taken by this new technology that demonstrations were set up everywhere. Newspaper headlines chronicled “NEW LIGHT SEES THROUGH FLESH TO BONES!” X-ray studios were opened around the country so that the public—even those with no medical problems—could have “bone portraits” taken of themselves.

The practitioners of X-ray technology were slow to admit that rays, though capable of much good, could be deadly. Many roentgenologists, as they were called, began to exhibit symptoms such as tumors and burns—many died.

X-rays exist, on the continuum of the energy spectrum, well beyond visible light, beyond even ultraviolet light (the cause of sunburn). Visible light rays, radio waves and X-rays are all a form of electromagnetic energy. While radio waves represent the lower-energy, longer-wavelength end of the spectrum, X-rays exist at the higher-energy, shorter-wavelength end.

The high energy of the X-rays causes molecular change in human cells. When directed at malignant tumors, X-rays can be curative. But X-rays can break down and kill healthy living tissue as well, or cause new, useless and sometimes malignant, tissue to form.

Here again, Dr. Crane contributed to the early practice of radiology. To carry out his desire to use X-rays to diagnose and treat chest ailments, he had built a much larger screen than in general use at the time. In order to protect the screen, he enclosed it in glass covered with paraffin, later realizing that having done so, he protected himself against the harmful effects of the rays.

Visit the museum to see X-rays that show a healthy, modern human skeleton, and others that reveal the secrets of a 2,300 year-old mummy!

The first Kalamazoo Animation Festival International (KAFI) is promising three days of special events for families and children May 17–19.

Cartoon-oriented activities, both hands-on and interactive, as well as seminars and workshops about the fascinating world of animation as a career and as an entertainment outlet are planned for a variety of venues in downtown Kalamazoo on that Friday, Saturday and Sunday.

Animators, who have been involved in the profession from the genesis of Popeye and Superman to such current genre of works as “Shrek” and “Dinosaurs,” are expected to converge on Kalamazoo.

The first KAFI will include cartoon-creating and animation competitions, free showings of classic cartoons, and presentations by professionals in the field.

More details about KAFI will be published in the spring edition of Museography. For ongoing developments, tap into this website: www.kafi@kvcc.edu
Those who volunteer their time and their heart pack as much of a philanthropic wallop as those who give their dollars to a cause.

As a member of the Kalamazoo Valley Museum’s Community Advisory Committee, Joel Orosz rates as the perfect model for that kind of volunteer.

A former museum staffer, the Kalamazoo-area native spent nearly 15 years of his working career at one of the kingdoms of U.S. philanthropy—the W. K. Kellogg Foundation. Since last September, the father of four has been on the faculty at Grand Valley State University as a professor of philanthropic studies.

The 1975 graduate of Portage Northern High School majored in history at Kalamazoo College where his role model for being an effective teacher/mentor was Ed Moritz, a pipe-smoking professor of British and European history who made the dawning and development of western civilization relevant and meaningful.

“He really cared about his students in a fundamental way and went out of his way to serve them,” Orosz said. “Ed had an incredibly dry sense of humor. Half the class would roar with laughter and other half didn’t know what the heck was going on. As a teacher, I try to imitate everything he did, except smoke a pipe.”

Married to the former Florence Upjohn after receiving his degree from “K” in 1979, both set off for Case Western Reserve University in Cleveland, she for a law degree and he for a master’s in history and museum studies.

They returned to their Kalamazoo roots in 1982 when Florence was offered a position with a local law firm. While he continued to work on his advanced degree, Joel joined what was then the Kalamazoo Public Museum as its curator of interpretation.

“I worked mainly with kids,” he said, “and started the program for pre-schoolers. It was a feedback-rich environment. We knew exactly and instantly how we were doing. If what we offered stunk, the kids let you know.”

By the mid-1980s, Orosz got a first-hand lesson about the power of serendipity and how it is “better to be lucky than smart.” A fellowship for museum educators from the Kellogg Foundation put him on the track of a newly created position with the globally known non-profit.

