

Teacher Orientation Packet

Thank you for choosing The Castle as your educational destination! Your adventure into Marietta's past awaits you. Please look through this document before your visit. It contains pre-visit resource materials designed to help you prepare for your field trip.

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First, a Little Background...

The Castle was the home of some of Marietta's most prominent and influential citizens. The property was leased as early as 1808 by a potter named Nathaniel Clark and his family, making it one of the earliest pottery manufacturing sites in the entire Northwest Territory. The Gothic Revival house was built in 1855-6 for \$10,000 (equivalent to roughly \$275,000 today), with a carriage house being added within a few years.

The Castle was the site of grand business, community, and family functions throughout its history. Only five families have lived on the property between 1808 and 1974. These residents included lawyers, bankers, land and oil speculators, and a President Pro Tem of the Ohio Senate.

Upon the death of its last resident, Jessie Davis Lindsay, the property was purchased at auction by Bertlyn and Stewart Bosley in 1974. The brother and sister spent the next seventeen years renovating and restoring the house, but never resided at The Castle. Upon their deaths, the entire property was donated to the Betsey Mills Corporation, who completed final repairs.

The Castle opened for tours as a historic house museum in 1994. At that time, The Castle was initially furnished with antiques from the Bosleys, as well as donations of historical furniture from other Marietta families. Since that opening, however, a number of items relating to the various owners of The Castle have been donated to the museum and are now on display. Curators for the museum have endeavored to furnish the house with items that are true to the era and area in which the house was built.

Teacher Field Trip Checklist

Prior to Your Visit:

- Review the orientation packet.
- Send home permission slips and notes to parents.
- Recruit adult chaperones. You will need at least one for every 10 students in grades 3 and above.
- Divide students into groups and assign an adult leader to each group.
- Provide your chaperones with guides that will prepare them for their responsibilities.
- Fill out the chaperone information sheet with student lists, teacher goals, and other information.
- Create name tags for students and adults to wear during your visit. Include your school name.
- Review guidelines and goals with your students.
- Remind students what to wear for their visit.
- Arrange payment so it can be made with one check, credit card, or purchase order 2 weeks in advance of your visit.
- Visit mariettacastle.org for more information.
- A complementary pre-trip tour is available to the person coordinating the field trip. To set that up, please contact the Education Director at least two weeks prior to your visit.

On the Morning of Your Visit:

- Give chaperones their information pack with their guides, student lists, teacher goals, and other relevant information.
- Provide students and adults with their name tags.
- Pack lunch boxes or coolers for easy transportation and storage.
- Review directions with the bus driver(s).
- Obtain final counts of students and adults attending the field trip.

Upon Arrival:

- Have students and adults remain seated on the bus.
- Send the person leading the field trip to the Carriage House to check-in and obtain further instructions.

During Your Visit:

- If your school policy requires payment on the day of your visit, bring the payment to the Carriage House in the amount previously agreed upon with The Castle staff.
- Ask questions, learn, enjoy!

Field Trip Policies

Pre-trip Information Needed

At least two weeks prior to your scheduled visit, The Castle Education Director will be in contact with you to establish the following:

- Food Allergies
- Planned arrival and departure times
- Accessibility needs
- Travel plans to and from The Castle
- Whether you are planning to visit the gift shop

School Name Tags Required

All adults and students are required to wear a school name tag that includes their name and your school name.

Fees/Payments

It is preferred that field trips be prepaid two weeks in advance. If your school policy requires otherwise, we will accept payment on the day of your visit. Payment in <u>one</u> transaction with check, credit card, or purchase order is required. Checks should be made payable to *The Castle* and should be written for the fee amount previously agreed upon with The Castle staff.

Arrival/Check-in Information

Upon arrival at The Castle, send the adult leader/teacher to the Carriage House while everyone else waits on the bus. This person should bring the final count of students, adult chaperones, and staff members who will be participating in the field trip along with the payment if that has not been turned in previously. Once you have submitted any remaining paperwork and payment, a Castle staff member or volunteer will accompany your group leader to the bus to greet your group and guide them to the proper location for your field trip.

Behavioral Guidelines

In order for everyone to enjoy their visit and to protect the artifacts and property of The Castle, please encourage chaperones to be <u>actively involved</u> in supervising the students under their care. We want to ensure that students are acting in a respectful and safe manner in order to maximize the learning experience for everyone. Please emphasize the following behavioral guidelines to your students and chaperones:

- Students <u>must</u> be accompanied by a teacher or chaperone at all times. No one will be permitted to explore the house or grounds independently.
- Students should not run anywhere on The Castle property.
- School groups should begin activities only when directed to do so by a Castle staff member or volunteer.
- Please limit the use of cell phones to emergency calls.
- Photos may only be taken outside, in the summer kitchen, or in the Carriage House.

