



Exploration and Trade

PORTABLE MUSEUM

OVERVIEW



Exploration and Trade: Lesson Planning Calendar

The following calendar is a suggested plan to help you maximize your time with the Portable Museum. The lesson plans provided build on each other to help you teach your students curricular content, as well as important social studies skills. However, each lesson plan or activity can also be used independently to fit into your classroom's particular needs.

Day 1	Day 2	Day 3	Day 4	Day 5
<u>Lesson 1:</u> Themes	<u>Lesson 2:</u> Maritime Explorers	<u>Lesson 3:</u> Mapping and Navigation at Sea	<u>Lesson 4:</u> Overland Explorers	<u>Lesson 5:</u> Overland Explorers, Preparation and Navigating
<u>Homework:</u> Write a definition for Manifest Destiny in your own words.	<u>Homework:</u>	<u>Homework:</u> Locate the North Star and/or the longitude of where they live. Ask students to record their findings and the answers in their journals.	<u>Homework:</u> Have students imagine what the next entry in the journal from their in-class work might be and write that entry, from the point of view of the explorer, in their own journal.	<u>Homework:</u> Draw and label an imaginary plant/animal found on a pretend journey
Day 6	Day 7	Day 8	Day 9	
<u>Lesson 6:</u> Fur Traders in the Northwest	<u>Lesson 7:</u> Communication and Trade	<u>Lesson 8:</u> The Hudson's Bay Company and Fort Vancouver	<u>Lesson 9:</u> Modern Day Explorers	
<u>Homework:</u> Create ads for fur trappers circa 1822. Ads should contain both images and words and should serve to convince a person to become a trapper.	<u>Homework:</u> Have students make a list of 10 Chinook Jargon words that they think traders would have used most frequently, and write a brief explanation of their selections.	<u>Homework:</u> Write a journal entry from the perspective of someone working for the Hudson's Bay Company.	<u>Homework:</u> Write a short essay about a modern explorer.	

Trunk Contents Outline

This is a list of the materials you will find in this Portable Museum Trunk. Many additional digital resources are available on the included flash drive.

Artifacts

A1. Beaver Fur	A13. Ink Bottle	A26. Quill Pen
A2. Brass Thimble, Buttons, & Hawk Bells	A14. Lead	A27. Red Feather
A3. Bullet Mold	A15. Moccasin	A28. River Otter Fur
A4. Bullet Pouch & Bullets	A16. Nails	A29. Sail Mending Kit
A5. Child's Capote	A17. Oakum	A30. Sea Salt
A6. China Plate	A18. Peace & Friendship Medal	A31. Sextant
A7. Clay Pipe	A19. Pennywhistle	A32. Siberian Coin
A8. Compass (x5)	A20. Pin & Bone Game	A33. Spyglass
A9. Drawknife	A21. Pipe Tomahawk	A34. Tea Brick
A10. Flint & Steel with Tinderbox	A22. Playing Cards	A35. Thunder Egg
A11. Forged Wire Fork	A23. Powder Horn	A36. Toothbrush
A12. French Garter	A24. Powder Measure	A37. Trade Beads
	A25. Pumice	A38. Trap
		A39. Wood Block

Display Images

I1. Mess Hall-Chief Factor's House	I5. Indian Trade Store
I2. Trappers' Tree	I6. Ropes and Hodges Ship Chandlery
I3. Gray's Discovery of the Columbia	I7. J.H Richard in His Cambridge, Massachusetts Studio
I4. Representation of Hudson's Bay Company Voyageur and British Fur Trader	

Maps

M1. Carte Tres Curieuse De La Mer Du Sud
M2. A Map Exhibiting All the New Discoveries in the Interior Parts of North America
M3. A Map of Lewis and Clark's Track Across the Western Portion of North America
M4. Map of North America According to Ye Newest and Most Exact Observations

Other

1. Teachers Manual
2. Artifact ID Photos
3. Flash Drive (with digital teaching materials)