

Attention TEACHERS!

Supplemental Teaching Resources Available

Humboldt State University's Natural History Museum has available for educators a teaching tool known as **Teaching Boxes**. The objective of the **Teaching Box** is to act as a supplement to in-class curriculum though hands on learning with the use of museum resources.

Each **Teaching Box** contains accurate and up-to-date information on a particular topic, as well as specimens and materials that every student will be able to observe and/or touch. Each box contains a manual with factual information for background reading, developed experiential learning activities, and suggested extension activities.

Current Teaching Boxes:

A box about Birds

Rocks & Minerals

Prehistoric People

Insect Boxes

Amphibians & Reptiles

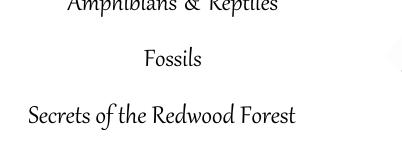
What Can Fur Tell us?

Boxes may be checked out for a period of two-weeks.









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To request a Binder or Teaching Box call 707-826-4479



BINDERS: Engineering for Elementary Students



Physical Sciences:

Simple Machines and Industrial Engineering--Marvelous Machines: Making Work Easier

- Aisha Makes Work Easier
- 2. Assembly Lines
- 3. Using Simple Machines
- 4. Improving a Factory Subsystem

Solids and Liquids and Chemical Engineering-- A work In Process: Improving a Playdough Process

- 1. Michelle's MVP Award
- 2. Get the Creative Juices Flowing
- 3. All Mixed Up

Electricity and Engineering: An Alarming Idea-- Designing Alarm Circuits

- 1. A Reminder for Emily
- 2. It's Electric!
- 3. Representing Circuits
- 4. Designing an Alarm Circuit

Magnets and Transportation Engineering-- The Attraction is Obvious: Designing Maglev Systems

- 1. Hikaru's Toy Troubles
- Steering Clear of Danger
- 3. A Magnetic Personality

Balance, Forces, and Civil Engineering-- To Get to the Other Side: Designing Bridges

- Javier Builds a Bridge
- 2. Pushes and Pulls
- 3. Bridging Understanding
- 4. Designing a Bridge

Geosciences:

Air, Weather, and Mechanical Engineering-- Catching the Wind: Designing Windmills

- 1. Leif Catches the Wind
- 2. Who are Mechanical Engineers?
- 3. Test Sail Designs
- 4. Designing a Windmill

Landforms and Geotechnical Engineering: A Stick in the Mud: Evaluating a Landscape

- Suman Crosses the Karnali River
- 2. The Core of the Issue
- 3. Selecting a Site
- Evaluating a Landscape
- 5. Designing a Maglev System

Earth Materials and Materials Engineering: A Sticky Situation: Designing Walls

- 1. Yi Min's Great Wall
- 2. Materials and Their Uses
- 3. Testing Mortar
- 4. Designing a Wall

Water and Environment Engineering

- 1. Saving Salila's Turtle
- 2. Who are Environmental Engineers?
- Exploring Filter Materials
- 4. Designing a Water Filter

Biological Sciences:

Bioengineering: Just Passing Through: Designing Model Membranes

- Juan Daniel's Fútbol Frog
- Biology Meets Technology
- 3. Exploring Membranes
- 4. Designing a Model Membrane
- 5. Improving a Play Dough Process

Sound and Acoustical Engineering: Sounds Like Fun: Seeing Animal Sounds

- Kwame's Sound
- 2. Shh! Damping Sounds
- 3. "Seeing" Sounds
- 4. Representing Bird Sounds

Plants and Package Engineering: Thinking Inside the Box: Designing Plant Packages

- A Gift From Fadil
- 2. Who are Packaging Engineers?
- 3. Evaluating Needs and Creating Criteria
- 4. Improving a Package Design

These curricula have great lessons that fit well with the three dimensional approach of the Next Generation Science Standards (NGSS)

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