

Education Programs

2015-2016

*Learn
Laugh
Discover*

Bringing Canada's healthcare story to life!

MUSEUM OF HEALTH CARE PROGRAM SPONSORS:



*THE ANNA AND EDWARD C. CHURCHILL FOUNDATION,
THE FACULTY OF HEALTH SCIENCES (QUEEN'S UNIVERSITY)*

MUSEUM OF
HEALTH CARE
AT KINGSTON





Snot & Whatnot

Funny Bones Ages 3-6 ● 60 mins

Curriculum links: *Inquiry Process and Critical Thinking; Learning Expectations in Language, Mathematics, Science, Health and Social Developments: Specific Expectations in Saying, Doing, and Representing.*

After examining real bones, students learn how bones give our bodies structure and help us to move through a special, active storytime inspired by the movements of animals. After learning all about fingerprints and skin, students create an animal-themed work of handprint art!

Healthy Teeth, Healthy Me Ages 4-6 ● 60 mins

Curriculum links: *Science and Technology: Strand - Understanding Life Systems; Topics - Grade 1 Needs and Characteristics of Living Things, Developing Investigation and Communication Skills. Kindergarten Language Development and Literacy: Oral Language Development, Personal and Social Development.*

Why are healthy teeth important? Participants take part in activities that focus on good oral hygiene, learn how to properly brush teeth through an exciting egg experiment, and identify plaque-fighting and plaque-causing foods in a "food frenzy" game. Toothbrushes will replace paintbrushes in an imaginative tooth-themed craft.

Reflect & Detect Ages 4-10 ● 20 mins

Curriculum links: *Social Studies: Heritage & Identity: Grade 1 Topic - Our Changing Roles and Responsibilities. Science & Technology: Understanding Structures & Mechanisms: Topic - Form & Function, Materials, Objects & Everyday Structures.*

Students discover the tools that were invented and the major changes that occurred in health care between 1800 and 1900. After learning how reflector headbands were used by health care professionals, students create their own personalized reflector headbands.

Construct-a-Skeleton Ages 6-10 ● 20 mins

Curriculum links: *Science & Technology: Understanding life systems: Topic - Human organ systems. Health & Physical Education: Healthy Living: Topic - Understanding Health Concepts.*

How many bones do we have inside of us? How can we protect our bones and keep them healthy? What is a hinge joint and how does it help us to move? Students learn about the bones and joints in the human body and then work in groups to correctly assemble a skeleton.

The Skin You're In Ages 7-10 ● 45 mins

Curriculum links: *Science & Technology: Understanding Life Systems: Topics - Growth and Changes in Animals, Human Organ Systems. Health & Physical Education: Healthy Living: Topic - Making Connections for Healthy Living.*

Did you know that the skin is the largest organ in your body? Participants explore properties of this fascinating organ, and also learn about the integumentary systems of other animals. Hands-on activities and games include the creation of a personal Braille nameplate!

Select & combine program options to design the perfect in-Museum learning experience for your group! Our dynamic guides adapt all programs to each age and ability!

○ = Classroom kit version available to rent

* = Teachers ask about our diagnostic activity

Yum, Yum, MUNCH! Ages 6-12 ● 120 mins *

Curriculum links: *Science & Technology: Understanding Life Systems: Topic - Human Organ Systems. Health & Physical Education: Healthy Living: Topics - Healthy Eating, Understanding Health Concepts, Making Connections to Healthy Living.*

Participants will go on a twisty, turny adventure through the digestive system! A series of activities about healthy eating and digestion including the creation of food superheros, and an active representation of the digestive system.

Pin the Organ on the Body

Ages 6-12 ● 30 mins

Curriculum links: *Science & Technology: Understanding Life Systems: Topic - Human Organ Systems. Understanding Structures & Mechanisms: Topic - Form & Function. Health & Physical Education: Active living: Topic - Active Participation.*

A hilarious and wacky introduction to the human body's major organs! After learning about the important jobs our organs do, students play a game to correctly place organs on a funny body of their own creation.

