

Teacher's Guide & Edu-Kit for Grade 9 Program

When you call or e-mail us to book your visit, please give us at least one week notice. We would also like to know how many people will be in your group, when you expect to arrive and the duration of your stay. If you must cancel your visit, give us as much notice as possible. Your cooperation is greatly appreciated. Our hours of operation are from 9:30 am - 5:00 pm. Cost for this program is \$6.00 per student for six sites or \$3.00 per student for three sites.

The Grade 9 Program has been designed to provide students with a hands-on learning experience of early trades and occupations by visiting Ryan's Shop and our two living history museums: the Green Family Forge and the Cooperage. The pre-visit activity offers an introduction to another important early trade of Trinity - boat building.

During their visit, students will be exposed to the lives of blacksmiths, coopers and store clerks during the time of the Merchants. They will see why these occupations were important to the area and the tools and technology they used for their particular trade.

Pre-Activity

Log onto the website www.trinityhistoricalsociety.com

Click on the virtual museum link

Go to The Art of Shipbuilding, An Inherited Skill

Access the site through the menu at the top of the page including the Education link. The education material has several activities that students may wish to complete to help retain the information they have just learned.

Post Activities

These post activities are taken directly from the Grade 9 curriculum. Following their visit, these activities may become more meaningful for the students.

A) Note that traditionally the Atlantic economy has been based on a workforce described as "drawers of water and hewers of wood". After visiting Trinity and learning about some of the trades that existed there in the past, explain what this means. Compare the education and skills required in such an economy with the education and skills required in the "new economy".

B) In pairs, create the script for an interview between a journalist and a worker whose skills are being made obsolete; (eg: blacksmith, tinsmith, cooper, cobbler, tailor...etc...) present the interview as a magazine article, a taped radio interview, or a video or enact it in front of the class.