



Grade Five

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 peoples was changed over the course 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**

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**

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

or call at 780-801-2643.

Also available for



Bring the museum to your school!

Grade 5 Fur Trade Game Outcomes

Social Studies 5.2.1 Appreciate the complexity of identity in the Canadian Context

Social Studies 5.2.2 Examine critically the ways of life of Aboriginal peoples in Canada by exploring and reflecting

Students will learn about the importance of oral story telling in Indigenous culture and will hear one creation story.

Social Studies 5.2.4 Examine, critically, ways of life of the fur traders by exploring and reflecting

Students will role play as fur traders and learn of their different roles.

Social Studies 5.2.7 Examine, critically, how the North West Mounted Police shaped ways of life in Canada

Staff at the museum will role play the NWMP to help govern the game and present the role of the police.

Social Studies 5.S.1 Develop skills of critical thinking and creative thinking

Students will learn about the historic fur trade through role playing.

Grade 5 History Savers Outcomes

Art Level 3 Reflection Component 1

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

Art Level 3 Expression Purpose 2

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

Art Level 3 Media and Technique, Sculpture

Students will sculpt an artifact.

Grade 5 Pioneer Life Skills Outcomes

Social Studies 5.2.1 appreciate the complexity of identity in the Canadian context

Learn different skills people throughout Canadian history used.

Art Level 3 Component 10 Media and techniques, Fabric Arts

Construct a fabric doll.

Grade 5 Basket Weaving Outcomes

Social Studies 5.2.1 appreciate the complexity of identity in the Canadian context

Learn a version of traditional Indigenous basket weaving.

Art Level 3 Component 10 Media and techniques, Fabric Arts

Grade 5 Museum Team Work Activity Outcomes

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

Within a limited time, groups have to use all of their knowledge to solve a puzzle.

Grade 5 Layered Painting Activity Outcomes

Art Level 3 Component 10 Media and Techniques, Painting