Snot & Whatnot Ages 6-12 ● 30 mins

Curriculum links: *Health & Physical Education: Healthy living: Topics - Understanding Health Concepts, Making Connections for Healthy Living. Science & Technology: Understanding Matter & Energy: Topic - Properties of Changes in Matter.*

A wild, gross-out ride through medical history! After learning about the concept of the four humours, what happens to the air we breathe, and how we can control the spread of germs, participants mix up a batch of "snot" and receive a "snot sample" to take home!

Health Care in Early Settlers in Upper Canada ○

Grade 3 ● 60 or 90 mins

Curriculum links: *Health & Physical Education: Healthy Living: Topics - Understanding Health Concepts, Making Connections for Healthy Living. Social Studies: Heritage & Identity: Grade 3 Topic - Communities in Canada, 1780-1850.*

Hands-on activities stimulate discussion about early health care and surgery in Canada. After a peek inside a doctor's bag from 200 years ago, students create "disease masks" signifying diseases common in Early Settlers in Upper Canada and mix up some Early Settler toothpaste!

Health Care in Medieval Times

Grade 4 ● 60 or 90 mins

Curriculum links: *Social Studies: Heritage & Citizenship: Topic - Medieval times. Health & Physical Education: Healthy living: Topic - Making healthy choices.*

Western medical beliefs and practices were remarkably different 1000 years ago! Learn and play simultaneously with an imaginative game about medieval life and health care. Students will also learn about medieval dentistry and make their own Tooth Puller necklace.

Visit www.museumofhealthcare.ca for additional program information and downloadable teacher's kits.

Health Care in Early Civilizations

Grade 4 & 5 ● 60 or 90 mins

Curriculum links: *Social Studies: Heritage & Identity: Grade 4 Topic - Early Societies, 3000 BCE-1500 CE.*

Science & Technology: Understanding Matter & Energy: Topic - Properties of Changes in Matter.

Take an eye-opening trip back in time to explore disease, medicine, and health care in Early Civilizations. After an exciting introduction, students create sculptures inspired by Ancient Greek temple offerings and customize a medical papyrus based upon Ancient Egyptian cures.

Medicine, Mystery, and the Macdonalds

Ages 8-12 ● 60 or 90 mins

Curriculum Links: *Science and Technology Understanding Life Systems: Grade 5 Topic - Human Organ*

Systems. Physical Education Making Connections for Healthy Living: Grade 6 Topic - Personal Safety and Injury Prevention. History Creating Canada, 1850 - 1890: Grade 8 Topic - Understanding Historical Context: Events and their Consequences.

Explore health care in Victorian Kingston through the medical saga of Sir John A. Macdonald's family, a comparison of modern and historic assistive devices, and hands-on activities based on 19th-century education at Queen's School of Medicine.

Brainium Explainium Grade 5 ● 90 mins

Curriculum links: *Understanding Life Systems Grade 5: Strand - Human Organ Systems (Systems and Interactions, Structure and Function), Forces Acting on Structures and Mechanisms.*

Hands-on activities and experiments offer a wacky introduction to the brain and nervous system. Students examine a real human skull from the education collection, test their reflexes, and create an imaginative map of their brains on their very own thinking caps.

Potions Class Ages 8-12 ● 60 mins

Curriculum links: *Health & Physical Education: Healthy Living: Topic - Understanding Health Concepts.*

Science & Technology: Understanding Matter & Energy: Topic - Properties of and Changes in Matter.

In 1900, patent medicines distributed by druggists were sometimes harmful. Students will brew medicinal potions (based upon real recipes!), analyze advertisements used to sell patent medicines at the turn of the century, and create an advertisement for their own patent medicine.

Electrifying Medicine! ✨

Grade 6 ● 30, 60, or 90 mins

Curriculum links: *Science and Technology: Understanding Matter and Energy: Topic - Electricity and Electrical Devices.*

Ever wondered why a balloon sticks to your hair after rubbing it? Spark your interest in the properties of current and static electricity by looking at their use in medicine from 200 years ago to today. After learning about wacky experiments with current electricity, participants will explore the properties of static electricity with hands-on activities.