What to Wear

The Castle operates in all kinds of weather, so students and adults should dress accordingly. Comfortable shoes are important. If a portion of your activities will occur outside, remind your group to wear sun protection.

Accessibility

The Castle strives to provide an educational and fun experience for guests of all abilities. If your group has a person with special needs, please contact the Education Director in advance for guidance on planning your visit.

First Aid

If a student or adult is injured during your visit with The Castle, please let one of our staff members or volunteers know right away.

Photography

Still or video photography is welcomed during your field trip for personal, non-commercial use only. No tripods, please. During your visit, you may be photographed for promotional purposes by The Castle Staff or volunteers. If you or anyone in your group does not wish to be photographed, please notify the Education Director when you arrive.

Gift Shop

The Castle has a gift shop located in the original Carriage House for the property. Supervised student groups may wish to visit the gift shop to purchase items related to The Castle and its Victorian history, including teas, books, games, and more. The average student spends a little less than \$5.

Standards

The Castle experiences relate to Ohio and West Virginia State and Common Core academic standards for various grade levels and multiple subject areas. For a complete listing of standards, please see the "Standards" entry in this packet.

Directions

The Castle is located at 418 Fourth Street in Marietta, Ohio.

• From the south:

Take I-77 to Exit 1. Turn right at off the exit and proceed on Greene Street to Fourth Street. Turn right on Fourth Street and travel to the 400 block where you will find The Castle on your right.

• From the north:

Take I-77 to Exit 1. Turn left and proceed on Greene Street to Fourth Street. Turn right on Fourth Street and travel to the 400 block where you will find The Castle on your right.

- The gated path from Fourth Street will lead you to the Carriage House where you will check-in.
- Parking is along Fourth Street.

Need More Information?

If you still have questions, please do not hesitate to call our Education Director at 740-373-4180 or visit our website, www.mariettacastle.org. There you will find information about our programs, learn more about the history of The Castle, and be treated to photographs of renovations.

Educational Program Descriptions

House Tours

Interested in learning about The Castle's history? Your group can enjoy educational opportunities of The Castle with group tours led by our knowledgeable docents. Participants will learn about the history of The Castle as well as Marietta, Washington County, and American history; nineteenth century architecture, furniture, and design; the Civil War; and lifestyles, roles, and culture of nineteenth century men, women, and children, including former Castle residents.

Timeframe: 45 minutes – 1 hour Availability: Throughout the year

Min: 10; Max: 50 Cost: \$8 adults; \$5 students

Mound Cemetery Tour

Students will enjoy a guided tour through the ancient Mound Cemetery and will hear stories of Adena and Hopewell Mound Builders, Marietta founders, Revolutionary War veterans, and other historically significant Mariettans.

Timeframe: 45 minutes − 1 hour

Availability: March – November (weather permitting)

Min: 10; Max: 50 Cost: \$7 adults; \$7 students

House Tour & Mound Tour

Combine a tour of our historic house museum, The Castle, with a visit to Mound Cemetery, just a short walk away. This adventure in history accommodates multiple classes.

Timeframe: 1 hour 45 minutes

Availability: March – November (weather permitting)

Min: 10; **Max:** 100 **Cost:** \$12 adults; \$10 students

Tour & Craft

Students will be given a tour of the museum and will then participate in learning about and crafting an item that harkens back to the Victorian Era. Craft options include Pen & Ink, Pinch Pots, Thaumotropes, Paper Buzz Saws, Whirligigs, Paper Quilts, Paper Weaving, Poppies, and Leather Bookmarks.

Timeframe: 1.5 - 2 hours

Availability: Throughout the year

Min: 10; **Max:** 24 **Cost:** \$2.50 + \$3.00 Craft Fee

Tour & Craft + Pastime

Enjoy all the educational benefits of our Tour & Craft offering while adding the option for students to learn and play some games from yesteryear. There is no additional cost associated with adding this feature.

Timeframe: 2- 3 hours

Availability: Throughout the year

Min: 10; **Max:** 48 **Cost:** \$2.50 + \$3.00 Craft Fee

Tea & Tour

In addition to the house tour, groups receive a catered Victorian style tea with finger foods. Participants will have the opportunity to practice Victorian etiquette and manners.