“Kellogg was looking for an executive assistant for Russ Mawby,” he said, “a young person with a terminal degree who could grow in the job and the foundation hierarchy. There were about 29 Ph.D’s who fit the profile and I was satisfied with only getting an interview.”

Orosz recalled that the first 15 minutes went well because he was relaxed in the context of knowing he had no chance of getting the position.

“The longer the interview went,” he said, “the more I started to blubber because it looked like I had a shot. Surprisingly, I got the job.”

Orosz spent the next three years as the fabled Mawby’s right-hand man during his many presentations and travels. It was a one-on-one seminar on the history of foundations, their missions, and how they are supposed to operate for the common good.

What Orosz learned over those years is now being passed on—Moritz-style—to his students enrolled in Grand Valley’s Dorothy Johnson Center for Philanthropy and Nonprofit Leadership.

“It’s a tremendous opportunity to teach coming generations about fund-raising, grant-making and the value of volunteerism,” he said. “New foundations are being created in the United States at a record clip. Twenty percent of the foundations that exist today were formed within the last three years. I guess that makes me a grizzled veteran in the field at the age of 44.”

Orosz joined the museum’s advisory committee in the mid-1990s. “The museum gave me my first real job. It’s a place that is tremendously important to the community. Its link to KVCC gives it a connection that few museums have, and vice versa.”
Don't knock the rocks—study them, John Grace advises

John Grace has an arrangement with his wife—for every “mall” stop there is a “rock” stop.

Makes sense. Before she called it a career, Kelly Grace owned and operated the Cork Lane Decorating Center in Kalamazoo while John logged almost 30 years teaching geology at Western Michigan University before his retirement.

These days, when the retirees are not traveling to warmer climes or to Europe, John is taking a course in Russian history at KVCC, being “professionally drowned in the name of physical fitness” in a swimming class, and volunteering at the Kalamazoo Valley Museum.

And who would be better at developing the museum’s geology kits to serve as learning resources for middle-school teachers?

Born and raised in the Cincinnati area, Grace enrolled at Denison University in Granville, Ohio, with no intentions of ever challenging James Michener’s famous line in “Centennial”—only the rocks are forever.

“I was not a rock collector as a kid,” he said, “although I did like camping and the outdoors. Rocks were rocks, or so I thought.”

Then, as an elective, he took a course in geology as part of a pre-engineering curriculum. He really enjoyed it and took a second. Instead of being “hooked,” he was “pick-axed.”

After majoring in geology at Denison, Grace moved on to Penn State University for a master’s in mineralogy. In addition to good football teams, there were all kinds of neat geological formations in “Happy Valley.”

Before moving on to the University of Leeds in England for a doctorate in geochemistry in the first half of the 1960s, Grace spent three years as a practitioner, working for an oil company in Wyoming. “I was doing exploratory geology, which was all right,” he said, “but the oil-company experience was not for me. I was more into research.”

By 1969, he was on the faculty at WMU where until 1997 he taught general courses in geology, oceanography and mineralogy, as well as more specialized ones in geochemistry and economic geology. “When you are at a place for nearly 30 years,” he said, “you teach it all.”

With retirement, Grace finally found some spare time for community volunteering. Scouting around for opportunities, he settled on the museum as a natural fit because it gave him a chance to continue doing what he has always enjoyed.

“I have always found geology to be intellectually stimulating,” the Texas Township resident said. “You work at trying to understand things about time that are not the normal experience. Rocks are millions of years old, yet, as an amateur astronomer, I am told that the universe is 15 billion years old.”

That’s hard for earthlings to comprehend, along with the fact that this planet has been and still is evolving.

“All this,” Grace said, “gives you a different perspective as a human being.”

And that, with apologies to one of America’s greatest storytellers, rocks are not forever.

