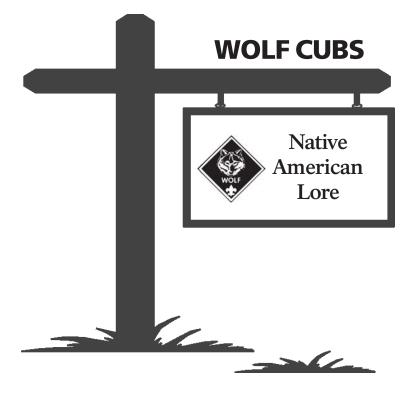
National Park Service U.S. Department of the Interior

Jefferson National Expansion Memorial





Leader Activity Guide



Any questions or comments on this Leader Activity Guide are welcome. Contact the Director of Education at:

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Produced by the Division of Museum Services and Interpretation



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To the Leader

Scouting and the National Park Service

The Boy Scouts of America and the National Park Service have a lot in common. Both organizations have long histories, beginning in 1909 and 1916, respectively. Both organizations appreciate and preserve nature, the environment and our nation's history. Both are recognized by their distinctive uniforms, badges, and emblems. Scouting and the National Park Service have common goals and missions, particularly in educating today's youth to be responsible and productive citizens. The ideas of scouting and national parks have since expanded to countries around the world.

The National Park Service offers a variety of experiences for scouts. Join us for exciting and fun-filled programs that will help your scouts earn their badges, while scouting in the national parks.

User-Friendly Format

To prepare your scouts, use the two Pre-Visit Activities in this guide before you visit the Museum. We also suggest you use the two Post-Visit Activities after your visit.



Program Description

Through the centuries and across cultures, communication has played an important role in daily living and passing on one's history and traditions. In this program, scouts will explore the nineteenth century Plains Indian culture whose highly developed forms of communication, picture writing, sign language, and storytelling, have fascinated generations.

When your group finishes Pre-Visit Activity #2, participates in the *Native American Lore* program in the Museum of Westward Expansion at the Gateway Arch, and completes Post-Visit Activity #1, they will meet all the requirements for an arrow point. In addition, there is a Jefferson National Expansion Memorial patch available to your group, for a nominal fee, to recognize their participation in this program.

As the leader of your group, you are a positive role model and an essential part of this program. Thank you for letting us share in the responsibility of teaching your scouts to make positive choices and helping them to be responsible and productive citizens.

Do Your Best and Have Fun at the





Pre-Visit Activity #1

Please read to your scouts:

Boy Scouts wear a uniform with badges and the Boy Scout emblem. These help to tell people who you are and what you do. The uniform and badges communicate or tell a message about you and the Boy Scout organization.

Activity

Have boys look closely at the Boy Scout emblems below and look at any other badges they have.

Decision Making:

What messages do these emblems tell people about you? What positive character traits must you have to be a scout?

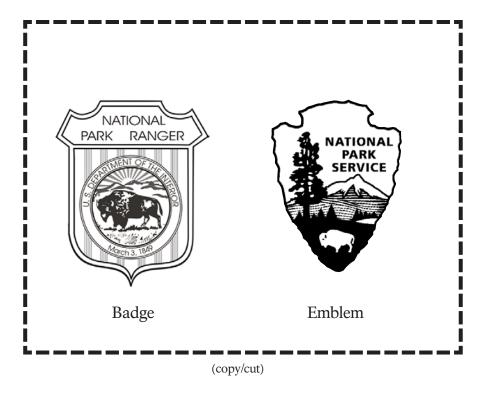


Uniforms, Badges, and Emblems

When you visit the Museum of Westward Expansion, you will be in a national park and you will meet park rangers. They wear uniforms, badges, and emblems, too. Look closely at their badge and emblem below.

Decision Making:

What messages do the badge and emblem tell you about national parks and the park rangers? (See Appendix, page 14.) What positive character traits must park rangers have to do their job?



Explore a Career:

Park rangers take care of the national parks by protecting the natural and cultural resources. They also teach visitors like you the story of their park and how you can help preserve and protect it. Listen to the ranger's stories and messages.

Decision Making: How can you help the rangers take care of national parks?