Timeframe: 2 hours

Availability: Throughout the year

Min: 12; Max: 48 Cost: \$15 adults; \$11 children

Day at The Castle

Tour the house, cook like a pioneer, create a craft from the past, and learn games from long ago. This is a hands-on program that teaches how food was obtained, prepared, preserved, and cooked in the nineteenth century. Participants help fix a rustic stew, cornbread, and applesauce cake cooked in our fireplace and then served as the midday meal. Groups may choose from craft activities of leatherwork, pottery, thaumatrope, paper weaving, and more. We also include indoor and/or outdoor (weather permitting) pastimes (aka games) for this program.

Timeframe: 4 hours

Availability: September – April; begins at 10 am

Please Note: With this program a meal is provided, as described above. We cook our meal so that all participants, including chaperones, can partake. Those not interested in the meal may bring their own bagged lunch, but we do not provide refrigeration. Please notify us of dietary restrictions.

Min: 16; Max: 50 Cost: \$8 adults; \$8 children

Craft Options

Students will connect with the history of The Castle as they create these unique craft items.

- **Leatherwork** Students will customize leather bookmarks, using leather stamping materials. Cost: \$3 00
- **Pottery** Students interact with the early history of the property while learning about shaping clay items, just like Nathaniel Clark! They will create a unique piece of pottery from self-hardening clay.

Cost: \$3.00

• **Paper Quilts** – Students interact with the timeless art of quilting as they experiment with quilt patterns using colored cardstock

Cost: \$3.00

• Paper Weaving – Students use a handmade paper "loom" and decorative strips to create a paper mat. Students have the opportunity to practice manual dexterity and flex their creative muscles with their color choices for the warp and weft "threads."

Cost: \$3.00

- Remembrance Poppy Students are given the opportunity to connect with the historical tradition of wearing a poppy to honor soldiers who gave their lives in World War I. This custom, which began in 1918, is observed on Armistice Day (Veterans Day), November 11. Cost: \$3.00
- **Thaumatrope** Students craft this unique optical toy that was popular with children in the 19th century. They have the opportunity to personalize it with their own creative design. Cost: \$3.00
- Whirlygig Students construct these ageless disk spinners and then have the opportunity to apply Newton's laws of motion to see if they can keep them spinning.

 Cost: \$3.00



A Special Welcome to Chaperones!

Thank you for chaperoning a field trip to The Castle Historic House Museum. You have a very important (and fun) job! In addition to monitoring the safety and behavior of your group, you also play an important role in helping students interact with our museum staff and activities.

We need your assistance to ensure students are acting in a respectful and safe manner and to enhance student learning during your visit. It is very important that you remain with your assigned students at all times and not let them run, get ahead of the group, or explore on their own.

Please let students know you expect attentive listening during your visit. Encourage students to ask questions. Reinforce good behavior with praise. Ask students for their opinions, thoughts, and feelings as you go along.

Both chaperones and students are required to wear name tags identifying themselves and their school. See your individual chaperone form for more requirements and information.

Museum Guidelines

You are responsible for your students and their behavior. It is <u>critical</u> that you remain with your students at all times during your visit. This applies to students of any age and on any part of The Castle grounds.

Help students follow instructions. During your visit, a staff member or volunteer will be giving students instructions on what to do and when to do it. Be sure to remind your students of instructions, aid them in keeping those instructions, and resolve any difficulties that may arise during the course of the field trip.

Encourage learning. Students may need support to interact with staff members or docents in a way that facilitates learning. This could include asking or answering questions, interacting with the information they are being given, or listening to the instructor with a view to learning something new. You may be able to ask questions of your students to help them more fully engage with the information or activity at hand.

Again, thank you for being a group leader. Together we can bring history to life for the students.

Chaperone Form



Cnaperone name:				
	on our trip to The Castle Historic House Museum on neet and the map have important information. You will need to keep			
them with you during the trip. Hav				
My group of students:				
1	6			
2	7			
3				
4	9			
5	10			
Teacher's emergency phone				
Schedule: Time we depart from school	Time scheduled to arrive at The Castle			
Time we depart from sensor	Time selective to arrive at the Castle			
Lunch time				
Time we leave The Castle	Departure location			

Logistics:

- You must wear a name tag with your name and the name of your school while at The Castle. Your students will be required to wear one as well.
- Restrooms are located throughout The Castle. Please consult The Castle map or ask a Castle staff member.
- If a student is lost or there is a need for first aid, notify any Castle staff member or volunteer immediately.

leacher's educational goals for this field trip:			

Reminders:

- All students, of any age, must be with a teacher or chaperone at all times. Students must not run, get ahead of the group, or explore on their own. Student behavior should reflect respect and consideration for other people and property.
- You are a key part of the field trip experience! Guide students by asking open-ended questions about what they see, hear, and experience as you move throughout the historic site.
- Activities that involve tools or fire must be supervised by The Castle staff. Groups should begin an activity only when they are directed by staff to do so.
- Remind students not to bring food, drink, or gum into the house, carriage house, or other restricted areas.

