



3101 Burritt Drive
Huntsville, AL 35801
burrittonthemountain.com

RETURN SERVICES REQUESTED

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PAID

Huntsville, AL
Permit# 253

Helpful Hints for your Trip

- Buses should circle the parking lot and drop students off by the Welcome Center so they disembark on the sidewalk. Then buses may park across the parking lot in the designated area if they choose to stay.
- Pack lunches in a class cooler or box. Plan to unload your lunches to a designated location upon arrival.
- Instruct students to dress appropriately for the weather on the mountain. Sturdy shoes for walking are encouraged. Long socks or pants are needed when hiking the trails.
- Minimum group size is 12 students, or \$96 minimum charge.
- We recommend bringing 1 parent/adult per every five or six elementary students unless we notify you of other requirements.
- Classroom teachers, aides and bus drivers are admitted free of charge. Parents and other chaperones pay the same rate as the students.
- For an additional fee of \$4.00 per child, select additional activities or choose to explore the Historic Park, mansion and nature trails on your own. You can always add shopping in Josie's to any visit.
- Cancellations must be made 2 weeks in advance to avoid a 25% charge.
- Cancellations due to severe weather may be made without charge. We will work with you to reschedule events influenced by inclement weather.

Go to www.burrittonthemountain.com to request a field trip or call 256-536-2882 for assistance.

www.burrittonthemountain.com



2018-
2019

Field Trip Guide

An educator's field trip resource guide.

Burritt on the Mountain's educational programs provide a variety of quality education experiences that meet national and state standards for social studies, environmental education, science, math, language arts, and the creative arts.

www.burrittonthemountain.com

Field trips can be arranged for your group of 12 or more, Tuesday through Friday of each week by making reservations at least two weeks in advance. Be aware that dates in fall and spring typically book early and quickly. Choose one of our “packaged” field trips or work with Burritt educators to create a custom-designed field trip for your class. Typically, the time frame required for these tours is one and a half to two hours, but schedules vary based upon the size of your group and the activities selected. Look for the length of the “packaged” programs to be noted if the time exceeds 2 hours. Prices vary from \$8.00 to \$14.00. Due to generous donations from our community, limited funding is available for full or partial scholarships for Title 1 schools. Please inquire.

Pre K- Lower Elementary

Program information will be adjusted based on grade level. These “packaged” field trips with multiple activities last approximately 1.5 hours. You may add or substitute a la carte activities. These 1.5-hour field trips cost \$8.00 per student.

Burritt's Barnyard Buddies

Come explore the barnyard and greet the animals that would have lived on 1800s farms in North Alabama. Discover why farmers had animals like these and meet some of Burritt's resident “Barnyard Buddies.” Complete an animal-themed craft as a souvenir of your visit.

Community-Past and Present

Visit our Historic Park and see how people lived in this region over 100 years ago. Play with traditional toys, learn about food and lifestyle of the 1800s and make a craft from the past.

Packhorse Librarian

Visit our packhorse librarian and our mule, Susie. Learn about the important role of the packhorse librarian in the hill country of the South. Listen as exciting stories are shared in our historic setting. Have loads of fun as you play old-fashioned games and create a craft to take home. This is a great activity for *Read Across America* and other literacy events.

'Tis the Season (Selected dates in November and December)

Join us with wondering eyes and cheerful giggles as you play games and hear a traditional story. Decorate cookies just like great-grandma did and design your very own card to share. Make an ornament to deck the hall at your home. The dates offered are: Nov. 13, 14, 15, 16, 20, 27, 28 and Dec. 11, 12, 13, 14, 18, 19, 20 and 21.



Alabama's Bicentennial Celebration!

Celebrate Alabama's 200th birthday at Burritt with special field trip activities designed to help students discover what is so great about our state and what was going on as our state got started!

Select the three age-appropriate offerings for a complete field trip package for your class, or pair them with A La Carte options to immerse your students in the life of Alabama's historic citizens.

The Story of Huntsville

Who is Huntsville named after? What happened here during the Civil War? Why are we the “Rocket City”? Be a part of history as we build a “human timeline” of the events and people that shaped our city.