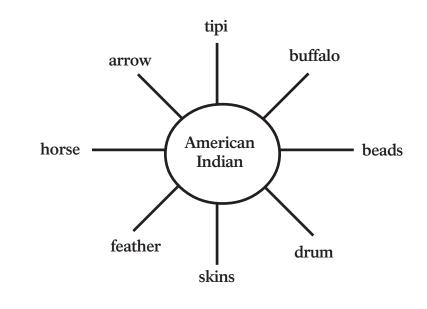


Pre-Visit Activity #2

Please read to your scouts:

There are almost 400 national parks in the United States. Each park has a story to tell. It is the job of the park ranger to tell the story as well as to protect the park for future visitors to enjoy. Park rangers at the Museum of Westward Expansion tell the story of how America expanded west during the 1800s. Your visit will focus on the lifestyle of the Plains Indians, the way they communicated with each other, and how they passed their culture and traditions on to future generations.

One way to prepare for your program is to find out what your scouts already know about the Plains Indians. Over the years television and movies have left us with some very vivid images of these native people. It may be fun to do the following activities with your scouts again after the program to see how their view of the Plains Indians has changed.



Sharing Your Ideas

Use the questions below to stimulate even further discussion with your scouts.

- If you traveled back in time to the nineteenth century, what do you think an American Indian looked like?
- Describe the kind of house they lived in.
- Name three foods you think they ate.
- American Indians are also called Native Americans. What does the word native mean?

• How did American Indian children learn? Did they go to school?

• Describe a game they might have played.

♦ Compare your life to that of an American Indian boy. Name two

things that are different and two things that are the same.

ARROW POINT REQUIREMENT

To earn your Native American Lore Arrow Point, you are required to make several Native American traditional items. Before your visit to the Gateway Arch, assemble the musical instrument as described in Elective 10b. You may bring it to the program, where you will learn more about the significance of the drum in the Plains Indian culture. During the program the park ranger will show you some Native American artifacts to prepare you for the other craft projects required in Elective 10.



Manners:

Please read

instructions

below to your

scouts before

entering the

Museum of Westward Expansion.

the

Native American Lore

Museum Registering

Upon arrival, register your group with the park ranger at the Information Desk and review Museum Manners.

Briefing

Scouts should have assembled the musical instrument described in Elective 10b and may want to bring it with them on their visit. It is also helpful to have discussed the lifestyle of the Plains Indians using the activities in Pre-Visit Activity #2.



Did You Know? The Museum of W

The Museum of Westward Expansion looks at all people that lived on the Great Plains. In the Museum Store at the Gateway Arch, you can find a variety of books on the Native Americans and the pioneers.

The park rangers are glad we are visiting with them today. They need our help to preserve this national park and protect us—their visitors. Please pay attention to the following:

- Look only with your eyes and not with your hands. Do not touch the displays, step onto exhibits or lean against photographs and
- 8 photomurals.

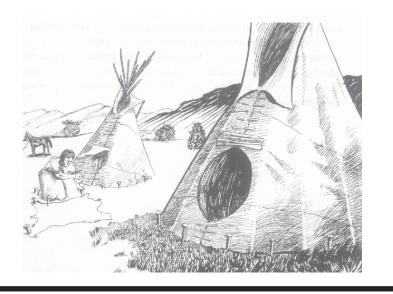


Interpretive Program

Using museum exhibits, hands-on items, stories and source documents, the park ranger will present an interpretive program focusing on the Plains Indian, specifically their unique and varied forms of communication.

Investigative Learning Activity

The scouts will be divided into a number of smaller groups depending on the size of the group. Each group will have a chance to decode a Native American pictograph and use their own words to retell the story to the den as a whole.



Safety Tips:

Park rangers are here to protect you and keep you safe. If you need help, please contact a ranger.

Multiple steps, terrazzo, and carpeted floors are found throughout the Gateway Arch Visitor Center. Walk carefully!

- Museum artifacts and exhibits are fragile.
- Remain in your group at all times. You are responsible for your behavior.
- Soft drinks, candy, gum or any other foods, including lunches are not allowed.
- Refrain from running, using loud voices or pushing.

