



Teacher Packet

Virtual Programming Information



Pueblo Grande Museum and Archaeological Park
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City of Phoenix

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Virtual Programming – What to Expect



Pueblo Grande Museum’s virtual programs are designed to meet the Arizona State Education standards for 2nd through 4th grade skill levels in Social Studies, Visual Arts, and Science. We encourage teachers to adapt the information provided to meet the unique needs of their students.

In addition to the virtual programs and crafts listed in this packet, Pueblo Grande Museum provides numerous supplemental resources to assist teachers with presenting information to their classes. The following items are available online:

- Archaeology based educational activities
- In-depth information about the site of Pueblo Grande and our exhibits
- Historical information about the site and the museum
- Self-guided tour talking points
- Electronic copy of the book *Desert Farmer’s at the River’s Edge*
- Site etiquette guidelines

How to Schedule a Virtual Program / Craft

After reviewing this packet, book a virtual program by doing one of the following:

- Log into ActiveNet (see page 6 for instructions) then book and pay for your program / craft activity directly using a credit card.
- Call the museum at (602) 495-0901, Monday - Friday, 9 a.m. to 4 p.m. to book a virtual program / craft activity using a purchase order or check
- Submit an e-mail request for a virtual program / craft activity to puablo.grande.museum.pks@phoenix.gov.

1. All virtual programming and crafts activities must be scheduled **a minimum of two weeks** prior to the proposed date of the program allowing museum staff time to prepare the supplies and virtual links requested.
2. Please have the following information ready when calling to request a program.

Requested Date of the Virtual Program:

Type of Program: *Topic or Craft (see below)*

Name of School / Organization

Address

Name of Contact

Phone Number of Contact

E-mail of Contact (email address to which we will send the link)

Method of Payment (check, purchase order or credit card on-line)

3. Upon registering for the program, the designated “contact” person will receive a confirmation e-mail including information about the programs and/or crafts requested.
4. All virtual programs must be paid for in-full prior to the program date. Programs can be paid for on-line with a credit card; by mail with a check; or by school purchase order. The purchase order and check must be received by the museum prior to a link being sent or materials being picked up.
5. The virtual program link will be e-mailed to the designated “contact” one day prior to the proposed program. If the program falls on a Monday, the link will be sent out the Friday before. This link will remain valid for **two months** from the date it is e-mailed.
6. We understand wanting to share the fun with others, but please do not share this link with others. Teachers will need to notify the museum at the time of registration if they are planning to use this link for more than one class.

At this time staff is unable to customize any of the virtual programs offered

Types of Virtual Programs

Overview (Free!)

This 10-minute overview of the Ancestral Sonoran Desert People (Hohokam) and introduction to the site of Pueblo Grande is available free of charge via a link on the museum's web site - pueblogrande.com. This recorded video showcases the masterful achievements of the Ancestral Sonoran Desert People including the intricate irrigation system and impressive earthen architecture.



Also available in the virtual programming section on the museum's website will be links to some of the videos currently in the exhibit galleries. These videos will be provided free of charge.

Dig It!

This short 4-minute video discusses the science of archaeology. It also presents the concept of stratigraphy used by archaeologists to examine the order, position, and vertical relationship of the layers of soil, artifacts, and materials at a location.

Canals

This 5-minute video is divided into two sections

Hohokam Canals – This section provides a general discussion of the irrigation system and how it functioned.

Keeping Water Flowing – This section provides information related to the different types of canals and their construction.

The information of each video posted is presented first in English and then in Spanish.



Extended Virtual Programs (Cost: \$25/ theme)

These 20-minute recorded programs highlight aspects of the site and the ingenuity of the Ancestral Sonoran Desert People to adapt to their environment. Each extended virtual program is available for a fee of \$25 / theme; the program link remains active for 2 months from the date it is shared with the teacher.

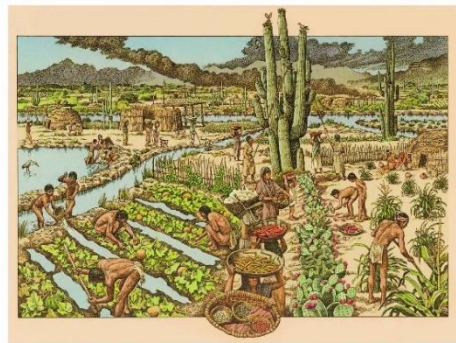


A Place to Call Home

This program highlights the daily life of the Ancestral Sonoran Desert People (the Hohokam). Learn what type of homes they lived in and how they were constructed. Discover how they made use of the courtyards and nearby ramadas for daily chores and skills, such as pottery construction.

Designs on Rocks

Learn how to tell the difference between a petroglyph and a pictograph. Find out how the images and symbols are made and learn how we can protect them for future generations. Discover how the design are connected to the Ancestral Sonoran Desert People (the Hohokam).



Living in the Desert

Learn about the importance of water in a desert environment. Discover how and why the Ancestral Sonoran Desert People (the Hohokam) constructed the largest canal system in the North America. Learn about the plants cultivated and collected by this ingenious group of desert farmers

Community Architecture

Learn about two earthen structures built for community use by the Ancestral Sonoran Desert People – ballcourts and platform mounds (va'aki). The construction of these structures required cooperation.



**Coming
Soon!**

Hands-on Craft Kits

Each Craft Kit includes the materials for the craft (based on the number of students provided at the time of the order) and a copy of an instructional PowerPoint. Each PowerPoint includes contextual content relating the craft to the Ancestral Sonoran Desert People and step-by-step instructions for the craft. **Cost: \$2 per student /craft**

Curbside pickup of the craft materials will be done by appointment only.

Pinch Pot - Prehistoric Pottery

Learn about the prehistoric pottery making techniques of the Southwest. Have fun making your own pinch pot!

Time: 30 - 40 minutes



Pony Bead Indian Corn

Have fun making your own ear of corn with pony beads. Learn about one of the many crops grown by the Ancestral Sonoran Desert People (the Hohokam).

Time: 30 - 40 minutes

Plaster Petroglyphs

Try your hand at making your own plaster petroglyph using design inspirations from the Ancestral Sonoran Desert People (the Hohokam). Time: 30 - 40 minutes



Paper Shell Necklace

Put your design on a printed paper shell shape to create a necklace. It was inspired by the beautiful shell jewelry made by the Ancestral Sonoran Desert People (the Hohokam).

Time: 30 minutes

For additional information regarding our programs (virtual and in-person) please e-mail the Visitor Services Supervisor at pueblo.grande.museum.pks@phoenix.gov or call at 602-495-0901.

How to Log into Activenet

ActiveNet is a registration system that allows the user to enroll for activities or programs, such as the ones described in this packet.

1. To register for an virtual program /craft activity go the Pueblo Grande Museum website (www.pueblogrande.com) click on **Education & Outreach** section. Then click on the **Virtual Programming** hyperlink to begin the Activenet registration process.
2. To locate activities offered by the museum. Type in the -
 - a. ““Search term” prompt the words - **Pueblo Grande Museum**. This will bring up all the current activities for this location will appear.
 - b. “Activity number” prompt enter a specific activity number. This search will only bring up the results assigned to this activity number.
3. Click on the title of the activity you in which you are interested. A complete description of the activity will appear along with a button that will allow you to enroll in the activity.
4. Click on “enroll now” you will be asked to create or sign into an Activenet Account.
5. Once you have signed in or created an Activenet account you can begin enrolling in the selected program or activity.

**** Teachers please list yourself as the participant; the information you provide in the account registration will be used to send you the link to the virtual programs.