

History Lab Guidelines for *Teaching American History* Participants

A History Lab is...

- An in-class *interactive* program that includes the use of primary sources. A museum teacher (often in historic costume) leads the activity. History Labs are suitable for students of all ages and abilities.
- A requirement of *Teaching American History* programs at the Deerfield Teachers' Center. Each TAH participant must have one History Lab program offering for one class at the elementary school level, or for one class period's-worth of students at the middle or high school levels. A program offering lasts up to one hour.
- Most effective when *all* students have an opportunity to interact with the museum teacher and the program materials. Interaction might include activities such as: learning a dance; trying on clothing; role-playing; analyzing historic images and text; handling, analyzing, or categorizing reproductions of artifacts; or tasting food.

To Book Your History Lab...

- Choose an offering and be ready to provide the number of students who will receive the program. If you do not have a classroom of your own, you should plan to share your History Lab with another class.
- Call or send an email to Lynne Manring with 1) the number of students, and 2) your choice of program. That's all she needs to get started! You must contact Lynne no later than Friday, November 19, 2010. All History Lab programs will take place from September through April. There will be no History Lab programs scheduled for May or June.
- You can reach Lynne Manring by email or by phone.
Email: lmanring@deerfield.history.museum
Phone: 413- 774-2652, ext. 33
- Please contact Lynne at least *two* weeks before you would like to have your program. She will then have a museum teacher contact you to set a date for your History Lab program.

History Lab Offerings

19th Century School Lesson Grades 1–8, 45 minutes–1 hour. Maximum of 25 students.

An early 19th century one-room school lesson to include role-play and a historic lesson. Supplies: grades 3–8 students will need scissors and one piece each of 8 1/2 x 11 white paper. Grades 1 & 2 need only the white paper.

Art and Geometry in American Quilts Grades K–8, Quilting goes back to ancient times, but the beauty of repetitive "patchwork" blocks, which is associated with traditional American quilts, is the invention of frugal and creative American women of the 19th century. After a brief introduction with lots of visuals, the students play with both cloth and paper half-square-triangle units to explore the symmetrical design possibilities associated with this popular quilt design element. They slide, flip, and rotate their block designs, working both individually and in groups. This program is appropriate for a wide range of students, since the designs can be as simple or complicated as the students choose to make them. If time allows, they may each design a paper quilt block that can be glued and displayed.

Civil War– While studying the Civil War usually involves dates, battles and generals, this History Lab gives students insights into the lives of an ordinary young man and young woman involved with the war, through an examination of their possessions. See how using objects can enhance study of an era.

Colonial Clothing Grades K–5, 30 minutes. Maximum of 20 students. Students will have the opportunity to try on reproduction clothing from the 18th century.

Dame School Grades 1–8, 30 minutes. Students will experience an 18th century school lesson. Activities will include role-play, recitation using hornbooks, and simple stitchery.

Early American Chores Grades K–5, 45 minutes–1 hour. Maximum of 25 students.

A museum teacher sets up chore stations in the classroom for students to cycle through. Chores might include drawing with a quill pen, simple stitchery, churning butter and stringing squash or apples for drying. Including the museum teacher, 4 adults are needed to supervise activities.

Alphabet Soup, "THAT Man", and Emergency Beer: The Great Depression Grades 6–12, 45 min.–1 hour. From Alphabet Soup to WPA Zoos, students will explore jive talk, try to make a teacher's depression-era salary cover a family's expenses, and create a textbook timeline of the decade's events.

Vamos! Puerto Rican Migration to the Northeast Grades 7 – 12, 45 minutes – 1 hour. Students examine primary sources to learn about the history of Puerto Rican migration to the Pioneer Valley. They will recreate the tradition of "el lector", a reader in a cigar factory, as they study the cultural and literary contributions of the Puerto Rican community to the North East. News articles reflecting attitudes towards the newcomers may be used.

Immigration Grades 2–12, 45 minutes–1 hour. How might Eastern European immigrants have sustained their culture in the face of assimilation? Activities might include the reenactment of an arrival exam, exploration of a sampling of belongings, tasting food and sharing immigration stories.

Lights All ages, 30–45 minutes. A room that can be darkened works best.

This activity will include a close look at early lighting devices and their fuels. The lighting devices might include spermaceti candles, oil lamps, floating candles and more.

Music, Manners & Allemandes Grades 1–12, 40 minutes–1 hour. A microphone would be appreciated but is not required. A museum teacher in historic garb leads your class in a hands-on workshop that includes old-time dance exercises, bows and curtsies, a historic dance, and a discussion on etiquette.

Native American Life Grades 1–8, 30–45 minutes. Students will examine a wide variety of touch-its including tools, food, clothing, etc. Might include toys and games, and other aspects of Native American life.

Nuthatch Grades 3–12, 30 minutes–1 hour. A museum teacher portrays a Pocumtuck (Native American) woman who left her homeland in the 17th Century. She discusses the problems her people had with the English settlers and why she chose to leave the area. Issues of land ownership, the beaver trade, and assimilation are included.

Old Time Amusements Grades K–6, 45 minutes–1 hour. Supplies needed if constructing a toy or game: scissors, glue and colored pencils or crayons. A potpourri of activities are sampled including indoor and (if weather or large space permits) outdoor games and old-fashioned toys.

Roaring 20s (Postwar World War I and the Jazz Age) Grades 6–12, 45 minutes– 1 hour. Students will explore the youth culture of this time period and learn how events following the 'Great War' led to gangster crime, women's rights, and the Black Renaissance. Activities might include samplings of period dance music, clothing to try on, learning some slang from the period, and examining artifacts.

Speak Up! All ages, 45 minutes–1 hour. Up to the mid-20th century, elocution was considered an indispensable skill for every citizen of a democracy to master. From the silent “tableau” to vibrant oratory, this lively, participatory program is guaranteed to awaken your students’ hidden theatrical talents. Historic offerings of recitations, sayings, and poems can be tailored to your curriculum.

Made in America Grades 3–12, 45 min.–1 hour. Students will examine and discuss many trade goods of the colonial era. They will use primary source documents to determine which items were imported from Great Britain and which ones were exported. Trade routes might also be discussed.

Underwear Grades 1–8, 30 minutes. Find out what people from a long time ago put on first. Students will have an opportunity to examine and try on old-fashioned underwear such as hoops, corsets, and drawers, from a variety of eras.

Voices from the Past All ages, 30–45 minutes. A museum teacher in 18th century clothing and in role will tell the story of one of the captives from the 1704 raid on Deerfield.

World War II Homefront Grades 3–12, 45 minutes–1 hour. Students relive what it may have been like for school children at home during the war. They explore wartime news, music, and food rationing, employing all senses in their learning. The experience is brought “home” through locally-based letters and war memorabilia.