

## **Education Outreach Program Descriptions**

Think a field trip to the Frontier Culture Museum is impossible in these tight fiscal times?

We have good news for you! The Museum will come to you! We will bring quality programs right into your school! The following Education Outreach Programs are available in January, February and early March, and these programs can be presented in a classroom setting or as an “assembly” style experience. The Museum’s education team is prepared to work closely with you to accomplish your classroom goals.

### **Settling the Backcountry:**

#### **Early Settlement and Everyday Life in the Valley of Virginia –**

Students learn why people settled the Virginia frontier in the 18<sup>th</sup> century. Everyone participates in the daily life of early settlers, and discovers whether they have the skills to survive in the backcountry. Your class is challenged to understand the frontier experience and to reach their own conclusions about the settlers and their lives.

Virginia SOL’s: Virginia Studies - VS1, VS4; History and Social Science – USI.5  
Program is suitable for elementary, middle, and high school grades.  
Program length is 45 minutes.

#### **The “Soundtrack” to the Settling of America –**

Explore early America’s musical heritage through live performance with the Museum’s own musicians. Students and teachers listen and learn as our musicians reveal the wide-ranging cultural influences that blended together to form the music of early American. Students learn the songs and dances of our ancestors and become part of the performance.

Virginia SOL’s: Music - K4, 1.3, 2.3, 3.4, 3.11, 4.10, 5.4, 5.9, 5.11, HS.5.  
Program is suitable for elementary, middle, and high school grades.  
Program length is 45 minutes.

#### **Quest for the West –**

Why did German-speaking farmers from the southwestern states of the Holy Roman Empire, and English-speaking farmer-weavers from Ireland’s northernmost province of Ulster leave their homes for the American colonies in the 1700s? What could have caused them to risk their lives and the lives of their families to cross the Atlantic for the uncertain rewards of a new life in an unfamiliar place? Your class becomes part of the story and learns the answers to these questions and more through costumed role-playing.

Virginia SOL’s: Virginia Studies - VS.1; Theater Arts - M.2, M.7, TI; History and Social Science – USI.5  
Program is suitable for third to twelfth grade.  
Program length is 45 minutes.

### **Mystery in the Wilderness** –

Every family has its stories, some families have mysteries. In this family story, your class meets Greta, a young German woman who leaves the Old World and travels to the American colonies. Her story is a story of courage and devotion as she searches for lost relatives in the Virginia backcountry during the time of the French and Indian War. Students learn about life on the western edge of the British Empire during times of danger and hardship.

Virginia SOL's: Virginia Studies - VS1, VS4; History and Social Science – USI.5  
Program is suitable for elementary grade levels.  
Program length is 45 minutes.

### **From West Africa to West of the Blue Ridge**

West Africa and Virginia have a deep historical connection that has been almost forgotten. Drawing on the research behind the planning and construction of the Museum's West African Farm, this program uses a PowerPoint presentation and objects to explore this connection through the history and culture of the Igbo people, a West African group with an especially strong presence in colonial Virginia. Your class will learn how and why so many Igbo and other West Africans were brought to Virginia, where they lived and what they did, how they reached the colonial frontier, as well as the many important contributions they and their American descendents made to life in Virginia and America.

Virginia SOL's: Virginia Studies - VS.4; History and Social Science - USI.4, USI.5, WHII.4, WHII.5, VUS.2, VUS.3; Related SOL's: History and Social Science - 3.2, 3.4, 3.7, WHI.10

Program is suitable for third grade and higher.  
Program length is 45 minutes.

### **Things Fall Apart**

Designed for twelfth-grade readers of Chinua Achebe's classic novel *Things Fall Apart*, this PowerPoint presentation highlights the geographic, historical, material, and social contexts of main character Okonkwo's life as an Igbo. The program draws from the Frontier Culture Museum's research and development of its West African Farm and follows the organization and sequence of the novel. Images of social customs, musical instruments, houses, masquerade costumes, masks, and everyday items familiar to Okonkwo appear in the same chronological order as introduced in the book, and are cited by chapter. This program length can accommodate block scheduling.  
Virginia English SOL 12.3.