The Biology, Control, and Prevention of Waterborne Diseases Grades 7 & 8 ● 3 hours

Curriculum links: *Science and Technology: Interactions in the Environment: Water Systems. History: Grade 7 Topic - New France & British North America, 1713-1800; Canada, 1800-1850: Conflict & Challenges. Grade 8 Topic - Creating Canada, 1850-1890; Canada 1890-1914: A Changing Society. Geography: Grade 7 Topic - Physical Patterns in a Changing World; Natural Resources Around the World: Use and Sustainability. Grade 8 Topic - Global Settlement: Patterns & Sustainability; Global Inequalities: Economic Development & Quality of Life.*

What happens when our water is not safe to drink? Through a combination of historical presentations, hands-on activity stations, and guided tours, students explore why controlling outbreaks and providing clean drinking water to people around the world is an important task.

From Madness to Mental Health

Grade 9 - Adult ● 90 mins

Curriculum links: *Canadian and World Studies: Strand - Citizenship and Heritage, Social, Economic, and Political Structures, Change and Continuity.*

Historically, people who suffered from mental illness were defined as "mad." Today we have a better understanding of mental health, however the stigma from our past remains. Students will examine the history of mental illness, its treatment, and ways to combat this stigma by creating their own mental health public service announcement.

WWI: The Dirty Details of Disease

Grade 10 ● 60 mins

Curriculum links: *Strand A - Historical Inquiry & Skill Development; Strand B - Canada, 1914-1929:*

Social, economic and political context; Communities, conflict and cooperation

Through group detective work participants will learn the importance of historical artefacts. What can primary sources can tell us about health care and medical advancements during World War I?

DNA at the Dentist

Ages 12 to adult ● 30 mins

Curriculum links: *Health & Physical Education: Healthy living: Topic - Making Connections for Healthy Living.*

Science & Technology: Understanding Matter & Energy: Topic - Pure Substances and Mixtures. Concepts in Social Studies and Thinking: Continuity & Change; Patterns and Trends.

An exciting introduction to the developments in dental science over the past 200 years followed by a lively discussion about DNA. The program concludes with an experiment wherein DNA is extracted from saliva!

What Is It? Suitable for all ages

10-min icebreaker or 30-min activity

Curriculum links: *Social Studies: Heritage & Identity: Grade 1 Topic - Our Changing Roles & Responsibilities.*

Grade 3 Topic - Communities in Canada, 1780-1850. Language: Oral Communication, Reading.

It's a bird! It's a plane! No, it's an otoscope! This hands-on artefact identification activity provides an introduction to some of the items in the Museum's collection. Participants examine mystery artefacts, searching for clues to figure out how they were used.

Scavenger Hunts

Suitable for all ages ● 30 mins*

Curriculum links: *Language: Oral communication: Topic - Listening to Understand. Reading: Topic - Reading for Meaning. Science & Technology: Understanding Life Systems: Topic - Human Organ Systems. Understanding Matter & Energy: Topic - Properties of Change in Matter. Social Studies: Heritage & Identity: Topics - Medieval Times, Early Civilizations, Early Settlements in Upper Canada, Relationships, Rules & Responsibility.*

Our challenging scavenger hunts send students on a quest through the Museum's galleries as they work to complete a skill-testing activity sheet. Self-guided option available.

* Can be preceded by 15 min. gallery introduction or 45 min. gallery tour.

Gallery Tours Suitable for all ages ● 45 minutes

Step into the rich past of Canada's health care and learn more about the artefacts on display in our six onsite galleries. This engaging tour illuminates fascinating details about the history of health care in Canada. Self-guided option available.

Collections Tours Ages 8 to adult ● 20 minutes

Peg legs, microscopes, and more! Enjoy a special "behind the scenes" look at our basement collection storage facilities, home to one of the largest collections of medical artefacts in Canada.

Classroom Visits:

Healthy Living & Diabetes Grade 8 ● 90 mins

Curriculum links: *Science & Technology: Understanding life systems; Topic - Cells. Health & Physical Education: Healthy living; Topics - Understanding health concepts, making healthy choices, making connections for healthy living.*

It is rare to find a family not affected by Type 2 Diabetes; approximately 1 in 10 Canadians have been diagnosed. Many are also living with pre-diabetes. The first step in control is education. Learn what you can do to either prevent, or live with, this current epidemic of diabetes.

