

Reduce, ReUse, Recycle

This tour-based scavenger hunt focuses on recycling as a way of life in the 1920s, using museum artifacts as a basis for discussions on repairing, re-purposing and making do with every day household items. Helps students understand how materials and objects continued to be useful instead of being thrown away.

Teachers – customize your own program

Programs listed in this brochure can be customized to meet your curriculum goals and the age and abilities of your students.

Additionally, new programs can be created for a wide variety of educational goals to meet your needs.

If you would like to discuss options, call or email the curator, Melodie Nichols, at the number below. She will be happy to help design a program specifically to meet your needs.

Clawson Historical Museum

41 Fisher Court

Mailing address: 425 N. Main Street, Clawson,
MI 48017

Historicalmuseum@cityofclawson.com

248-588-9169

Hours: Sunday and Wednesday, 2-5 p.m.

Closed holidays

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PROGRAMS & PRESENTATIONS

FROM THE

CLAWSON HISTORICAL MUSEUM

The Clawson Historical Museum has programs to educate and entertain your organization. It is our desire that local history resources be made available, relevant and easily adapted to all classroom and learning environments. We have a program to meet your needs, or we'll customize one for you. There is no charge to Clawson organizations; programs outside of Clawson are available for a small honorarium.

Current Programs:

Group Tours

Group tours of the museum are provided for groups up to 20. All group tours are guided by knowledgeable, experienced and entertaining guides. Tours are customizable to focus on a variety of topics including 1920s home life, Clawson History, Technology, Entertainment, or fashion and home arts. Group tours must be scheduled in advance to assure adequate staff to assist our visitors. Consider a group tour for your scouts, homeschool, or church youth group.

Clawson, The Way it Was

This PowerPoint presentation is a look at Clawson from the early years through its growth as the “Pivot of Progress” in the 1920s and features a rare glimpse of houses, businesses, roads, etc. in areas easily recognizable today. The growth of Clawson from a rural crossroads to a 21st century city is discussed, including stories of how Clawson was named, why families chose to settle here, going to school, and other aspects of life. Includes hands-on artifacts and is suitable for off-site venues.

Program length: 1 hours

Ages: k-5th; also interesting for adults

Historical Museum Virtual Tour – NEW!

This program is ideal for groups who have physical barriers to visiting the museum, or for whom group size or distance precludes a visit. The program features a multi-media tours with the same information offered in a typically on-site visit.

Artifacts may be available on request.

Program length: 45 minutes to 1 hour

This program is appropriate for all ages

Houses by Mail; Kit Houses the Built a City

This PowerPoint presentation focuses on the kit house phenomena of the early 20th century, when it was possible to purchase a home by mail from companies like Sears, Wards and Aladdin, and have it delivered with all the pieces cut and ready to assemble.

The program focuses on research done in Clawson, with examples from your community when available.

Program length: 1 hour

Ages: older students and adults

Land use, Past and Present

This PowerPoint presentation features photographs of several Clawson landmarks, and discusses how the land has been used from pioneer settlement to the present day. The program length is flexible, and sites can be presented based on audience age and interests. Includes time for discussion and encourages students to decide how municipal land and resources should be allocated.

Program length: 30 minutes to 1 hour

Ages: flexible

Toys Games and Past-times

This program presents several dozen toys from the museum’s collection, from early handmade wooden toys of the 19th century, through mechanical and electric toys of the 1920s and 30s. Games, dolls and other playthings help demonstrate the development of many technologies of the early twentieth century, including the popularity of the automobile, plastics and composites, batteries and electrical objects and radio programs.

Program length: about 30 minutes

This program is appropriate for all ages