







## Tinker Swiss Cottage Museum





We offer a variety of lesson plans and programs to fit different grade-levels and subject areas. Common core standards are listed on each of the available programs.

Each program consists of an hour-long tour of the Tinker Swiss Cottage and 1-2 activities. Educators may choose which activities would best fit their students' needs.

#### Welcome Educators!

This packet is designed to inform educators about Tinker Swiss Cottage Museum and its educational programs and tours.

## **Contact Information**

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# TINKER SWISS COTTAGE MUSEUM EDUCATION PROGRAMS

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# ARCHAEOLOGY PROGRAM ELEMENTARY (3RD-5TH)

#### **DESCRIPTION**

Students will learn about archaeology as an important way to discover the past. Activities include drawing and writing about artifacts, and a sandbox dig site to practice "digging" up the past!

#### **ACTIVITIES**

- Activity #1:
  - Draw an Archaeologist & Their Tools
- Activity #2:
  - Field Journal:
     Describe the
     Artifact
- Activity #3:
  - Sandbox Dig Site

#### **CC STANDARDS**

SS.H.1.4

SS.H.1.5

SS.H.2.3

SS.H.3.3

SS.IS.1.3-5

SS.IS.4.3-5



 Vocabulary: archaeology, artifact, field site

- Writing/Discussion Questions:
  - What are ways we can discover the past?
  - How can we use our senses to describe objects from the past?

## BUILDING A DREAM PROGRAM ELEMENTARY (3RD-5TH)



#### **DESCRIPTION**

Explore the architecture of Tinker Swiss Cottage and discuss the science, math, history, and art of Victorian architecture.



#### **CC STANDARDS**

SS.G.1.3

SS.G.2.3

SS.G.2.4

SS.H.2.4

SS.H.2.5

3.MD.D.8

4.MD.A.2

5.G.A.2

#### **ACTIVITIES**

- Activity #1:
  - Floor Plan Guessing Game
- Activity #2:
  - Architecture Scavenger
     Hunt
- Activity #3:
  - Create Your Own Blueprint



- **Vocabulary:** blueprint, legend, scale
- Writing/Discussion Questions:
  - How were houses built in the 1800s?
  - How can we use math and art to design houses?

# GENERAL HISTORY TOUR (ALL AGES) (INCLUDED WITH ALL ACTIVITIES)



#### **DESCRIPTION**

Learn about Robert Tinker and the Tinker family through a walkthrough of his home: the Tinker Swiss Cottage.

Students will learn about life in the 19th and early 20th centuries and view artifacts from these eras.

A tour in the Cottage typically lasts around 1-1.5 hours depending on the group size & grade level.

#### **CC STANDARDS**

SS.G.1.3-12 SS.G.2.3-12 SS.H.1.3-12 SS.H.2.3-12 SS.H.3.3-12 SS.IS.1.3-12 SS.IS.2.3-12



- An Educator's Packet will be sent to all groups before arrival.
  - Before & After Visit Activities
  - Vocabulary words & Reading Suggestions
- Writing/Discussion Questions:
  - What was the Victorian Era?
  - How did people live in the late 1800s/early 1900s?
  - How did the Tinkers effect Rockford history?
  - o Compare and contrast Victorian life to modern life.

# PRAIRIE & CREEK STUDY ELEMENTARY (3RD-5TH)

#### **DESCRIPTION**

Observe the Tinker flower and prairie gardens and learn about local ecosystems.

Activities include identifying animal and plant species and ways to keep our environments clean and healthy.



#### **CC STANDARDS**

3.LS2.1

3.LS2.D

4.ESS2.1

4.ESS2.E

5.LS2.1

5.LS2.B

SS.G.1.3-5

SS.H.1.3-5

#### **ACTIVITIES**

- Activity #1:
  - Flower Detective
- Activity #2:
  - ObservationStation
- Activity #3:
  - Garden Clean-Up

- Vocabulary: garden, landscape, observation
- Writing/Discussion Questions:
  - Identify parts of the flower.
  - How do we design and maintain gardens?

# TINKERING WITH ART PROGRAM ELEMENTARY (3RD-5TH)

#### **DESCRIPTION**

Become an artist like Robert Tinker!
Activities include learning and identifying different artwork styles at the Cottage, and trying their hand at creating a self portrait.



#### **CC STANDARDS**

SS.IS.1.3-5 SS.H.1.3.5. SS.H.2.3.5 VA.Cr2.3.3-5 VA.Re7.2.3.5 VA.Cn11.1.3.5

#### **ACTIVITIES**

- Activity #1:
  - IdentifyingDifferent Artwork
- Activity #2:
  - Tinker ArtworkScavenger Hunt
- Activity #3:
  - Draw A Self Portrait

- Vocabulary: portrait, Victorian
- Writing/Discussion Questions:
  - What are different ways to make art?
  - Compare and contrast different forms of artwork.

## VICTORIAN LIFE ELEMENTARY (3RD-5TH)

#### **DESCRIPTION**

Learn about what it was like to live in the Victorian Era! Explore the Cottage and ways of life for the Tinkers. Activities include hands-on educational items about Victorian customs and games.

#### **CC STANDARDS**

SS.H.1.3-5 SS.H.2.3-5 SS.H.3.3.-5



#### **ACTIVITIES**

- Activity #1:
  - Victorian Life Stations:
     Play Costumes, Toys,
     and Games
- Activity #2:
  - Outdoor Victorian Games

- Vocabulary: culture, society, Victorian Era
- Writing/Discussion Questions:
  - Compare and contrast Victorian life to modern life.

### FREQUENTLY ASKED QUESTIONS



#### WHERE CAN WE PARK?

There is a parking lot off of Kent Street or street parking along the entrance off of Winnebago Street. Parking is free of charge. Field Trips begin in the Barn, which is the building closest to Winnebago Street.

#### **DO YOU HAVE A SPOT TO HAVE LUNCH?**

Yes, but the museum does not provide food or beverages. We encourage guests to bring water bottles with them. There is an opportunity to have your bagged lunch in the gardens free of charge. If you would like to reserve the indoor lunch room option, it will be an additional \$50 for this set up for the 30 minute lunchroom rental.

#### **HOW MUCH DOES IT COST TO ATTEND?**

We strive to keep our field trip opportunities affordable for all guests. A full list of ticket prices can be found on our website. For student groups, one adult is admitted free of charge for every 10 students (1:10).

#### **HOW MANY PEOPLE CAN ATTEND IN ONE GROUP?**

The museum can accommodate groups of up to 60 students. Groups over that size will need to book two dates or timeframes to visit.

## TSCM IS KNOWN FOR PARANORMAL EVENTS. WILL THIS BE DISCUSSED ON TOUR?

The museum staff and volunteers do not share information with Field Trips about the paranormal aspect of our museum unless specifically requested by educators.