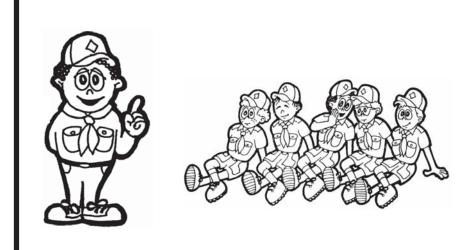


You have visited a national park and learned how artifacts help to tell messages or stories about the past. You learned about the Gateway Arch and how it is a monument to Westward Expansion. You saw artifacts and heard stories that helped explain the daily life of the Plains Indians. You also learned about park rangers and how they protect our parks as well as serve and educate visitors.

ARROW POINT REQUIREMENT

Have your scouts plan and present a program about the Plains Indians for your pack. They should include the following:

- Complete Electives 10c-e and use the artifacts, including the drum, as props in the presentation.
- Have them draw a pictograph and prepare some sign language messages for the audience.



Sharing Your Message

Match the Message Activity Please read to your scouts:

When you were at the Gateway Arch, you saw the image of Luther Ely Smith. Without his important work, the Gateway Arch would not have been built. Meet him and some other important men who have a message to tell. Just like Boy Scouts, they were prepared to serve others.

Copy and cut the Message Cards in the Appendix, pages 15-17. Mix the cards up and give either a photo section or a story section to each scout. Have the boys work with each other to match the appropriate photo with the message. After everyone has made a match, have the boys share the messages of these great men.



I was born a slave, but grew up to be a famous scientist. Many people called me the "plant doctor." I worked to improve farming methods for rural communities.

(copy/cut)

Did You Know?

President Gerald Ford was an Eagle Boy Scout and a National Park Service Ranger at Yellowstone National Park.



Post-Visit Activity #2

Please read to your scouts:

The boy Scout motto is "Be Prepared" and the Cub Scout motto is "Do Your Best." Park rangers must also prepare and do their best to serve visitors by preserving and protecting national parks. To do this, rangers must have positive character traits. Look at the chart below. How many of these traits do you need to be a good scout?

Positive Traits	Park Ranger	Scouts
Help Others	✓	
Respectful of Wildlife	✓	
Friendly to All People	✓	
Courteous	✓	
Cheerful	✓	
Useful and Hardworking	✓	
Trusting and Loyal	✓	
Obey Laws and Follow Rules	✓	
Thrifty	✓	
Care for the Environment	\checkmark	
Healthy and Drug Free	✓	
Lifetime Learner	✓	
Practice Safety	✓	
Responsible	✓	
Good Citizen	\checkmark	

Decision Making:

What is your personal motto? Why did you choose this motto?

Mottos and Role Models

You've learned how the American Indian people communicated. You've also learned stories about the Gateway Arch and through the Match the Message Cards, learned stories about some special men who were very important in the history of our country. These men can serve as our role models. We can learn many things from them. Look at the chart below and analyze their positive character traits.

Role Models	Contrive Traits	Hong	Restrict	Self Self	Hard	Servi	^{rice to} Others	/
Luther Ely Smith								
Franklin D Roosevelt								
Booker T. Washington								
Theodore Roosevelt								
George W. Carver								
Thomas Edison								
Your Leader								
You								
	(C0	opy/cu	it)	<u> </u>	<u> </u>	<u> </u>	·	

Decision Making: Who is your role model? Why?

Service Project:

When your scouts are older, they can volunteer in national parks. Visit

www.nps.gov to learn more

about the Volunteer In Parks program.



Appendix

Pre-Visit Activity #1: Uniforms, Badges, and Emblems



The badge represents the establishment of the Department of the Interior on March 3, 1849. Within this department, the National Park Service was established in 1916. This federal agency takes care of the national parks and their resources, symbolized by the bison and the mountains on the badge. It is the job of the national park ranger to take care of these areas and to tell the story of each park to visitors like you, and to teach everyone how to take care of our resources.



The arrowhead is the official National Park Service emblem. The sequoia tree and bison represent vegetation and wildlife; the mountains and water represent scenic and recreational areas and the arrowhead represents historical and archaeological areas. The mission of the National Park Service is to preserve and protect America's scenic, natural, historic, and cultural treasures for future generations.