Have you ever wanted to work in a museum? Join the Kalamazoo Valley Museum team and share your knowledge and skills with our visitors in areas such as the science gallery, Challenger Learning Center, preschool play area, and museum store. Be an explainer for school visits during the week and for our visitors on the weekends. If space science fascinates you, talk with curious visitors about the Challenger’s history and programs. For people with little time but a desire to work in a museum setting, volunteer to help with a few of our popular hands-on craft programs that we offer throughout the year. Finally, we are in need of photographers to take pictures of our visitors and volunteers during public programs. The volunteer program offers training in all areas, as well as invitations to private openings of special exhibitions, potluck events, a recognition luncheon, a trip to visit other museums, and free parking close to the museum. Call the volunteer coordinator at (616) 373-7986 and find out how you can be part of the Kalamazoo Valley Museum.
My goal in teaching is to create for students as many moments of personal involvement in the course material as I can.

A couple of years ago, I let loose a group of honor students in the Kalamazoo Valley Museum and asked them to find something that they could personally connect with and write essays about. The variety of topics amazed me. One student wrote about her discovery that some of the people painted in the mural that opened the exhibit “On the Trail of History” were her neighbors and that the mural itself was painted by a neighbor. Another reflected on the Tower Sculpture and the lessons on group unity and cooperation that it taught him as he tried to rotate its moving parts. Another student was enchanted by the one-room classroom and the kind of teaching and learning that occurred in it.

As a reader of these essays, I became a learner. I was surprised at the things the students noticed that I had failed to see, and I realized how idiosyncratic learning can be. I also was reminded that one visit doesn’t do a museum justice. I should visit it again and again because each time I discover something new, and I should encourage students to do the same.

Neil Postman, in *The End of Education: Redefining the Value of School* (1995), says that museums are worth studying “[b]ecause a museum is an answer to the fundamental question: What does it mean to be human?”

According to the Kalamazoo Valley Museum, to be human is to be curious about all aspects of life, to ask questions, to wonder about the artifacts and to try to figure out what they meant for those who used them. Artifacts and exhibits in this museum are surrounded with questions that arouse curiosity and build understanding of the place they have in a larger historical and cultural context.

Upon entering the museum, after passing the reception desk, one sees a commanding display of artifacts from Kalamazoo’s past. Rising from the ground level to the third floor, this gigantic exhibit looks like toy cabinet made for the giant in “Jack and the Beanstalk.” It asks visitors to “interview the artifact,” whether it is a slim writing desk or an intricately carved throne-like chair, and to ask: “What is it? Who used it? When and where was it used? What does it mean?"

Although many museums are still simply collections of “old things” packed in glass cases, our museum, like many newer museums, is interactive and tries to tell a “story” behind each artifact. It also tries to engage people in active exploration. This philosophy supports the goal of many teachers who try to make classroom learning more than just the rote remembering of facts and ideas that will likely be forgotten after the course is over.

Whether in museums or in classrooms, learning flourishes when we have a personal stake in what we’re learning.

Raelyn A. Joyce, KVCC English Instructor
In the pre-Civil War South, slaves looked toward the night sky for guidance as they gambled their lives in a bid for freedom along the Underground Railroad.

The history and legacy of the Underground Railroad in this part of Michigan will be the theme of a pair of 2002 summer camps at the Kalamazoo Valley Museum.

Targeted for children ages 9 through 12, “Freedom Camp” will be offered the weeks of July 8–12 and July 15–19. The daily sessions will run from 8:30 a.m. to 2 p.m.

The fee is $85 and includes snacks, transportation and materials. Each camp will be able to handle between 15 and 30 participants. The deadline to register is May 24.

Activities will include field trips to such historic sites as the Schoolcraft home of a Quaker doctor who volunteered his residence as a sanctuary for those fleeing bondage and capture by slave hunters. Another destination will be Battle Creek where the legendary Sojourner Truth based many of her abolitionist campaigns.

Another of the highlights will be a showing in the museum’s planetarium of “Secrets in the Sky” where participants will be able to look up to look back in time at a heroic saga in American history.

Workshops with a drama troupe will guide the campers in the role-playing of historical figures, in making costumes to portray those characters, and in researching information to help them write “praise poems” about the Underground Railroad. They will also use digital cameras to record the highlights of their tours in the preparation of a journal about their experiences.

