

## Pioneer Traveling Trunk Academic Standards

Overall the trunk can be used to meet any of the Social Studies Practices. The use of the hands on artifacts provides a great chance to specifically talk about

- C. K. 02- Compare and Contrast family traditions and customs
- H. K. 17- Use correct words and phrases related to chronology and time
- H. 1. 23- Use correct words and phrases related to chronology of time
- H. 1. 25- Compare ways people lived in past to how they live today
- E. 2. 05- Recognize major US industries and products (cotton)
- 3. 18- Analyze how people interacted with the environment to satisfy basic needs and wants
- 3.31- Describe life on the Tennessee frontier and reasons why settlers moved West

And just generally ground any discussions of life on a frontier.

The trunk is also useful in talking about the history of science. For example, the trunk can be used to discuss the following Science Standards:

- 2. ETS2.2- Predict and explain how human life and the natural world would be different without current technology
- 5. ETS2.2- Describe how human beings made tools and machines to observe and do things they could not otherwise sense, do, or do as quickly or efficiently

The following pages will outline specific standards met by specific activities included in the trunk.

# Activities & Tennessee Academic Standards Overview

This traveling trunk can be used to fulfill standards in Social Studies, Language Arts, and Science. The activities listed below will list the activity, where to find the guide, describe it, and list the academic standards it fulfills.

## The Art of Letter Writing Activity

Best Suited: Grades 4-6

Write a letter to a family member or friend, using Mary Scantlin's letter (provided) as an example. In this letter, the student will write five things they learned about the life of pioneers in the 1800s and how he thinks times have changed.

### Social Studies

- H. 1. 25- Compare the ways people lived in the past to how they live today
- 3. 31- Describe life on the Tennessee frontier and reasons why settlers moved

### Language Arts

- FL. WC. 4- Write legibly- use the provided quill pens and framework to write
- RI. KID. 1- Use key details in the texts as basis for answers
- W. TTP. 3- Write narratives to develop real or imagined experiences or events using effective techniques

## Ducks Quack Game

Best Suited: Grades K-1

Originally called "Ducks Fly", this game was played by pioneer children. The game is similar to Simon Says. It assists students in following directions, as well as differentiating farm animals and the sounds they make.

### Language Arts

- SL. CC. 1- Participate effectively in a range of conversations and collaborations with varied partners

SL. PKI. 6- Adapt speech to a variety of contents and communicative tasks

### Grandma's Quilt Activity

Best Suited: Grades K-6

Choose between the two possible instruction guides for the one best suited for the class. Both guides have the class working together to create a class 'quilt' out of paper shapes.

#### Social Studies

- C. K. 02- Compare and contrast family traditions and customs
- E. 1. 08- Basic wants and needs, how people at different times got them
- H. 1. 25- Compare ways people lived in the past with how they live today
- E. 2. 05- Recognize major United States industries and products (use with cotton to discuss cotton production)
- 3.18- Analyze how people interact with the environment to satisfy basic needs and wants
- 3.31- Describe life on Tennessee frontier

### The Initials Game

Best Suited: Grades 2-3

Word games were very popular with children in the 1800s. This game can be played in pairs or as a class. The Initials Games uses the initials of each student.

#### Language Arts

- SL. CC. 1- Participate effectively in a range of conversations and collaborations with varied partners
- SL. PKI. 6- Adapt speech to a variety of contents and communicative tasks

### Making Butter

Best Suited: Grades K-1

Demonstrate what it was like to make food during pioneer times while also discussing how liquids become solids with this activity. Additionally, consider counting the number of shakes it takes to turn cream into butter can also be turned into a fun math activity.

#### Social Studies

- E. K. 04- Identify and explain how a basic human need for food is met
- H. 1. 25- Compare ways people lived in the past to how they live today
- 3. 18- Analyze how people interact with the environment to satisfy basic needs and wants

#### Science

- K. PSI.2- Identify that matter exists in different states

#### Pioneer Items Coloring Activity

Best Suited: Grade K

Compare and contrast household items used today compared to items used in the 1800s. Students should color only the items that were used by pioneers during the 1800s.

#### Social Studies

- H. K. 17- Use correct words and phrases related to chronology and time
- H. 1. 25- Compare ways people lived in past to how they live today

#### Science

- K. ETSI.2- Describe object accurately by draw and label pictures

#### Pioneer Items Matching Game

Best Suited: Grades 1-2

Compare and contrast household items used today compared to items used in the 1800s. Cut and paste pictures of the objects next to the matching word.

#### Social Studies

- H. 1. 25- Compare ways people lived in the past to how they live today
- H. 2. 30- Describe periods of time
- 3.18- Analyze how people interact with the environment to satisfy basic needs and wants

#### Language Arts

- K. ETSI.2- Describe objects accurately by drawing or labeling pictures
- 2. ETS2.2- Predict and explain how human life and the natural world would be different without using current technologies

#### Quill Nameplate Activity

Best Suited: Grades K-5

Use a quill pen to understand what types of school supplies children used in the 1800s and how they used these writing instruments.

#### Social Studies

- H. K. 17- Use correct words and phrases related to chronology and time
- H. 1. 25- Compare ways people lived in the past to how they live today
- 2.30- Describe periods of time

#### Language Arts

- FL.WC. 4- Write legibly
- W. TTP. 3- Write narratives to develop real or imagined experiences or events

#### Science

- 2. ETS2.2- Predict and explain how human life and the natural world would be different without current technologies
- 5.ETS2.2- Describe how human beings made tools and machines to observe and do things they couldn't otherwise sense, do, or do as quickly or efficiently

#### Rebus Word Game

Best Suited: Grades 4-5

A popular word game in the 1800s, a rebus uses words, letters and pictures to form sentences.

### Language Arts

- RI.IKI.7- Integrate and evaluate content presented in diverse formats
- SL.CC.1- Participate effectively in a range of conversation and collaborations with varied partners
- SL.PKI.6- Adapt speech to a variety of contents and communicative tasks

### Thaumatrope

Best Suited: Grades 2-3

This whirling picture toy was popular and easy to make in the 1800s.

### Science

- 2.PS2.1- Analyze the push or the pull that occurs when objects collide or are connected
- 2.PS2.2- Evaluate the effects of different strengths and directions of a push or a pull on the motion of an object
- 2.PS2.3- Recognize the effect of multiple pushes and pulls on an object's movement or non-movement

### Whirligig

Best Suited: Grades 4-5

A whirligig or button spinner was an easy and fun pioneer toy.

### Science

- 4.PS3.1- Use evidence to explain the cause and effect relationship between the speed of an object and the energy of an object
- 4.PS3.2- Observe and explain the relationship between potential energy and kinetic energy