



Educating our future, celebrating our past.

On-Site Field Trips
Hands-on, cross-curricular,
affordable, FUN!
No bus trips required.

In order to form a more perfect field trip.....select your own stations. Content and activities are customized to SC state standards for your grade level.

Making History Station Choices:

- * Dirty Jobs of the Past- Compare and contrast work in the USA: now vs. then. Explore real artifacts and natural resources used by people who lived long ago.
- * Geography Jam- Make globes, mapping skills, and vocabulary words a kinesthetic experience through our interactive games and relay races.
- * Making Medieval History- Track the spread of the Black Death and discover the shocking medical practices of the Middle Ages. Uncover the legend of the Philosopher's Stone. Become Feudal characters for the photo booth.
- * Viking It and Liking It- Perform in a short skit about the the expedition of Leif Ericsson. Write symbols on your own rune stone. Learn to talk like a Viking using words we borrow from them- berserk and Bluetooth, for example.
- * Native Americans- Investigate natural resources and real artifacts used by the native peoples of diverse cultural regions. Barter with the Europeans. Create a beaded necklace or a piece of clay pottery to take home.
- * Conquering a Conquistador- Why did Hernando de Soto's dead body get dumped into the Mississippi River in the middle of the night? Explore artifacts as you hear about a wild adventure that would stop at nothing for gold and glory. Track their expedition on the map to discover their route passed through the upstate of South Carolina.
- * Around the World with Magellan- Travel the circumference of Earth to experience the interactive tale of Ferdinand Magellan. We will survive hurricanes, fight a war, and even eat ship "rats" on this first journey around the globe. Students will practice geography as they move around the room to assemble a unique bowl of snacks.

- * Gullah Experience- How did enslaved people make such an impact on our language, religion, recipes, and farming techniques? From harvesting rice in sweetgrass baskets, to creating a Haint Blue trap to catch the “Boo Hag” students will be immersed in the Gullah culture.
- * Colonial Toys and Candle-Making- Play with authentic toys that children would have enjoyed long ago. Learn the history and importance of candle-making. Create your own hand-dipped candle to take home.
- * History’s Mysteries and Gnarly, Nasty Facts- American History is full of true, unsolved mysteries and legends. Hear a few of those, as well as contemplate the hygiene practices, gross foods, and medical procedures that were common in the past. Get hands-on with authentic artifacts. (The content varies based on the units of study/standards for your grade level)
- * Jamestown- Examine natural resources and primary sources from the first English colony in the Americas. Was Pocahontas a real princess? What happened to 400 colonists during the Starving Time? What is brown gold? Make your own edible model of the fort that would make John Smith proud.
- * The REAL First Thanksgiving (seasonal)- Meet a Pilgrim momma and discover what the first feast was really like. Practice the tasks Squanto taught the colonists. Play Pilgrim trivia. Use a quill pen to write your own Mayflower Compact.
- * Colonial Christmas Celebration (seasonal)- Which of our holiday traditions originated in colonial America, and why? Enjoy warm wassail and snickerdoodle treats. Create pomander ball decorations using oranges, ribbon, and cloves.
- * Spies of the Revolution- Uncover methods of espionage used during the Revolutionary War. Hang a secret clothes line code for the Continental Army. Write messages using quills and ink. Try on a 1700s style costume. Are you sneaky enough to be a Son/Daughter of Liberty?
- * Government Vibes- Meet some of the OG delegates from the Constitutional Convention. Play games to enrich what you already know about the branches of government, the Bill of Rights, Federal vs. State, and more.
- * One Room Schoolhouse- Step into the one-room schoolhouse and meet the dreaded school mistress. Students will learn the 3 “R’s” using slates. Children must be on their best behavior to avoid the dunce cap. Several students will be called upon to participate in a spelling bee, write in cursive, and demonstrate pioneer hygiene practices. It’s all in good fun! Students will also view primary sources and artifacts at this station.
- * Wild West Relay Races- These games are best set up outside. Wagon teams of pioneers will cross rivers, collect buffalo chips, wrangle cattle, and mine for gold. They will stake their claims and build Lincoln Log cabins (or the Transcontinental Railroad) in new territory.