The 32-minute “Secrets in the Sky” was adapted by the museum from “Seven Steps to Freedom,” Von Washington’s play about the Underground Railroad and a family of slaves who place their lives in jeopardy to reach freedom in the North in the years before the Civil War.

While traveling from the homes of sympathetic abolitionists to the next stop on the path to freedom, they guided themselves at night by the stars, particularly “The Big Dipper.” Hence, the famous freedom song, “Follow the Drinking Gourd.”

“Seven Steps to Freedom” focuses on a slave named Josh Acres, who is spurred to follow his dream of freedom when his Mississippi owner decides to sell Josh’s wife and son to a slaveholder in Kentucky. Heading north with no map and no information about the people who would supposedly help them along the way, they travel by night, read the stars and nature for directions, and listen for code songs to warn them when to stop and when to go.

It is primarily a theatrical production about a historical event with a little bit of astronomy involved. The story takes place over a period of time so the night skies being presented do undergo seasonal changes. It is part of the museum’s efforts to show the links between history and science.

REGISTER BY CALLING (616)373-7965. REGISTRATION DEADLINE IS MAY 24.
Youngsters who someday want to trek to the stars and explore “The Final Frontier” can take part in summer camps for three age groups at the Kalamazoo Valley Museum.

“Space Detectives Camp” is for ages 6, 7 and 8 the week of July 8–12.
Youngsters 9, 10 and 11 can sign up for “Space Explorers Camp” planned for June 24–28.
“Junior Astronaut Camp” is tailored for 12, 13 and 14 year olds and is slated for the week of July 15–19.
The deadline to register for all three is May 24.

In the summer of 2001, the museum offered an age-appropriate space camp. Response was so great that a second session was scheduled. This summer, three are booked, each of them age-appropriate.

“Space Detectives Camp” for ages 6-8 will focus on learning about the stars with four planetarium shows part of the package.

Activities, including storytelling, art projects and games, will be themed to the constellations and the solar system. Daily sessions will run from 8:30 a.m. to noon. The camp will be open to between 15 and 40 youngsters. The fee is $65.

“Space Explorers Camp” for ages 9-11 will utilize math, science and technology in hands-on activities that emphasize communication and teamwork skills. Its theme will be the exploration of the universe with activities centered on modes of travel and living/working in a space environment.

Included in the daily sessions that run from 8:30 a.m. to 12:30 p.m. will be a pair of planetarium shows, the construction and launch of model rockets, the building of a planet-exploration vehicle, and engaging in a “Voyage to Mars” mini-mission in the Challenger Learning Center. The fee, which includes snacks, classroom materials, camp memorabilia, a certificate of completion, and a T-shirt, is also $65. This camp is limited to 30 participants.

The fee for “Junior Astronaut Camp” is $90 with each of the five sessions starting at 8:30 a.m. and concluding at 2 p.m. Up to 32 participants will learn how to train a crew for space travel, how to design a space suit, what preparations are needed for the human exploration of space, and will put into practice the principles of building rockets to explore the universe.

All the activities will be geared toward preparing them for a full “Voyage to Mars” mission in the Challenger Learning Center that will take place on the last day of the camp. They will be formed into teams devoted to gathering specific information about Mars. They will research sites on the Internet to learn about features of the Martian environment and landscape, and how space exploration has helped scientists fill in the blanks about what is not known about the planet.

Each participant will keep a daily log book in which he/she will enter notes about research, problems and accomplishments of the day. The fee includes snacks, classroom materials, camp memorabilia, a certificate of completion, and a T-shirt.

Parents will be invited on Friday evening for the presentation of certificates, a tour of the Challenger space-travel simulators, and a presentation in the planetarium. A similar camp-ending event is also part of the session for 9, 10 and 11 year olds.

