



Outreach Education Programs

2020-2021

Burritt on the Mountain's educational programs provide a variety of quality education experiences that meet national and state standards for social studies, environmental education, science, language arts, math and the creative arts.

www.burrittonthemountain.com

256-536-2882 or 256-512-0148

If you can't come to Burritt, we'll come to you.

Burritt can bring some of our most popular themes and artifacts right into your classroom to provide an exciting, interactive learning experience for your students! Please select from the topics listed below to create a unique outreach program tailored to your students' educational needs and interests.

The fee for this visit is \$125.00 for the first hour and \$50 for each additional hour up to the maximum charge of \$375.00 for the entire school day. An additional fee applies for more than two presenters and for visits outside of Madison County. For additional information, contact 256-512-0148 or alice.kirsch@huntsvilleal.gov. If you are a Title 1 school, please be sure to ask about discounted rates that are possible due to the generous support of our community.

Due to the COVID-19 virus, Burritt on the Mountain currently requires all participants to wear masks and to socially distance from Burritt staff members and volunteers. Any other additional health and safety requirements will be discussed when you are making your reservation. Please be prepared to discuss what health and safety measures are being followed in your class/school. Please be aware that any and all outreach programs may require modifications due to size of class, your school's health and safety practices, or changes in best practices as decided by government and medical officials. If you don't see your favorite topic, please check with us to see if we can present it.

Available Outreach Education Programs

The majority of our outreach program presentations are suitable for elementary and middle school students and can be adjusted to suit the grade level of the students attending. Please note where specific grade levels are listed, as well as the time required for each program.

Butter Churning (K-5th grade; approximately 30 minutes)

Churning butter was a common 1800s task. Learn the history and the science behind this skill as students make butter themselves.

Sheep to Shawl (2nd grade and above; approximately 30 minutes)

Making a wool scarf took more than a year in the 1800s. Learn what was involved - from raising the sheep to knitting the scarf. Students will learn about how the wool was prepared, what it means to card wool, and view a spinning demonstration.

Toys and Games (K-5th grade; approximately 30 minutes)

Pioneer children had many chores to do, but they also enjoyed time to play. Students learn about how children spent their days in times past, as well as seeing a variety of 1800s games and toys. Then, students enjoy playing a game themselves.

Rubber Stamping (K-8th grade; approximately 30 minutes)

Where does rubber come from? How is it used? When did rubber stamps become popular and who sold them? Learn the history of this important resource. Then enjoy making delightful cards using rubber stamps just as they did in the late 1800s.

Punch It! (2nd grade and above; approximately 30 minutes)

Settlers often decorated tin lanterns and other tin objects with patterns that were punched into the metal. Learn about this functional folk art along with the art of paper punch used to make decorative items. Students will make their own paper punch decoration to take home as a souvenir.

Pantry or Pharmacy? (3rd grade and above; approximately 30 minutes)

The 1800s herb garden not only provided the seasonings for the settlers' food but also the medicine to treat their illnesses and injuries. Learn about the uses of different herbs as you see, and smell samples from the Burritt herb garden.

Native Americans of North Alabama (2nd grade and above; approximately 60 minutes)

Learn about the Native Americans who lived in North Alabama during the early 1800s – what tribes lived in our area, what their lifestyle was like, and when they were removed from their lands and why. Explore Native American culture as you view a selection of artifacts including a collection of Cherokee masks. Students will then make a mask of their own.

Corn Shuck Toys (3rd grade and above; approximately 30 minutes)

Learn how settlers depended on corn as a staple crop and the many ways that corn is used. Then students will enjoy making a toy from corn shucks just as children did in the 1800s. Teachers may choose to have their class make corn shuck dolls or a Native American toy called a jack rabbit hit. (Hint: For a more enjoyable learning experience, we suggest that teachers work with their students prior to our visit to learn how to tie knots).

Birds, Bugs, and Banners (K-5th grade; approximately 30 minutes)

What makes a symbol? What are the plants, animals, and even rocks that we associate with our state? Students will discover Alabama's state symbols, hear our state song, and work together to design a "seal" for their class.

Amazing Arachnids (K-5th grade; approximately 30 minutes)

Learn about different types of arachnids. Which ones are really scary and which ones are our friends? Each student makes a souvenir spider craft of their very own.

Slaves to Soldiers (4th Grade and above; approximately 60 minutes)

African American involvement in American military operations during the 19th century was significant and essential. In this 4-part field trip students will learn about the history of the Buffalo Soldiers including the progression beginning as a slave, as a Civil War soldier, as a Buffalo Soldier, and as one of the first Park Rangers. We will also interactively learn about the medical practices of the time period for the soldiers, what and how these soldiers were fed during their military service, and where these soldiers served.

Technology: Inventions and Innovations of the Past and Present (3rd grade and above; approximately 120 minutes)

Explore the technology and inventions of the past. Students will see demonstrations and have hands-on experience using early technology. See how these technologies made life easier for our ancestors. Students will also work in teams on a design and engineering challenge.

See demonstrations of the following two activities related to technology of the past:

- Spinning – learn how wool is processed, from shearing the sheep to making a cloth item. Help prepare the wool for spinning as you card it. See a demonstration of how wool is spun into thread or yarn.
- Churning Butter – butter was an essential food for the settlers in 1800s Alabama. Learn the science and history behind making butter and the tools we use to make it. Try your hand at churning butter and watch as butter “makes.”

Select one of the following team activities to learn about engineering and design:

- Egg-o-nauts – use the materials provided to build a containment system to protect your egg-o-naut (raw egg passenger) as it is dropped from a height. Which team of students will have the most successful design? (It is helpful if the teacher can arrange to have a ladder in the classroom for this activity).
- Marshmallow Bridges - think like a real civil engineer. Use your imagination to build a bridge with ease. Test your design without having to glue all the tooth picks together.