Post-Visit Activity #1: Parks and Messages Match the Message Cards - Copy and Cut



Luther Ely Smith

I was a St. Louis lawyer and often took cases where people were not treated fairly. I wanted to do something special for my community. I created the city's first playgrounds, then the MUNY and Memorial Plaza. I thought of the idea for Jefferson National Expansion Memorial, which is a now national park site. My message to you is to be a good citizen and a "do-gooder" for your community. The result will be as the Globe-Democrat stated when I died, "...better government, better playgrounds for children, better homes and schools, better recreation for all." Visit the Jefferson National Expansion Memorial on the Internet at www.nps.gov/jeff.



Franklin D. Roosevelt

As President of the United States, I was an honorary member of the Boy Scouts. I invited 27,000 Boy Scouts to camp out at the foot of the Washington Monument in Washington D.C. for the First Jamboree in the United States. I also signed legislation to establish Jefferson National Expansion Memorial. My message to you is "there is nothing to fear, but fear itself." I did not let polio, leg braces, or a wheelchair stop me from becoming President. You can do anything you set your mind to. You can listen to me tell my story and visit my home, which is a national park site, on the Internet at www.nps.gov/hofr.

(copy/cut)



Appendix

Post-Visit Activity #1: Parks and Messages Match the Message Cards - Copy and Cut, cont.



Theodore Roosevelt

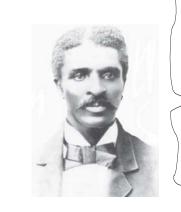
I was good friends with the founder of the Boy Scouts of America, William D. Boyce, and often hosted the Boy Scouts at my home, Sagamore Hill, which is a national park site. I liked new inventions and opened the St. Louis World's Fair with a flip of an electronic switch from my office in Washington, DC. I loved nature and the environment and signed legislation for several national parks. My image is on Mount Rushmore, which is also a national park. My message to you is that success does not come to one who wants an easy life, but to one "...who does not shrink from danger, from hardship, or from bitter toil." Work hard and you will be a success. You can visit several national parks that were named for me on the Internet at www.nps.gov.



Booker T. Washington

I was born a slave. After the Civil War, I became a teacher and built a school, where I became the first principal. I believed everyone should get a good education, especially African Americans. My School is Tuskegee Institute, which is a college and a national park. My message to you is to stay in school, get a good education, and do not give up on your dreams. My home and school are national park sites. Visit them on the Internet at www.nps.gov/bowa.

(copy/cut)



George Washington Carver

I was born a slave, but grew up to be a famous scientist. Many people called me the "plant doctor." I worked to improve farming methods for rural communities. I invented over 300 products from peanuts, 118 products from sweet potatoes, and 75 products from pecans. I also was an early recycler. I made synthetic marble from wood shavings, dyes from clay, and starch, gum, and wallboard from cotton stalks. My message to you is to do your best and help others every day. "It is simply service that measures success." My boyhood home is a national park and you can visit it on the Internet at www.nps.gov/gwca.



Thomas A. Edison

I was nicknamed the "Wizard of Menlo Park" and some say I was the greatest inventor in history. I invented a practical electric light bulb and the phonograph. I also helped to make motion pictures, telephones, batteries, electric generators, typewriters, and electric trains. I patented 1,100 inventions in 60 years. Some say I was a genius, but my message to you is that genius is nothing more than "1% inspiration and 99% Perspiration". It's just "hard work, stick-to-it-iveness, and common sense." You, too can be a genius. My home and laboratory are a national park and you can visit it on the Internet at <u>www.nps.gov/edis.</u> This site has a great on-line kid's tour.

(copy/cut)

	-			
12	2	10	2	
	3	10	3	
		10	3	
	2	1	3	
1	100			

Appendix

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For information on the cost of the Jefferson National Expansion Memorial patch, phone The Museum Store at: (314) 231-5474 or (800) 537-7962 National Park Service U.S. Department of the Interior



Jefferson National Expansion Memorial 11 North 4th Street St. Louis, MO 63102



Visit the Gateway Arch, Museum of Westward Expansion and Old Courthouse on the Internet: http://www.nps.gov/jeff Visit the National Park Service at: http://www.nps.gov

Help conserve our natural resources! If you have no further need for this booklet, please return it to the Park Ranger at the Information Desk so another scout group can use it. Thank you!