REGISTER FOR ANY CAMP BY CALLING (616)373-7965. REGISTRATION DEADLINE IS MAY 24.
Looking for a new and different place to have a birthday party for those special kids in your life? The Kalamazoo Valley Museum has begun offering a quartet of themes for birthday parties for a fee of $10 per guest.

One is targeted for pre-schoolers 3 to 5 years old, one features the planetarium, one is linked to a space mission in the Challenger Learning Center, and the fourth involves a tea party late 19th-century style.

Pre-schoolers will enjoy games, songs, a story and activities that will focus on one of three topics — medieval times, science or the world of construction.

The "Challenger Birthday Blastoff" is for 8 to 14 youngsters who are 8 years and older. Featured will be a 90-minute simulated mission into space.

"Sallie Haner's Birthday Party" is designed for 6, 7 and 8 year olds who will be guided by a staff member portraying a St. Joseph County farm woman from the late 1800s. Between eight and 15 will spin yarn, churn butter, make crafts, and have tea.

Children ages 5 to 8 are perfect for the "Planetarium Party" that can handle from 8 to 30 participants per gathering. Star-finding activities and a show in the Universe Theater are part of the attraction.

The $10 fee includes a themed program, hands-on activities, a special gift for the birthday child, and "goody bags" for all of the guests. For more information or to schedule a birthday party, call the Kalamazoo Valley Museum at 373-7965.
SPECIAL EXHIBITION

IBM PRESENTS ARITHMETRICKS: PERFECTLY PERPLEXING PUZZLES

Through June 9, 2002

Step right up to the greatest math show on Earth! Bring your brainpower and test your skills! Ringmaster Fineas Polygon is your guide as you explore baffling and perplexing math puzzles and a large maze in a turn-of-the-century circus setting. Each puzzle has three levels of difficulty to give puzzle lovers of all ages a challenge. The Tower of Annoy, Magic Squares, Funny Money and other puzzling exhibits will test your mathematical abilities as well as your patience and resolve. Six puzzles are featured in Pandora’s Palace of Perplexing Paradoxes, a sideshow created for even more amusement. Preschoolers will enjoy Arithmetots, a special area designed just for them. Free

“IBM Presents Arithmetricks: Perfectly Perplexing Puzzles” was created with support from IBM Canada Ltd and is circulated by SCIENCE WORLD British Columbia, Vancouver, B.C. Canada.

COMING THIS SUMMER:

QUILTING SISTERS: AFRICAN-AMERICAN QUILTING IN MICHIGAN

June 22 – Sept. 8, 2002

This exhibition shows the diversity of quilting traditions found within historical and contemporary African-American communities in Michigan. From very conservative to highly innovative styles, the quilts reflect personal, family, and community history, patterns of migration and settlement, and quilts as art. Also included are portraits of the quilters taken by Kalamazoo-based photographer Mary Whalen.

FEATURED PROGRAMS AND EVENTS

All events are free unless otherwise indicated.

JAM SESSION

March 3, April 7, May 5, June 2; 2–5 p.m.

First Sunday of every month listen to K’Zoo Folklife Organization music.

NUMBERS, SHAPES, AND MORE, OH MY!

Saturday, Feb. 16; 1–4 p.m.

Numbers, shapes, and art make a unique combination in this entertaining hands-on program designed for all ages. Brownies can earn their Numbers and Shapes Try-It.

WSTAR PRESENTS SENSATIONAL SCIENCE!

Saturday, March 2; 1–4 p.m.

Students from Woodward School for Technology and Research are up to their elbows in science and technology! See their update of “Where Do I Live?” filmed in the school’s studio. Watch as they perform amazing demonstrations, and participate in hands-on science activities. Brownies may earn their Science Wonders Try-It. Special show times for “Where Do I Live?” are 1:30 and 2:30 p.m. Fee for show only—demos and activities are free.

THE HISTORY OF BRONSON PARK

Sunday, March 10; 1:30 & 3:30 p.m.