Offered in partnership with: *Educators of the Diabetes Education & Management Centre of Hotel Dieu Hospital*



About Us



Health Care in Early Civilizations

The Museum of Health Care offers **hands-on, curriculum-linked** programs and tours for grades K-12 and university classes, adult education programs, summer day camps, and other community groups. Our programs are led by trained and enthusiastic guides committed to bringing Canada's healthcare story to life for you and your group.

Our goals are:

- to stimulate thinking
- to inspire inquisitiveness and logical enquiry
- to instil a recognition of the importance of health care history
- to encourage students to make connections to their own lives

The Museum of Health Care is Canada's only museum dedicated to the history of medicine, health and health care. Established in 1991 and with over 40,000 artefacts in our collection, our mission is to preserve material culture and enhance understanding of the history of health care in Canada.

Our Onsite Galleries:

When Medicine Met Science: Highlights major developments in health care in the 1800s.

Vaccines and Immunization: Explores the importance of vaccinations to the prevention of disease and the ongoing maintenance of community health.

Potions, Pills & Prescriptions: Displays the three turn of the century health care options: home care, the druggist, and the doctor.

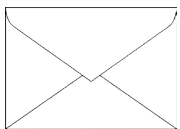
For Service to Humanity - Nursing Education at Kingston General Hospital: Explores the training, work, and residence life of those who attended the KGH School of Nursing (1886 - 1974).

Electricity & the Invisible Ray: Focuses on the influence of electricity and X-ray on health care in Canada at the turn of the 20th century.

A Stubborn Illness - The Health of the Macdonald Family: Explores the ailments and treatments of the Macdonalds, as well as the development of health care in Kingston.

Trench Menders, WWI: Showcases innovative and ingenious artefacts from the past 200 years of dentistry in Canada.

The Skin You're In: Hands-on exhibition in the Children's Gallery about the talented organ that covers you from head to toe.



E-Newsletter for Educators

To subscribe to our educator e-list, e-mail info@museumofhealthcare.ca or subscribe online at museumofhealthcare.ca

Booking Procedure



To schedule a program in the Museum, arrange a class visit, or receive more information about our programs and how they can be customized, please contact us by phone at 613-548-2419, by e-mail at info@museumofhealthcare.ca, or through the form on our website.

When booking, please provide the following information:

- Grade or Ages ● Group size ● Preferred Date, and Time ● Desired program option(s) ● School/Organization ● Your name ● Your e-mail address ● Phone number (& best time to call)

Fees & Payment Options

Programs in Museum: \$3/participant (free for supervisors)

Classroom visits: By donation

Self-guided Museum visits: By donation

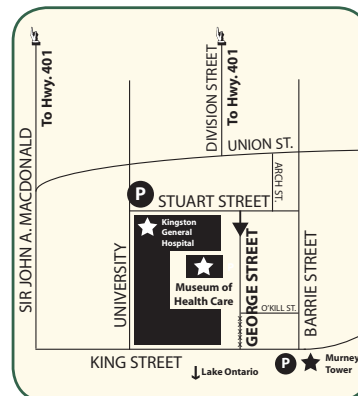
Cash, cheque, and credit card payments can be accepted (no debit).

What educators are saying:

"The visit was an excellent learning experience for the students. It gave them a chance to manipulate items that we don't have access to at school and ask questions of people who have more knowledge in medicine/anatomy than their teachers." - **Grade 5 Teacher**

"Great reviews on the programme from both the children and the educators. We hope to come back this summer for another programme." - **Daycare Provider**

"We learned lots, had a few great laughs, and will have things to talk about for months to come. Thank you for providing such a great learning experience." - **College Instructor**



**Ann Baillie Building
National Historic Site
32 George Street
Kingston, ON K7L 2V7**

Charitable # 87790 3989 RR0001

FALL/WINTER/SPRING:
TUESDAY - FRIDAY, 10 AM - 4 PM

SUMMER:
TUESDAY - SUNDAY, 10 AM - 4 PM

Located just steps away from City Park, adjacent to KGH & Queen's University.

FOR DETAILED INFORMATION ABOUT OUR PROGRAMS & EDUCATION RESOURCES:

www.museumofhealthcare.ca