

Roanoke Island Festival Park School Programs

School Programs at Roanoke Island Festival Park engage curriculum standards for the North Carolina Standard Course of Study in Social Studies. Please note that tours only partially fulfill curriculum standards and compliment units focusing on early North Carolina colonization, cultural influences and economy.

Curriculum Based Tours Available

- **Tools and Trades of Exploration – Fourth Grade** – Students explore jobs in different cultures, traditions, and time periods.

Curriculum Standards Engaged: 1.04, 2.01, 2.04, 3.02, 3.04, 4.05, 6.01, and 7.03

- **Queen Elizabeth’s Pirates – Sixth Grade** – Students learn the motives for English exploration that include developing profitable English trade in the New World and dominating the Atlantic Ocean.

Curriculum Standards Engaged: 4.02, 5.01, and 13.01

- **Old World Rivalries and New World Trade – Eighth Grade** – Students learn the impact American Indians and English colonists had on each other and continue to learn the factors leading to the colonization of North Carolina. Students will also investigate how these factors contributed to the coastal economy of 19th and 20th century North Carolina.

Curriculum Standards Engaged: 1.01, 1.02, 1.03, 1.04, 1.05, and 1.07

- **Rising Powers in the New World – Ninth Grade** – Students analyze the Roanoke Voyages and how they illustrate the forces of European colonization, the renaissance of 16th century military techniques and weaponry, and the impact on American Indians.

Curriculum Standards Engaged: 1.02, 3.03, 3.04, 3.05, and 7.04

Exhibits Toured

During a school tour, a group has the option to visit the following:

- **Adventure Museum** – A hands-on museum that explores 400 years of Outer Banks and Roanoke Island history from 16th century English exploration to mid 20th century North Carolina. Thirty Minutes.

- **American Indian Town** – A representation of a coastal North Carolina Algonquian Indian town that English explorers would have encountered on the Outer Banks in the 16th century. Thirty Minutes.
 - **Planting and Harvesting Area** – The Planting and Harvesting Area displays American Indian farming techniques.
 - **Leader’s House** – The leader’s house represents the home of a local leader, or weroance. Inside are activities to learn how to speak Algonquian and to learn the difficulties of communication and trade between two different cultures.
 - **Crafting and Community Area** – This area contains a work shelter to make cordage; a dance circle based on a John White drawing of an American Indian ceremony; and an unfinished longhouse that displays different types of American Indian crafts.
 - **Waterside Work Area** – The Waterside area contains a dugout canoe and a fishing weir and net to describe methods of American Indian fishing.
- **Elizabeth II** – A representation of one of the seven ships sent from England to the New World in 1585. *Elizabeth II* is a 69' square rigged merchant vessel built in 1982 to commemorate the 400th anniversary of the Roanoke Voyages. Costumed interpreters aboard ship describe shipboard life, 16th century navigation, and the history of *Elizabeth II* at Roanoke Island Festival Park. Thirty Minutes.
- **Settlement Site** – A representation of Governor Ralph Lane’s 1585 colony, the Settlement contains two tents, a working blacksmith’s shop and all the tools necessary to build an English town in North America. Costumed interpreters in the Settlement describe the lives of soldiers and blacksmithing and carpentry techniques. Thirty Minutes.

Tour Option Extras

If you wish to add to your tour, the following extras are available:

- **Museum Store and Fossil Pit** – Operated by Friends of *Elizabeth II*, the Museum Store contains both fun and educational souvenirs. Your group will be split into smaller groups and while one group browses the Store, the other group(s) will explore the Fossil Pit adjacent to the Store. Thirty Minutes.

The Fossil Pit contains fossils donated by the PCS Phosphate Mine in Aurora, North Carolina. The fossils date from 10,000 to 23.8 million years ago and illustrate the story of pre-historic North Carolina.

- ***The Legend of Two Path*** – A docudrama filmed and produced by students of the North Carolina School of the Arts that depicts the American Indian perspective of 16th century English exploration. One Hour.
- **Elizabethan Manners, Dancing and Games** – A costumed interpreter teaches students 16th century noble and peasant dances, games and manners in a fun participatory based experience. Thirty Minutes.

Booking Information

To book a school tour, please review the list of available program options and select the ones that will best fit your schedule and will most interest your students. Next, please email Gilda Ford at gilda.ford@ncdcr.gov and include the following:

- Your Name and Phone Number
- Your School's Name and Address
- The Number and Grade of the Students Participating
- The Number of Teachers and Chaperones Participating
- Your Program Options
- Your Preferred Date and Time