This slide show will trace the park’s history, a community gathering place for 150 years.
FESTIVAL OF HEALTH
Saturday, March 16; 12–4 p.m.
Focus on health! Don’t miss the giant heart model and other parts of the new science gallery. Representatives from area health-care organizations will provide games and activities that teach us how to take care of ourselves—from our brains, to our teeth, to our toes! This program is not just for kids!!!

CARE OF FAMILY PHOTOGRAPHS AND DOCUMENTS
Sunday, March 24; 2–3:30 p.m.
Museum staff will offer practical advice on how best to preserve photographs and documents. Visitors may bring items for advice on specific problems.

ADDING IT ALL UP!
Saturday, March 30; 1–4 p.m.
How much fun can you count on? Check out this exciting hands-on program including brainteasers, math games, and secret codes! Brownies may earn their Math Fun Try-It and Wolf Scouts can work on their It’s A Secret badge.

SCIENCE GALORE! Spring Break Activities
April 1 – 5; 1–4 p.m.
Explore a different science each day through art, activities, demonstrations, games, and experiments—win a prize if you can find exhibits in the Museum that relate to each day’s theme!

Monday: Meteorology
Tuesday: Geology
Wednesday: Chemistry
Thursday: Biology
Friday: Physics
Plus these special programs:
2 p.m. Planetarium: Mystery of the Missing Seasons ($3)
3 p.m. Challenger Learning Center: Mission to Mars ($3)

IDENTIFYING FAMILY TREASURES
Sunday, April 14; 1:30–4 p.m.
A panel of area antique dealers and collectors will be on hand to identify family treasures, antiques, and collectibles. Visitors may bring in items they wish to identify.

For more information about programs, call (616) 373-7990 or visit our website at http://kvm.kvcc.edu

PLANETARIUM SHOWS
Experience a journey into space like never before. State-of-the-art technology provides spectacular sights and sounds to guide your imagination to locations and events throughout our amazing universe. All programs $3/person.

WHERE DO I LIVE?
Saturday & Sunday through March 31 • 1:30 p.m.
Learn the parts of your cosmic address in this new version of a popular show. Students from the Woodward School for Technology and Research worked with the planetarium staff to update the story that takes viewers from a home address to the edge of the universe.

ORION NIGHTS: A STARGAZING GUIDE TO THE WINTER SKY
Wednesday, Saturday & Sunday through April 3 • 4 p.m.
Learn how to recognize winter stars, constellations, and planets using Orion as a guide, and where to look for star clusters and nebulae.

MYSTERY OF THE MISSING SEASONS
Saturday & Sunday
April 6 – June 2 • 1:30 p.m
Aliens get help from an earthling to solve the riddle of why their world has no seasons. Discover what makes Earth’s seasons, and why the constellations change with the seasons.

IN SEARCH OF NEW WORLDS
Wednesday, Saturday & Sunday
April 6 – June 2 • 4 p.m.
Beginning with the accidental discovery of Uranus, our solar system has expanded from the five ancient planets to nine worlds. Listen to astronomers describing evidence for planets that may exist around other stars.

The Kalamazoo Valley Museum is handicapped accessible. Sign-language interpreters may be scheduled for programs with a minimum of two weeks’ notice. Assisted listening devices are also available in the planetarium. Our TDD number is: 616/373-7982. For details on programs and times, visit us at: http://kvm.kvcc.edu or phone 616/373-7990 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 landings. 

*Ages 6 & up, $3/person. Ages 6–11 must be accompanied by a partner 12 years or older.

SPECIAL GROUP MISSIONS
Attention scouts, groups, and businesses! Experience firsthand the value of working as a team and of using effective communication in these exciting simulated space missions. For details and reservations, call 373-7965.

FULL MISSIONS FOR ASPIRING ASTRONAUTS
This program includes an orientation, one hour of pre-flight activities, and a two-hour full mission! Successful crews will receive certificates and mission memorabilia. 

*Ages 12 & up; 15 to 30 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 ages 8 and up. 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.

Children’s Landscape, a self-directed play area for children ages 3–5 years old, is designed to promote parent and child interactions in an educational environment. The hands-on exhibits, classroom, and teacher-led programs are filled with age-appropriate activities that will delight both child and adult. Available to preschools and families.