How The Castle Educational Experiences Meet Ohio & West Virginia

State Social Studies Learning Standards

Ohio

3rd Grade

Educational Experience Standard Addressed

Tour 3.3, 3.2, 3.5, 3.8, 3.6, 3.16

Cooking 3.5, 3.7 3.17, 3.16, 3.19

Pastime 3.5

Craft 3.5, 3.17

DAC 3.3, 3.2, 3.5, 3.8, 3.6, 3.16, 3.7, 3.17, 3.19

4th Grade

Educational Experience Standard Addressed

Tour 4.2, 4.8, 4.12, 4.14, 4.23

Cooking 4.13, 4.14, 4.23

Pastime

Craft

DAC 4.2, 4.8, 4.12, 4.14, 4.23, 4.13

5th Grade

Education Experience Standard Addressed

Tour 5.16, 5.7

Cooking 5.15, 5.17, 5.16, 5.18

Pastime

Craft

DAC 5.16, 5.7, 5.15, 5.17, 5.18

West Virginia

3rd Grade

Educational Experience Standard Addressed

Tour

Cooking 3.9, 3.17, 3.19

Pastime

Craft

DAC 3.9, 3.17, 3.19

4th Grade

Educational Experience Standard Addressed

Tour 4.13, 4.8

Cooking 4.5, 4.9, 4.8, 4.17

Pastime

Craft

DAC 4.5, 4.9, 4.8, 4.17, 4.13

CALLING CARDS

Around the time that the Castle was built (1855-1856), there was a social custom using Calling Cards that started in France and spread through much of Europe and to the Unites States during the Victorian Age. It was used as a way of communicating with friends and with people you wanted to get better acquainted with or get to know for business reasons. Using the cards involved a complicated form of etiquette and was a way of expressing good manners.

The cards were presented when visiting someone's home. This could be for a personal call, a way to introduce yourself, or as a thank you for a social event. Men's cards were smaller than women's so they could fit in their pockets. Women normally had a special case perhaps made of silver, pearl, or other expensive material for their cards. Some cards were very plain, yet others were highly decorated using colors and images of hearts, flowers, birds, and some even included hidden names.

In many Victorian homes, there was a hall stand in the entry hall or foyer for hats, coats, umbrellas, and walking sticks. These hall stands normally had a shelf for a calling card tray. You will see one of these in the entry hall of the Castle. When our home was being remodeled and the woodwork removed in the entry hall, a large number of calling cards were found. As you visit the Castle, your tour guide will show you several of these and others are pictured on the following page.



Two examples of calling cards on display at The Castle

Make Your Own Instructions

We invite you to make your own calling call and present it to your tour guide when you enter the Castle. Print the next two sheets on cardstock. Cut the two templates to size. Be sure to include your name and you may decorate it any way you like. You can leave it plain; or, since you are coming to visit a historic mansion, drawings of historical events or items. We look forward to receiving your cards.

CASTLE TREASURE HUNT

Many of these items would have been used daily by family members living in the Castle. Work with your partners and answer these three questions:

WHAT IS IT?? HOW IS IT USED OR WHAT IS IT USED FOR?? WHERE - IN WHAT ROOM IS IT FOUND??



