



# Fur Trading Game

Step back in time and become a fur trader in Canada's past! Target shoot with dart guns to collect furs and trade them for resources at the trading post. Watch out for the North West Mounted Police as they hunt down thieves. Learn how the roles of Indigenous people changed over the period of the fur trade. A fast paced game that teaches your class about the fur trade through role-play and fun!

**\$75/class/2 hours**

## ***The following can be added on to Fur Trading Game:***

### **Pedley Pony Race** - 30 minutes

Learn about local industry history through the museum's hobby horses, then take the horses on a race through our obstacle course. \$10/class

### **Pioneer Life Skills** - 1 hour

Become a pioneer for a day! Learn how to make butter, wash and hang clothes to dry and create a pioneer toy to take home.

\$3/participant

### **History Savers** - 1 hour 30 minutes

Take an in depth and hands-on look at the people behind the scenes at museums. Encapsulate a photograph, sculpt an artifact, test your memory and design a museum for your classroom!

\$3/participant

### **Museum Team Work** - 45 minutes

Challenge your students to work together while solving problems related to the museum tour- except not one person has all the information!

\$10/class

### **Mail-A-Pony** - 30 minutes

Write a letter to any of the four museum mascots about what life is like for a workhorse during Hinton's early years. Each student will receive a custom 'hoof' written letter in return

\$25/class

### **Layered Paper Painting** - 1 hour 30 minutes

Create a beautiful painting to take home inspired by the local landscape and history! Choose from 3 different designs.

\$5/participant



### **Voyageur Games**- 30 minutes

Learn how to play like a voyageur. Students will enjoy 3 voyageur style games.

\$15/class



*Please see following pages for your grade's curriculum outcomes. To book, fill out the submission form at <https://www.northernrockiesmuseum.com/tours-and-programs>*

**Also available for**



**Bring the museum to your school!**

# Grade 4 curriculum outcomes

Pre-2023  
2023, new curriculum

## Fur Trading Game

**Social 4.2.1** Appreciate how an understanding of Alberta's history, peoples and stories contributes to their own sense of belonging and identity

- *Experience the Canadian fur trade by role playing as a character from that era.*

**Social 4.2.2** Assess, critically how the cultural and linguistic heritage and diversity of Alberta has evolved

- *Students will see how the status of Indigenous people changed throughout the fur trade.*

**Social 4.3.3** Examine, critically, Alberta's changing cultural and social dynamics

- *Students will see how the status of Indigenous changed throughout the fur trade.*

**Social 4.S.1** Develop skills of critical thinking and creative thinking

**Social 4.S.2** Develop skills of historical thinking

**English Language Arts and Literature, Oral Language:** Students examine and demonstrate how listening and speaking support connections and clarify understandings.

- *Students will work with a team to buy as many goods as possible*

## Pioneer Life Skills

**Art Level 2 Component 10 Media and techniques, Fabric Arts**

- *Construct a fabric doll.*

## History Savers

**English Language Arts and Literature, Oral Language:** Students examine and demonstrate how listening and speaking support connections and clarify understandings.

- *Students will work together to make an exhibit out of their artifact sculptures.*

**Art Level 2 Reflection Component 1**

- *Students will sculpt an artifact that represents a moment in history, telling a story.*

**Art Level 2 Expression Purpose 2**

- *Students will arrange their works inside their museum, telling a story.*

**Art Level 2 Media and Technique, Sculpture**

- *Students will sculpt an artifact.*

## Museum Team Work

**English Language Arts and Literature, Oral Language:** Students examine and demonstrate how listening and speaking support connections and clarify understandings.

- *With a limited amount of time, students will work together and pool their knowledge to solve a puzzle.*

## Mail-A-Pony

**Social 4.S.2: Develop skills of historical thinking**

- *Ask questions about Hinton's history*

**English Language Arts and Literature, Writing:** Students construct and organize text to share perspectives and develop creative expression.

- *Write a letter to one of the museum's mascots*

## Layered Paper Painting

**Art Level 2 Component 10 Media and Techniques, Painting**

- *Blend colours on the page to create a textured, layered paper art piece.*

## Voyageur Games

**Social 4.S.2: Develop skills of historical thinking**

- *Learn and play games that people enjoyed over two centuries ago.*