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 Spring Break April 1–5

JANUARY: COLORS AND SHAPES
Investigate the shapes and colors around us—you’ll be surprised at what you find!

FEBRUARY/MARCH: INCH BY INCH
Count, measure, and explore with a wide variety of number games and activities.

APRIL/MAY: COMMUNITY HELPERS
Learn all about careers and community helpers from what they wear to what they do.

TEACHER-LED PROGRAMS
Teacher-led programs are offered Monday–Friday at 10 a.m. and 1 p.m. and are available to families and preschool groups: Circle Time programs are 20 minutes of stories and musical activities. Classes are approximately one hour and include experiments, hands-on crafts, and group activities.

Mondays: Circle Time—Toddlers (2-yr.-olds) free
Tuesday: Preschool Classes (ages 3-5) $2/child
Wednesday: Circle Time—Stories (ages 3-5) free
Thursday: Circle Time—Music (ages 3-5) free
Fridays: Preschool Classes (ages 3-5) $2/child
BC. No physical evidence remained in the Kalamazoo mound, except gravel piles where none should have been. The team concluded that the Kalamazoo site could indeed have been an Indian burial mound whose contents had disintegrated over time and whose memory was lost to their descendants.

Is anything still buried in the mound? Yes… and here’s what it is:

Having found one time capsule, city officials decided to bury another. In 1954 before they closed the mound, Kalamazoo left its own greetings to the future. A sealed Pyrex glass tube, four inches in diameter and 21⁄2 feet long, coated in lead and fused shut, was carefully placed into the mound, to be opened presumably in 2054. The lead protected the contents from radiation as well as other damage. The contents reflect mid-20th century America: greetings from the City Commission; an account of our hopes, fears, and problems by historian Dunbar, and other letters and essays from doctors, a reporter, the museum director, a teenager, and the night janitor of the post office.

Objects were included as well: a class schedule from Kalamazoo Central High School, a library card, club rosters and programs, railroad timetables, menus, lipstick, chewing gum, eye glasses, bow tie and socks, aspirin, a toothbrush, candy, coins, stamps, razor blades, grass seed, bolts of cloth, and plastic toys.

So now you know what was in the mound, and what’s there now. The 1850s green glass jar was exchanged for a 1950s glass time capsule with messages and mementos of our own century and its concerns.

And the next time you stroll in Bronson Park, you’ll know the story!

See you at the Kalamazoo Valley Museum!

Patrick Norris, KVM director

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These Yankees didn’t go home

The first permanent, non-native inhabitants of Kalamazoo County arrived in the late 1820s. In some ways, they were a diverse group. Bazel Harrison and his family, who settled near Schoolcraft in 1828, were Virginians. In 1829, Titus Bronson, a native of Vermont, first built a shelter near the banks of the Arcadia Creek in what is now downtown Kalamazoo.

Enoch and Deborah Harris, who settled in 1830 on Genesee Prairie, were free African Americans from Virginia.

Despite this seeming diversity, however, it was Bronson, the founder of Kalamazoo, who was most typical of the settlers who gave Kalamazoo County, and much of Southwest Michigan, its early cultural heritage. For Bronson was a Yankee. Descended from the Puritans, Yankees brought distinctive cultural values with them as they migrated across upstate New York and northern Ohio. So great was this New England influence in the vast region stretching from Maine to Michigan and beyond, that even in the 19th century it was known as the “universal Yankee nation.”

There was a distinctive two-fold legacy the Yankees bequeathed to this region. First, the Yankees brought a market orientation; that is, they produced products, agricultural and manufactured, to sell for profit, rather than for self-sufficiency. Secondly, they believed in strong community institutions, including Protestant churches, schools, and local self-government.

The physical landscape of downtown Kalamazoo provides evidence of this Yankee heritage. Kalamazoo became the county seat, in part, because founder Bronson promised to set aside a centrally located parcel of land for public purposes. He designated portions for a county courthouse and jail (local government), a common school (public education), and four churches. This land today includes Bronson Park, the Kalamazoo County Courthouse, and several churches.