- * War Between the States- From the Underground Railroad, to Fort Sumter, to Sherman's March- take a look at artifacts and photographs in this overview of the Civil War and Reconstruction era. Play campfire games from the 1860s. Make your own handkerchief doll to take home.
- * Victorian Valentine's Celebration (seasonal)- Take a look at how Feb. 14 was celebrated in the past. Use your best creative writing skills to create your own Victorian style Valentines. Enjoy treats that were also popular in the 1800s.
- * Ellis Island Simulation- Welcome to America, immigrants! Meet the Statue of Liberty. Will you be able to pass a medical inspection, show the correct paperwork, answer difficult questions, and gain legal entry into the USA? Get hands-on with the Push and Pull factors of immigration in the late 1800s-early 1900s.
- * Triangle Shirtwaist Factory- Take on the role of an immigrant living in a dirty, crowded tenement building in NYC. Become a worker on the assembly line at the Triangle Shirtwaist Factory. This fast-paced simulation allows students to feel the stress of daily life for compromised workers during the Industrial Revolution.
- * The Great War (World War I Mini-Museum)- Explore authentic artifacts from the Western Front of Europe. Gas masks, uniforms, and many other items used by soldiers over 100 years ago will be on display. We will listen to President Wilson's favorite patriotic music, and support the Great War effort by chewing Wrigley's Gum.
- * 1920's "BOOM" Silent Movie- Review the key events of the roaring 20's. Act out a silent movie in Hollywoodland. Become several colorful characters which include President Coolidge, Henry Ford, Louis Armstrong, Josephine Baker, Babe Ruth, Al Capone, Charlie Chaplin, Charles Lindbergh, Albert Einstein, Duke Ellington, and more. From the Great Migration to new farming technologies, experience the ways reform led to a better standard of living. Bring your Jazz Hands to dance the Charleston!
- * 1930's "BUST" Great Depression Simulation- Play an interactive game that simulates the causes and effects of the Great Depression across the country. Family groups will make decisions about their limited resources as they try to survive. Construct your own "Hooverville" shack. Earn tokens for a real bread line. Analyze several primary sources from the Dust Bowl and New Deal programs. This powerful game engages all the senses.
- * 1940's "BATTLE" WWII Mini-Museum- Gather around for a Fireside Chat to hear real stories from WWII, both on the battlefield and at home. View and touch exciting artifacts and war time items including photos, postcards, first aid kits, a litter, helmets, uniforms, propaganda posters, and more. Plant a seedling to take home and begin your own Victory Garden.
- * Life in a SC Mill Village- (1900-1950) Discover what life was like for "lintheads" in the textile mills of South Carolina. Play with toys from the era. Experience primary source documents and real stories. Try on a poodle skirt. Dance to music played on a real record player.

* Remarkable Black South Carolinians- Who are some of the most notable African Americans from South Carolina? How have they impacted the world? View artifacts, dance, and play games as we celebrate our rich culture.

Is there a historical topic you would like to bring to life, but don't see it listed? Ask us!

PRICING:

Each station is 45 min. in duration. We create a schedule for your event based on the number of stations you would like to visit and the number of classes that will rotate throughout the stations. We recommend each class size should be 20-28 participants. We can plan an event for one class or a whole grade level. Mix and match topics for up to six stations in one day. It is recommended that larger grade levels (7+ homerooms) split their on-site field trip into two days.

Number of Stations	Per Student Fee
2	\$10
3	\$12
4	\$14
5	\$16
6	\$18

Refund Policy- We do not require a deposit, but do request payment on the day of the event via check or credit card. Two weeks before the event, we ask for a final number of participants and send an invoice. If children included in the final headcount happen to be absent on the day of the event, they still must be included as a participant. We will create a "history to-go" bag of activities for absent children as their class rotates throughout the stations.

Travel Fee- If your event is outside of our tri-county area (Anderson, Greenville, and Pickens Counties)- a \$50 travel will be included. Sorry friends in Oconee, Abbeville, and Spartanburg Counties. We still enjoy making the journey to visit you, when possible.

Homeschool and Library Groups- We love to plan events for your co-op/group. If you have less than 30 participants, it will be priced at a flat rate instead of per student. The base fee is \$225 (one hour long session) but we can help you build on and keep it affordable, so feel free to reach out.

Register soon to reserve your preferred date! Here is the link to submit a registration form:

<https://forms.gle/jQzSUXnLVmERfmFu8>

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