

Raupp Museum

Museum Exhibits

Main Exhibit

Experience the ways Buffalo Grove has changed as you walk through 150 years of history. Visitors can learn what grew in a Potawatomi garden, sit on the porch of an 1890s farmhouse, milk the museum's replica dairy cow, try a typewriter, and see a bicycle from 1958. Learn how Buffalo Grove got started, and also how it grew into the community it is today.

Crossroads Exhibit

Explore Buffalo Grove in the early 1900s! Visitors can listen to Morse code at the train station, see what's for sale at the general store, try the tools at the service station, and learn what it was like to grow flowers at the greenhouse.

30 Objects That Made Buffalo Grove History

Through August 1

What do a plush buffalo, a German Bible, and a milk bottle have in common? Together, these objects help tell the story of Buffalo Grove. Visit this exhibit to see over 170 years of Buffalo Grove's history through the stories behind 30 objects from the Raupp Museum's collection.

Museum Programs

Try It Tuesdays

Every Tuesday afternoon during the summer, the museum will be offering free walk-in activities for children from 1 - 3:30 pm. There is no need to register. Just stop by to try something new, learn something fun, and get hands-on with history.

Please note: All children must be accompanied by an adult caregiver.

Date	Activity
June 5	Churn Butter
June 12	Clothes Pin Butterfly
June 19	Make Candles
June 26	Beaded Suncatcher
July 3	Pinwheel
July 10	Make a Kite
July 17	Squawking Chicken
July 31	Carve a Soap Boat
August 7	Weave a Bookmark

Raupp Museum

901 Dunham Lane
Phone: 847.850.2135

Raupp Museum Hours

Sunday 1 - 4 pm
Monday - Thursday 11 am - 4:30 pm
Closed Friday and Saturday

Please note: Museum educational programs can be scheduled during the museum's public hours, but they may also be scheduled at other times by contacting the Museum Coordinator at 847.850.2135.

Gamers Day At The Museum

Sunday, June 10 • 11 am - 4 pm

Love historical role playing games? Need to find new people to play with? Come to the first Gamers Day at the Raupp Museum. Participants will be able to try new games, or play your old favorites, including Civil War, WWI, and WWII themed games. The Raupp Museum will provide free popcorn; and, soda and candy will be available for purchase. Seating is limited, so please reserve your seat by emailing museum@bgparks.org.

Beauties, Books, & Brews

Wednesday, June 20 • 6:30 pm

Like reading? Like trying local craft beer? We have the book club for you! Join the Raupp Museum's history book club, as we read about famous women throughout history, while enjoying local craft beer. This program is held at Prairie Krafts Brewery on Wednesday evenings. The next book is *Ambition and Desire*, about the life of Josephine Bonaparte. For more information or to borrow a copy of the book, contact museum@bgparks.org.

Museum Programs For Adults

Let the Raupp Museum provide educational and entertainment at your next meeting. Museum speakers are available to come to your monthly club meeting, annual luncheon, or professional group. Topics include:

Ballots, Babes and Beer
Lake County Archaeology
Alexander Robinson and Early Chicago
Three Days with Colbee Benton
Muder on the Meadow
From Irons to iPhones
Cemeteries and Memory
Buffalo Grove Then and Now

Museum Educational Programs

The Raupp Museum is proud to offer several exciting educational programs for school groups, home school associations, and community groups. Programs are available Monday through Friday during school hours, and meet the Common Core state standards. Please call Debbie Fandrei at 847.850.2135, or send an email to museum@bgparks.org to schedule a program.

Cows Are Cool

Grade: Preschool - 3

This fun program introduces children to the life of a dairy farmer in turn of the century Buffalo Grove. Participants get a hands-on experience by milking the museum's working replica dairy cow, churning butter and playing old-fashioned games.

Potawatomi Pathways

Grade: Preschool - 5

This program on Native American history allows students to touch reproduction Potawatomi artifacts, listen to a Native American folktale and play a hands-on game with animal footprints. Older students can try a different game that allows them to simulate a Native American trading post.

A Student's Life

Grade: 1 - 2

This presentation uses vintage images and historic objects from the museum's collection to show students what life was like 100 years ago. They explore one day in the life of a child - home, school, shopping, and even having fun!

Tiny Traders

Grade: 2

Students experience what life was like for farmers shopping in the 1880s. After milking the Museum's cow and gathering eggs, the children sell their milk for money at the creamery. Next, they use their money to go shopping in the Museum's General Store. This is the perfect program to teach younger students the difference between needs and wants, and the connection between work and money.

Buffalo Grove Then & Now

Grade: 1 - 5

This program showcases the changes that have occurred in Buffalo Grove during the past 100 years. First, students look at a series of artifacts that span a century to see how one object changes over time. Then, a slide show contrasts pictures of past Buffalo Grove buildings with the buildings that currently stand in those locations. Finally, an artifact guessing game encourages children to have fun with history.

Insects

Grade: 2 - 3

Students will learn about different insects that live in Buffalo Grove parks. They will then spend time in the park looking for insect habitats, collecting examples, and charting their finds.

Measurement

Grade: 2 - 3

When is an estimate good enough? How far is far? Students discover the importance of measurement, while using the Raupp Museum or Mike Rylko Community Park as a living lab for hands-on experiments. This program builds practice in measuring, recording and estimating into an overall story, which allows students to discover why these skills matter in their everyday life.

Packing For Pioneer Life

Grade: 3 - 4

The life of Buffalo Grove's earliest settlers is highlighted in this hands on program. Students start by brainstorming a pioneer's needs in settling Buffalo Grove. Next, the museum educator opens a pioneer trunk filled with reproduction artifacts and students discuss the uses of each item, and which pioneer need the item would fulfill. Finally, students use their new knowledge in a hands-on packing activity. Please note: This program can be modified for special needs students.

Adaptation

Grade: 3 - 4

How do animals and plants survive and thrive? They adapt. This program will teach students about the different ways that plants and animals adapt to their environments and to the changing seasons. Students will then explore the park to look for examples of adaptations and share their discoveries.

Chicago History

Grade: 3 - 5

Learn about the people and economy of early Chicago (1816 - 1836), including fur traders, trappers, businesses, and the Potawatomi. The museum educator will highlight the largely overlooked historical narrative of early Native American politicians and business owners in the new city, including Chief Alexander Robinson. Students will learn how the interactions of all these groups created the beginning of the city they know today.

Ecosystems

Grade: 3 - 5

When plants, animals, nature and humans interact, they form an ecosystem. Students will learn the elements of the Buffalo Creek ecosystem, and discover how different elements of the ecosystem affect each other. Next, they will go out into the park to test the different ways that humans have had an effect on the ecosystem.

What Makes A Good Exhibit?

Grade: 3 - 5

Tired of looking at rainbow font? This program introduces students to the design behind good exhibits and signs. Using hands-on examples, they will discover that the way information is arranged visually is key to helping the reader understand their message.

Archaeology

Grade: 4 - 8

This exciting program introduces students to the history, science and practice of archaeology! After viewing a presentation about archaeology principles and techniques, students put their knowledge to work by participating in a mock dig and analyzing the artifacts that they uncover.

WWII

Grade: 5 - 8

From aircraft carriers on Lake Michigan to food rationing at home, WWII had an effect on everyone. Students will learn what life was like locally during this time period, and the role kids played in the war effort.

The Civil War

Grade: 5 - 8

Students will learn the stories of local residents affected by the Civil War, and explore how the national issues involved in this conflict affected people on a local level.