

## THE MATCH BOX PROJECT

The MATCH Box Project is concerned with how real objects together with other materials can be used to make teaching and learning in elementary schools more meaningful and fun.

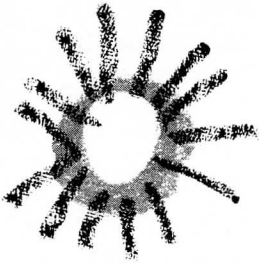
For teaching and learning to occur there must be communication. Mostly we use words to communicate in the classroom. We try to do practically everything with them. But there are people for whom this is not the best way, and there are ideas and experiences and insights which words can only hint at or not convey at all. If we want to teach many things to many people, we must commit ourselves to using many ways.

MATCH Boxes are systems of materials and activities that communicate in a variety of ways, largely non-verbal. Built around specific topics, they contain objects of all sorts, films, pictures, games, recordings, projectors, supplies, and a pattern for using these things -- the Teacher's Guide.

The Boxes are designed for the relatively intensive treatment of a subject for a two or three week period, and are meant to be circulated among teachers through material resource centers, libraries, museums and A-V departments. They are currently circulated only in the Boston area. The term "MATCH" stands for Materials and Activities for Teachers and Children.

Sponsored by the U. S. Office of Education, the Project's general purposes are to study the role that real objects play in the learning process, and to discover principles for combining materials and activities into effective teaching/learning systems.

The Project began in July 1964 and will end in March 1968. Sixteen prototype MATCH Boxes have been developed, and are described on the attached sheets.



## MATCH Boxes



THE ALGONQUINS - (Grades 3-4) Children savor the daily life of the Northeast Woodland Indians, scraping deerskin, hafting an arrowhead, preparing food, assembling a trap, acting out stories of spirit help.

A HOUSE OF ANCIENT GREECE - (Grades 5-6) Children "excavate" a villa of ancient Greece, and by reading the artifacts, reconstruct the everyday life of the time.

SEEDS - (Grades 3-4) Experimenting with common fruits and seeds such as peanuts, beans, milkweed, and grapple plant, children learn the mechanisms of seed dispersal.

THE CITY - (Grades 1-3) The relationship between the cities men build and the lives they live in them, is introduced through large photos, films, model buildings, records, etc.

GROUPING BIRDS - (Kindergarten - Grade 2) Children use birds in a variety of classifying games. Included are nine mounted birds in plexiglass containers, films, projector, and pictorial cards.

HOUSES - (Grades 1-3) An Eskimo igloo is compared with a Nigerian mud-and-thatch house, to show how physical settings call for different ways of life. Children build a mud-and-bamboo wall, assemble an igloo, scrape deerskin.

ANIMAL CAMOUFLAGE - (Grades 2-3) Using a shadow box with a variety of backgrounds, together with model animals and mounted insects, children learn the principles of camouflage.

NETSILIK ESKIMOS - (Grades 3-4) A seal hunt and other activities of Netsilik life are recreated through the use of authentic Eskimo tools, clothing, other artifacts, films and records.

MUSICAL SHAPES AND SOUNDS - (Grades 3-4) Children play various musical instruments, take them apart and relate their shapes to the sounds they make. They also create their own instruments.

ROCKS - (Grades 5-6) Real rocks and fossils are coordinated with activities to show how they were formed and what they tell about the earth. Children make fossil prints, set off a volcano, dissolve limestone.

MEDIEVAL PEOPLE - (Grades 5-6) Using character books, costumes and props (falconry gear, psaltery, wool carders, etc.), children enact episodes in the life of a medieval manor.

JAPANESE FAMILY 1966 - (Grades 5-6) Family life in modern Japan is explored through role playing. Box includes Japanese household items, clothing, family histories, film-loops, and projector.

WATERPLAY - (Kindergarten and primary grades) A water table with unbreakable things to manipulate; also, recordings, films, and stories.

MATCH BOX PRESS - (Grades 5-6) A "publishing company" is set up with a portable press, type fonts, paper, ink, and instruction cards. Class prints and binds its own book.

PADDLE-TO-THE-SEA - (Grades 4-6) A classic story of the Great Lakes is made real through related objects and activities--the children cooperate in creating a large mural-collage, rigging a breeches buoy, bartering trinkets for furs, launching a class "Paddle".

IMAGINATION UNLIMITED - (Grades 4-6) The child's awareness of his unique perceptions and his ability to express them are developed through the use of illustrated word cards, unusual objects, and movies.