



## Grade Four

Step back in time and become a fur trader in Canada's past! Play three mini games 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 was 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':

#### 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**

#### 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**

#### Pedley Puppet Show- 30 minutes

Join our friendly mascot, Pedley the Packhorse as he gets children laughing and learning about local history. **\$10/class**

#### Basket Weaving- 30 minutes

Weave a basket inspired by North American Indigenous design. **\$2/participant**

#### Museum Team Work Activity-30 minutes

Challenge your students to work together while solving problems related to the museum tour- except not one person has all the information! They must team up and share knowledge to pass the challenge. **\$10/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**

#### Mail-A-Pony- At School

Write to any of the four museum mascots about what life is like for a workhorse during Hinton's early years. Each student receives a custom 'hoof' written letter. **\$25/class**

#### 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, email [manager@northernrockiesmuseum.com](mailto:manager@northernrockiesmuseum.com) or call at 780-801-2643.

Also available for



Bring the museum to your school!

## **Grade 4 Fur Trade Game Outcomes**

**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 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 5.2 Work Within a Group, Cooperate with Others, Work in Groups**

Work with your class to trade and earn furs to win the game.

## **Grade 4 History Savers Outcomes**

**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.

**Social 4.1.4 analyze how Albertans interact with their environment by exploring and reflecting**

Students will learn who owns artifacts and how they transfer from being found to being in a museum.

**English 1.2 Clarify and Extend, Combine Ideas and Extend Understanding**

Talk within their group to develop flow, expression and meaning within their museum.

**English 2.1 Use Strategies and Cues, Use Prior Knowledge**

Using their previous knowledge, students curate an exhibit within their museum.

**English 2.3 Understand Forms, Elements and Techniques, Understand Elements and Techniques**

Working together, students group similar ideas together within their museum space, apply narration.

**English 3.3 Organize, Record and Evaluate, Organize Information, Evaluate Information**

Students will group similar artifacts and displays together and discuss the success of their display.

**English 3.4 Share and Review, Share Ideas and Information**

Students will select appropriate visuals to construct the best exhibit they can.

**English 5.2 Work Within a Group, Cooperate with Others, Work in Groups**

Although they each will sculpt an artifact, they will be grouped together to arrange all of their works within the museum.

## **Grade 4 Pedley Puppet Show**

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

Students will learn about life as a pack horse and roles horses played in building Hinton.

## **Grade 4 Pioneer Life Skills**

Art Level 2 Component 10 Media and Techniques, Fabric Arts  
Construct a fabric doll.

## **Grade 4 Basket Weaving**

Art Level 2 Component 10 Media and Techniques, Fabric Arts

## **Grade 4 Museum Team Work Activity**

English 5.2 Work Within a Group, Cooperate with Others, Work in Groups  
With a limited amount of time, groups have to use all of their knowledge to solve a puzzle.

## **Grade 4 Layered Painting Activity**

Art Level 2 Component 10 Media and Techniques, Painting  
Students will paint a layered painting paper piece.