



Grade Three

Explore local history and beyond within the exhibits of the Northern Rockies Museum. Learn about the original functions of the building and what day to day life was like for the first people who came to Hinton. Enjoy colourful stories from our area throughout our ever changing exhibits. Spark curiosity and wonder with hands-on learning opportunities.

\$45/class

The following can be added on to 'my first museum':

Pedley Pony Race- 30 minutes

Grab one of the museum's hobby horses and race through our obstacle course collecting the horses' equipment. **\$10/class**

History Savers- 1 hour 30 minutes

Take an in depth and hands-on look at the people behind the scenes at museums. Encapsulate a photograph, sculpt an artifact, test your memory and design a museum for your classroom! **\$3/participant**

Pioneer Life Skills- 1 hour

Become a pioneer for a day! Learn how to make butter, wash and hang clothes to dry and create a pioneer toy to take home. **\$3/participant**

Pedley Puppet Show- 30 minutes

Join our friendly mascot, Pedley the Packhorse as he gets children laughing and learning about local history. **\$10/class**

Basket Weaving- 30 minutes

Weave a basket inspired by North American Indigenous design **\$2/participant**

Museum Team Work Activity-30 minutes

Challenge your students to work together while solving problems related to the museum tour- except not one person has all the information! They must team up and share knowledge to pass the challenge. **\$10/class**

Mail-A-Pony- At school

Write to any of the four museum mascots about what life is like for a workhorse during Hinton's early years. Each student receives a custom 'hoof' written letter. **\$25/class**

Please see following pages for your grade's curriculum outcomes.

To book, email

manager@northernrockiesmuseum.com
or call at 780-801-2643.

Grade 3 My First Museum Outcomes

Social 3.S.1 Develop skills of critical thinking and creative thinking

Social 3.S.2 Develop skills of historical thinking

Grade 3 History Savers Outcomes

Art Level 2 Reflection Component 1

Students will sculpt an artifact that represents a moment in history, telling a story.

Art Level 2 Expression Purpose 2

Students will arrange their works inside their museum, telling a story.

Art Level 2 Media and Technique, Sculpture

Students will sculpt an artifact.

English 1.2 Clarify and Extend, Combine Ideas and Extend Understanding

Talk within their group to develop flow, expression and meaning within their museum.

English 2.1 Use Strategies and Cues, Use prior knowledge

Using their previous knowledge, students curate an exhibit within their museum.

English 2.3 Understand Forms, Elements and Techniques, Understand Elements and Techniques

Working together, students group similar ideas together within their museum space, apply narration.

English 3.3 Organize, Record and Evaluate, Organize Information

Students will group similar artifacts and displays together and discuss the success of their display.

English 3.4 Share and Review, Share Ideas and Information

Students will select appropriate visuals to construct the best exhibit they can.

English 5.2 Work Within a Group, Cooperate with Others, Work in Groups

Although they each will sculpt an artifact, they will be grouped together to arrange all of their works within the museum.

Grade 3 Pedley Puppet Show

Science Topic E: Animal Life Cycles

Students will handle different animal skulls and furs and learn about their unique characteristics and attributes.

Grade 3 Pioneer Life Skills

Art Level 2 Component 10 Media and Techniques, Fabric Arts

Construct a fabric doll.

Grade 3 Basket Weaving

Art Level 2 Component 10 Media and Techniques, Fabric Arts

Grade 3 Museum Team Work Activity

English 5.2 Work Within a Group, Cooperate with Others, Work in Groups

Within a limited time, groups have to use all of their knowledge to solve a puzzle.

Grade 3 Layered Painting Activity

Art Level 3 Component 10 Media and Techniques, Painting