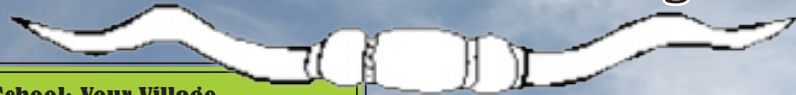


Curriculum & Flexible Custom Programs



Kindergarten and Pre-School: Your Village

Learn about your community, the past and other cultures. Through stories, making a take-home craft, exploring the buildings and interaction with volunteers, youngsters make generational contact and learn from experience.



Gr. 4 & 5: Colorful Characters

Discover the names of history, and the tales of the colorful characters that shaped the region. Learn about First Nations culture through stories and artifacts. Participate in the fur trade, dig for artifacts, pan for gold or drill to become a

The Village Scavenger Hunt !

The perfect way for Large Visiting Classes to explore the Village and get a chance to see EVERYTHING! With Adult or Mature Student supervision, small groups of 5 or less, go door-to-door, exhibit to exhibit, seeking the answer to particular quiz questions.

Sometimes you FIND an artifact, sometimes you have to READ. Can be combined with activity stations where you can make rope, dig in an archaeological pit, pan for gold, "hunt" for furs, or have dramatic encounters with costumed interpreters - like a one room schoolteacher or a Mountie drill sergeant. The quiz can be tailored to grade, class or curriculum needs, and fit into time frame with other class activities.

Besides the history, the Scavenger Hunt promotes skills in self-exploration and co-operation.

Grade 1 & 2: A Child's Perspective

Discover the life of a child in pioneer times. Dress in period costumes, eat lunch from a tin pail, or use a slate in the one-room school. Explore the early community, and engage in the many hands-on chores that need to get done! Learn folk dancing and about Alberta's First Nations.

Gr. 6: Cultures & Civics

How and why did peoples come to Alberta and where did they come from? What kind of community was built? Learn the cooperative principles used by early settlers. Discover the issues of an early prairie town as an actual citizen of early Pincher Creek. Experience the civic process and take part in an election day complete with speechmaking.

Home Schools, Youth Groups & Exchanges

Education need not end at school. Program flexibility allows us to present broad based programming for any need. Our historians can help focus into any aspect of the past. For after-school groups, 4-H, Scouts & Guides, youth club—the Village can offer an unparalleled worthwhile experience.



School Outreach

Our staff will visit your classroom to offer historical knowledge through artifacts, map study, stories or direct discussion. We tailor our outreach to your current curriculum lesson or programming. Outreach can also be utilized in conjunction with planned Village visits, or as a follow-up review.

Grade 3: Sodbusters and Cabin Builders

How did those early prairie dwellers build their first homes? Explore archival photos and spend time in log cabins, barns, early homes and a tipi. Become a homesteader as you learn how to create a new life from the materials around you, and deal with the hardships of the environment.



Middle School: Canadian History

Learn the names, dates and concepts behind our history and begin to understand its complications, and the long term impacts of historical events and decisions. Discover the role of the First Nations and contact, how the Fur Trade made the map of Canada, and the settlement of south-western Alberta by newcomers. Learn of military service and sacrifice, and see how technology and customs change with the times.



High School: Life, Career & Experience

Occupational careers of the 19th and 20th century are featured throughout Village exhibits: Transportation, Economics and Banking. Journalism, Politics, Law and Medical Practice. The evolution of town and country life are featured through Co-operative Business, General Store, Clothing and Fashions, Radio and Camera Technology. The Mounted Police are featured in several buildings, and the Military Exhibit commemorates Canada's role in war and peace.

Museum Resources

Students can conduct research in the KBPV Archives on a wide selection of topics – another tool to complete that special paper or project.

Our Village, and Our Educational Mission

In this outdoor heritage facility, history is accessible. Students interact with well-furnished historic buildings—and learn to respect and appreciate artifacts and heritage preservation.

We invite students to immerse in the life of a pioneer child, a fur trader, an archaeologist, a Mountie, or anything the imagination can suggest.

Our education program engages students in active inquiry, and encourages critical and creative thinking. Students step back in time and gain a sense of belonging in their community.

Our programs are curriculum based to meet your students' learning styles and interests. We assist you in tailoring a detailed schedule specific to lesson needs.

In the Fishburn School, your class can learn in a one-room atmosphere. In the new Hudson's Bay Store, learn how the Fur Trade created Canada. The role of Pioneer women and Frontiersmen come alive in the many conserved cabins, houses, and reconstructions.

Activities & Amenities

We strive to balance our delivery with hands-on heritage activities: candle dipping, creating pictographs, braiding, journal making, or "calf branding," tin punched lantern, bannock over the fire, pincushion quilting, or make a simple wooden craft. Make homemade ice cream, play with stilts, create an autograph book, learn Métis dancing. There are so many options, and too many to list! Contact our Education Coordinator for a complete offering of Activity centers

General Rates

Basic Programs

- **\$8.00** (per student/day)

Self-provided lunch. Meal arrangements can be made in advance for additional cost.

Adult Supervision Ratios

Kindergarten: 1 adult per 5 students

Grades 1-3: 1 adult per 7 students

Grades 4-6: 1 adult per 10 students

Grades 7-12: As needed.

Teachers and Aides, Adult Volunteer admission

Free of charge.

Above the Ratio, Admission is **\$10.00** per adult.

School Outreach Visit

\$50.00 flat rate, plus **\$0.50 /km** (from Pincher Creek.)

Self-Guided Group

Seasonal Museum Admission Rates Apply

Payment Terms: Cash, Cheque, Debit or Visa/MC. Due upon delivery of Invoice—either in advance or Program Day.

Something Else?

Contact Education Coordinator "Ranger Gord" to help tailor a program fitting your class or youth group needs.

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Contact & Registration

All programs booked in advance.

Kootenai Brown Pioneer Village

1037 McLachlin Drive

Pincher Creek, Alberta T0K 1W0

Ph: (403) 627-3684

Email: edcoordinator.kbpv@gmail.com

www.kootenaibrown.ca

KOOTENAI BROWN PIONEER VILLAGE

Educational Programs

*Leave the
Hi-Tech world
behind and pack
up for Adventure!*