



**Bringing Historical Enrichment Programs Into the Classroom**

HISTORY ON WHEELS is dedicated to helping teachers stimulate and excite students by bringing unique presentations of historical enrichment programs into the classroom.

HISTORY ON WHEELS helps students develop a better understanding of the past while adding a dimension of pure joy to learning history

HISTORY ON WHEELS combines various activities that address *New York State Standards* for the fourth grade curriculum.

HISTORY ON WHEELS uses an interdisciplinary approach to learning

HISTORY ON WHEELS programs are fundable through BOCES Arts in Education Grants

**To schedule programs or for more information:**

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**Current Program Fees (9/2011)**

1 program	- \$5 per student
2 programs	- \$7 per student
3 programs	- \$9 per student
4 programs	- \$11 per student
5 programs	- \$13 per student
6 programs	- \$15 per student



**Canals to the Hudson**

With the aid of game cards and an exquisitely painted game board, children can hop on a canal boat or become a barefoot lad or lassie walking the towpath of the Delaware & Hudson Canal.



Students will explore the impact of the Erie and Delaware & Hudson Canals on westward expansion, development of unions and child labor laws, and the growth and vitality of canal boomtowns. Using an integrated curriculum approach to social studies, the program encourages a team of two students to cooperate in solving a canal related arithmetic problem. Teamwork will help students choose which simple machines helped a lock to work or a coal car to travel up a mountain. The winning prizes are children's smiles when they realize that, although they were only playing a game, they learned a lot about New York's canals.

**Time Needed: 2 hours**

**Grade Levels: 4 & Up**



**Scalpel and Sage**

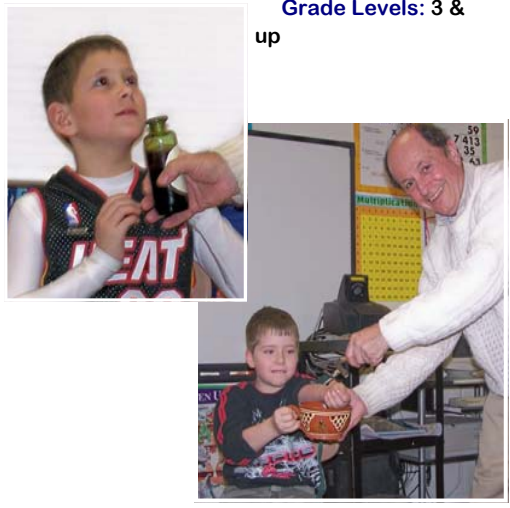


Students will be able to examine a replica of an 18th century surgeon's scalpel and other tools, feel the pressure of a bleeding

tourniquet on their arm, wrap a tooth key around their little finger, or sniff the peculiar smell of 18th century herbal medicines. Transformed into 18th century "doctors", working in groups, students will analyze what cures would have been employed by 18th century medical practitioners to alleviate symptoms of a variety of illnesses. With their newly acquired knowledge students will be able to discern the distinct differences and similarities between 18th and 21st century medical practices.

**Time Needed: 1 to 1 1/4 hours**

**Grade Levels: 3 & up**



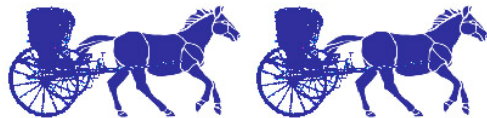
## New Netherlands' Children



Student time travelers will be placed along a 37 foot long time line as they begin their journey into the middle of the 18th century. Upon their arrival they, along with

their new brothers and sisters, will have adopted the names of real Dutch children, complete with partial costumes. Students will *view and analyze* photographs of American art works to discover that their clothing, food, schooling, amusements, and life expectance are dramatically different than today. As they *role play* children will engage in activities such as carrying water with a yoke and cup and ball. As a culminating activity students will quiz one another to see which child has truly become part of the 18th century.

**Time Needed: 2 hours**  
**Grade Levels: 3 & Up**



## Document Detectives



Using primary source documents students will discover some major differences between colonial American writing and that of the 21st century. Working in small groups students

will explore pre-standardized English and learn to decipher missing pieces of an 18th century document; filling in the gaps with their own quill pen. Equipped with this enriched knowledge, students will be able to extrapolate historical evidence from primary sources.

**Time Needed: 1 hour**  
**Grade Levels: 3 - 7**



## Colonial Covers

Using a variety of hands-on methods students will discover the process by which raw flax and wool are processed into cloth, which will become a warm bedcover. They will be able to feel and smell a bundle of freshly cut flax, feel the lanolin in a fleece, and try their hand at carding wool. As a culminating activity students will engage in a quilting bee, combining their efforts with other classes to produce a giant, paper replica of 18th century linsey-woolsey quilt. Once the quilt is completed students will realize the geometric artistry and labor intensity needed to produce a warm colonial cover.



**Time Needed: 1½ to 2 hours**  
**Grade Levels: 3 - 6**



## River and Revolution

Working in teams of two, students will roll dice and use replica 18th century figures to travel, either by land or river, on a huge (4' x 8') Hudson River map. Their goal is to visit as many of the 18 Revolutionary War sites (e.g. the Saratoga Battlefield, Clermont, Senate House, or West Point) as they can. It is a joy to watch the sense of amazement as student teams use a magnet to "mine" a piece of iron pyrite and realize it came from the same mine that provided the ore for the Revolutionary War chain across the Hudson. Along the way they will encounter playing cards which challenge teams to decide *What Really Happened*, and to learn how the River influenced the outcome of the Revolutionary War.



**Time Needed: 1½ to 1¾ hours**  
**Grade Levels: 3 & up**