1- Divide class into 3 groups	Provide 43x5 cards per student; Give each one his/her
(Group names listed on TREASURE HUNT	"strip" of objects found in the Castle.
sheet).	(If possible, give each group (DAWES, LUCY, or
2- Make enough copies of the TREASURES	JESSIE) a different color card.)
sheet so that each student will receive a	Direct students to separate the objects and paste
"strip" of 4 items depending on his/her group	each image onto a separate card.
assignment.	cach image onto a separate cara.
3-COMMUNICATION - Collaboration	Ask students to hypothesize possible answers to the three
In groups of 2 or 3 (within the DAWES, LUCY,	questions posed at the top of the <i>TREASURES</i> sheet.
JESSIE groups)	Students should write their ideas on the reverse of the card.
WHAT IS IT??, HOW IS IT USED or WHAT IS IT	
USED FOR??, WHERE - IN WHAT ROOM WILL	
YOU FIND IT?	
4- COMMUNICATION -	Each pair or triad takes turns to present their responses to
Negotiation and Compromise	the 3 questions posed. The entire group must agree on the
Form the larger (Dawes, Lucy, Jessie) groups.	answerscome to a consensus through negotiation and
Form the larger (Dawes, Eucy, Jessie) groups.	compromise.
5- COMMUNICATION - PRESENTATION Skills	Alternate plan - This method allows for greater participation
	since each student is responsible for presenting his/her
Four spokespersons (one per object) from	group's ideas. Form new groups of 3 (one member from each
each large group (Dawes, Lucy, Jessie) show	of the Dawes/Lucy/Jessie groups). (If the different groups
their objects to the class and explain their	have a different colored card, this will simplify the formation
hypotheses as to What/How/Where.	of these triads.) Taking turns, each student presents the
Students should be prepared to defend their	group's thoughts for each item as described above. (During
ideas explaining their thought process. The	this interaction the teacher will need to display an image of
other two groups can be invited to give their	all 12 items.)
ideas as well.	·
6 - CASTLE VISIT	During the Castle Tour, students will have the opportunity to
	interact with the docent regarding their items so that the
(This is a modified "SCAVENGER HUNT".)	entire group will be aware of them.
	Students should be prepared to ask appropriate questions to
	fully understand the responses to the three questions
7 - In-class Follow-up after visit	Students can explain what they've "discovered" re their item
	(use and where located) and calculate the percentage of
	correct ideas.
8- CHANGE OVER TIME - Review - What	This is another opportunity for collaboration, negotiation,
items are/are not in use today. How/Why	compromise and PRESENTATION.
have they changed?	
9- Writing component	Fourth graders could use one of the objects to create an
	historical narrative. (OH S 4.2)
	<u> </u>

Additional Follow-Up Activities:

^{*}Ask your parents and grandparents if they ever used any of these items.

^{*}If you would like to find more "TREASURES" ask your parents to take you to an antique shop - especially fun on a rainy day. (Be careful because the objects are very old and valuable - hands off!!)

*Bring a "TREASURE" to school and see if you can stump your classmates on its use.

OHIO Standards Addressed

West Virginia Standards Addressed

HISTORICAL THINKING	Social Studies Indicators - Grades 3-5
Analyzing and interpreting primary and	Develop questions through investigations- Evaluate sources and
secondary sources - (daily life)	use evidence-Communicate conclusions and take informed action.
GOVERNMENT - Studentspractice	CIVICS - Describe ways in which people benefit from working
effective communication skills -	together (families)
negotiation, compromise, collaboration.	HISTORY - Compare life in a specific historical time period to life
3.2 (change over time)	today.
4.2 (Create historical narratives w/	Grade 3 -Change over time-changes due to technology, etc.
sources)	SS 4.13 - Compare and contrast community life, family roles and
4.8 (technological innovations)	social classes in colonial America
	SS 5.24 - Identify prominent inventors and scientists of the period
	(Edison phonograph)

Sources:

BING - Free printable vintage clipart

https://www.bing.com/images/search?q=Free+Printable+Vintage+Clip+Art&Form=IQFRDR#a

ClipArt Panda

Graphics Fairy (all expected free)

Free Vintage Images: https://freevintageimages.co.uk/vintage-homeware/

Wax cylinders - https://www.antiquephono.org/basic-antique-phonograph-operational-tips/

CHANGE OVER TIME Castle rooms: Items: **Entry Hall** Sitting Room / 1-quill pen and ink Pens w/ nibs → fountain pens → ball pts. Library **Dining Room** 2- candelabra Still used (elegance); electric lights Only in "special" situations 3- sugar tongs **Parlor** 4- Wick trimmer Not in use - scissors Modern Kitchen 5-coffee grinder Electric grinder; coffee makers; Starbucks Summer Kitchen Upstairs Hall / Viewmaster → slides → etc. 6- stereoscope Family area Not in use-modernized 7- wax cylinder for Edison phonograph Modernized - electricity (not used as much??) 8- sewing machine Bedroom: 9- pitcher and basin Running water **Dawes** 10- shaving mug and brush Aerosol cream, electric razor Bedroom: Jessie 11-Trunk Suitcases; clothing stored in dressers and closets Not in US, but in Spain/other countries - ELECTRIC fans -12-fans Bedroom: Bertlyn AC

Common theme ?? - Electricity - 1888

**ENTERTAINMENT - Activities as a family - what brought families together/ what separates families? (meals, fireplace (warmth), story-telling, Music (voice, instruments, music box, phonograph, Echo or Alexa), Radio, TV.