

## Roanoke Island Festival Park School Programs

It will take 4 hours to explore the majority of the exhibits on site. Each bullet represents a half hour standards based program led by one of our trained educators. However, we do modify tours based on the needs of the school. Currently, the exhibits visited by school groups that engage the academic standards below are:

- Elizabeth II – Representational 16th century square rigged ship that carried members of the 1585 expedition (Lane's Colony).
- Settlement Site – Life when the colonists first arrived.. Life among the military men living in field tents and building permanent structures like our blacksmith shop.
- The Adventure Museum – 400 years of Outer Banks history; from the 16th century through the 1950's in our general store.
- Planting and Harvesting Area – Learn about Three-Sisters farming techniques, climb into a watch house and listen to the calls of animals that children kept at bay to protect the crops.
- The Leader's longhouse – Interact with communication and trading activities, and discover traditional cooking methods in a work shelter nearby.
- Longhouse – Explore exhibits on basketry and using natural materials for tools. Help construct the longhouse, weave mats and cordage then discover the dance circle.
- Waterside Work shelter – Lend a hand helping us complete a dug-out canoe, experiment with weir making, net mending and tanning hides.
- Museum Store and Fossil Pit – Students have time to purchase a memento from their experience or dig in the Fossil Pit for sharks teeth found in a river bed from Aurora, NC.

### Curriculum Based Tours

#### Fourth Grade Standards Engaged – The Tools and Trades of Exploration North Carolina Social Studies Standard Course of Study

- Evaluate ways the people of North Carolina used, modified and adapted to the physical environment, past and present.
- Locate and describe American Indians in North Carolina, past and present.
- Describe how different ethnic groups have influenced culture, customs and history of North Carolina (Ship).
- Identify people, symbols, events and documents associated with North Carolina's history (Ship & Settlement).
- Compare and contrast ways in which people, goods and ideas moved in the past with their movement today.
- Identify and assess the roles of prominent persons in North Carolina past and present (Ship & Settlement).
- Explain the relationship between unlimited wants and limited resources (Ship & Settlement).
- Explain how technology changed and influences the movement of people, goods and ideas over time (Ship & Settlement).

## **Fifth Grade Standards Engaged – Science and Math Program North Carolina Math & Science Standard Course of Study**

(Limited to 60 students for 2 hours)

- Develop Flexibility in solving problems by selecting strategies using mental computation, estimation and paper and pencil.
- Identify estimate and measure the angle of plane figures using appropriate tools.
- Solve problems involving the properties of triangles, quadrilaterals and other polygons.
  1. Sum of the measure of interior angles.
  2. Lengths of sides and diagonals.
  3. Parallelism and perpendicularity of sides and diagonals.
- Use algebraic expressions, patterns, and one-step equations and inequalities to solve problems.
- Evaluate how pushing or pulling forces can change the direction and motion of an object over time.
- Determine how people use simple machines to solve problems.

## **Sixth Grade – Queen Elizabeth’s Pirates North Carolina Social Studies Standard Course of Study**

- Identify the main commodities of trade over time in selected areas of South America and Europe, and evaluate their significance for the economic development of cultures and regions.
- Identify historical movements that link North Carolina and the United States to selected societies of South America and Europe.
- Describe the relationship between the location of natural resources and economic development, and determines the impact on selected cultures, countries, and regions in South America and Europe.

## **Eighth Grade Standards Engaged – Old World Rivalries & New World Trade North Carolina Social Studies Standard Course of Study**

- Assess the impact of geography on the settlement and developing economy of the Carolina colony.
- Identify and describe American Indians who inhabited the regions that became Carolina and assess their impact on the colony.
- Compare and contrast the relative importance of differing economic, geographic, religious and political motives for European exploration.
- Evaluate the impact of the Columbian exchange on the cultures of American Indians, Europeans and Africans.
- Describe the factors that led to the founding and settlement of the American Colonies including economic opportunity, and adventure.
- Describe the roles and contributions of diverse groups such as American Indians, African Americans, European immigrants, landed gentry, and tradesmen.

## **Ninth Grade Standards Engaged – The Rising Powers in the New World North Carolina Social Studies Standard Course of Study**

- Analyze and interpret primary sources to compare views, trace themes and detect bias.
- Trace social, political and economic and cultural changes associated with the Renaissance, Reformation and rise of nation-states, and absolutism.
- Examine European exploration and analyze the forces that caused and allowed the acquisition of colonial possessions and trading privileges in America.
- Cite the effects of European expansion on pre-Columbian Americans.
- Assess the degrees to which discoveries, innovations and technologies have accelerated change.
- Describe significant characteristics of global connections created by technological change, and assess the degree to which cultures participate in that change.

## On-site Extras

If you would like to enhance your visit to the park, the following programs can be added. Please note it will add to your pre-scheduled 4 hour visit.

The Legend of Two-Path - Add 1 hour to your visit is a docu-drama illustrating the Native American perspective of the Roanoke Voyages. It is based on facts as recorded by Europeans, which is the only written information available. The Legend of Two-Path captures the big events and dramatizes the meeting of two very separate and distinct cultural groups.

Elizabethan Manners, Dancing and Games - Add 1/2 hour to your visit. You and your students will discover some of the life the colonists left behind in England. Classes will be challenged to find the elusive missing utensil at a 16th century place setting. Discover if your students prefer the dances of the peasantry or the elite, choose your classes favorite 16th century children's game.

## Classroom Programs

Our strength is the hands-on-programs we offer. However, these don't end outdoors. We can present these programs here or at your school.

- Our Changing Community — Power Point presentation blended with clothes and artifacts 1st - 4th grade.
- Northeastern Coastal Indians — Hands-on program K - 4th & 5th - 8th document based activity.
- 16th Century Daily Life — hands-on program K-2nd grade.
- 16th Century Clothing — Power-Point based lecture with hands-on element illustrating 16th century clothing 4th plus.
- From Africa to America – (Developing) Hands-on Program K-4th.

## Outreach Programs

These programs can be used for community events or to enhance your curriculum. They are all fun, hands-on and educational!

- Traverse Board Twister — The compass rose meets a twister board. This is a fun and kinesthetic way to learn directions.
- Elizabethan Manners, Dancing and Games — Our on-site program on the road.
- 16th Century Military — 16th Century Mercenary soldiers lead military drills and demonstrate black powder weapons.
- The Silver Chalice Programs – We tow the boat to your location and present programs on:
  - 16th Century Navigation
  - 16th Century Rowing
  - Casks and Barrels
  - Sailing a Square Rigger (Developing)
  - The Spirit of Roanoke Island, Shad Boat – We tow the boat to your location and present programs on:
    - Local Waterman
    - Fish and Fishing
    - Economy and the Local Environment