The first township meeting was in Bronson’s home in 1832 in what was then known as Arcadia Township. The first public school in Kalamazoo opened in 1834. The first church, the Congregational Church, organized in 1835. Within six years of Bronson’s arrival, there was a functioning township government, church, and school, evidence of the importance the settlers placed on these institutions.

Kalamazoo’s first burst of prosperity occurred after 1834 when the federal land office relocated here from White Pigeon. Land sales boomed, not because pioneer farmers sought land but because “land lookers” (we would call them speculators) were anxious to buy property for profitable resale. The widespread concern with improved transportation to move goods to eastern cities reflects the market orientation of the early settlers.

Today, when Kalamazoo is described as the home of hard-working people who value schools, attend church, and believe in local government, it reflects the legacy of the early Yankee pioneers.

Tom Dietz, curator of research

Next issue in History in the Making: The Dutch Experience
The Sunday Series is part of a continuing-education program offered by KVM in partnership with Kalamazoo Valley Community College. Registration information is collected the day of the program, and programs are free of charge.

**The History of Bronson Park**
**Sunday March 10 • 1:30 and 3:30 P.M.**
This slide program by Dr. Patrick Norris, director of the KVM, will trace the history of downtown Kalamazoo’s Bronson Park, a community gathering place for 150 years. Held at the museum in the Interactive Learning Hall.

**The Care of Family Photographs and Documents**
**Sunday March 24 • 2 – 3:30 P.M.**
Paula Metzner, collection manager of the museum, offers practical advice and tips on how best to preserve your family photographs and documents. Visitors may bring items to the program for advice on care. Held at the KVCC Arcadia Commons Campus, Room 128.

**Identifying Family Treasures**
**Sunday April 14 • 1:30 – 4 P.M.**
A panel of area antique dealers and collectors will be on hand to identify family treasures, antiques, and collectibles. Visitors may bring items they wish to identify. Held at the KVCC Arcadia Commons Campus, Room 128.

For more information, call 616/373-7990 or 800/772-3370 or check our website at http://kvm.kvcc.edu

230 N. Rose St.
Downtown Kalamazoo, Michigan
Spring Break Activities at the KVM

Explore a different science each day through art, activities, demonstrations, games, and experiments—win a prize if you can find exhibits in the museum that relate to each day’s theme!

April 1—Meteorology
Learn An Ice Cube Magic Trick
Design A Rainbow
Create Wind With The Parachute
Create Static Electricity
Paint With The Wind
Make A Tornado
Design A Cloud Picture
Make A Wind Sock
Design Paper Snowflakes
Make A Rain Gauge

April 2—Geology
Dig For Rocks
See Fluorescent Rocks
Stuff A Dinosaur
Make A Dinosaur Soap Egg
Design and Name A Dinosaur
Build A Volcano
Do Fossil Rubbings
Make Sand Pictures
Decorate A Dinosaur Hat

April 3—Chemistry
See Dancing Raisins
Use Your Nose
Play With Dobleck
Write A Secret Message
Make A Rainbow Butterfly
Make Thumb Print Pictures
Make Play dough
Make Chalk
Play With Bubbles
Create A Batik

April 4—Biology
Look Through A Microscope
See How Plants Drink
Construct A Food Chain Mobile
Make Leaf Print Stationary
Make Solar Prints
Make A Fishbowl Thaumatrope
Decorate An Animal Mask
Construct A Butterfly Ring
Make Tissue Paper Flowers
Make A Caterpillar

April 5—Physics
Make Swinging Parrot
Make A Thumb Piano
Make A Color Wheel
Draw Chalk Shadow Pictures
Make A Kazoo
Make A Color Tube
Put Together A Flip Book
Solve The Light Bulb Mystery
Make A Magnet
Make A Mobius Strip

April 1 – 5
1 – 4 p.m. each day       FREE!