Birds, Bugs, and Banners

What makes a symbol? What are the plants, animals, and even rocks that we associate with our state? Students will discover Alabama's state symbols, hear our state song, and work together to design a “seal” for their class.

Kids of 1819 (K-3rd Grade)

Enjoy this sampler of what life, work, and play were for kids at the time of Alabama's founding. Students get a chance to learn firsthand about what their day would have been like if they had been born 200 years ago—at home, on the farm, at school, and when playing.

Wish You Were Here! (3rd Grade and above)

Some towns in Alabama formed gradually, others in a big boom! Learn who settled here, why the early settlers chose to come, how their journeys went, and where they ended up. Students will examine primary sources and try to convince more settlers to join in.

Outreach & Distance Learning Options

If you can't come to Burritt, we'll come to you!

Outreach

Burritt can bring some of our most popular themes and artifacts right into your classroom. The fee for this visit is \$125.00 for the first hour and \$50 for each additional hour up to the maximum charge of \$375.00 for the entire school day. An additional fee applies for more than two presenters and for visits outside of Madison County. For additional information, contact 256-512-0148 or alice.kirsch@huntsvilleal.gov.

Distance Learning

Burritt's distance learning is available to enhance your student's learning and to offer affordable experiences the traditional classroom cannot provide. The topics offered include history, science and seasonal activities. For additional information, contact 256-512-0146 or shana.hyde@huntsvilleal.gov.



A La Carte

Experience the life of the 1800s and/or explore our natural world. Design your own field trip by selecting three activities for your class to learn about skills, housing, farm animals and more. School groups larger than three classes should select as many activities as they have classes (E.g., a school group with five classes should select five activities). Each a la carte activity takes approximately 30 minutes.

All activities will be adapted to meet the educational standards and developmental guidelines for the students' age and grade. Activities that are limited to specific grades are noted.

Introduction to Orienteering (3rd Grade and above)

Learn to navigate the old-fashioned way using a compass. Then, use your newly found skill to navigate through our orienteering course to find a prize.

Butter Churning

Churning butter was a common 1800s task. Learn the history and the science behind this skill as students make butter themselves.

Panning for Riches (April through October)

Experience panning for gems and minerals at our sluice. Discover the little known history of the Alabama gold rush.

Pantry or Pharmacy?

The 1800s herb garden not only provided the seasonings for the settlers' food but also the medicine to treat their illnesses and injuries. Learn about the uses of different herbs while exploring our herb garden.

Toys and Games

Pioneer children had many chores to do, but they also enjoyed time to play. Students learn about a variety of 1800s games and toys and play a game themselves.

Barnyard Tour

Visit our barnyard to meet the animals that were typically kept on a 1800s farm. Find out why farmers kept these animals and how they helped the settlers to survive.

Corn Shuck Toys (3rd Grade and above)

Learn about the importance of corn as a staple crop as well as its many varied uses. Then, make a corn shuck doll or other corn shuck toy of your very own to take home as a souvenir.

How Does Our Garden Grow?

Visit our garden to learn about the plant life cycle and about urban wildlife that might visit a garden.

Amazing Arachnids

Learn about different types of arachnids. Which ones are really scary and which ones are our friends? Make a souvenir spider craft to take home.

Cotton as King

Learn about the importance of cotton to the 1800s South, how it was processed and what it was used for. Experience carding cotton and run a "cotton-pickin'" relay race.

Sheep to Shawl

Making a wool scarf took more than a year in the 1800s. Learn what was involved - from raising the sheep to knitting the scarf. Students will card wool and view a spinning demonstration.

This for That

During the 1800s, goods and services were often bartered rather than being bought and sold. Student groups will be bartering so they can get enough imaginary food for the day. They will need to obtain food from all the food groups as they barter and trade.

Chores (K – 3rd Grade)

Students are often amazed at the chores children of the 1800s did. Your students will experience hauling firewood, scrubbing laundry, and sweeping floors as they imagine growing up in one of our historic houses.

Role of the Railroads (2nd grade and above)

Did you know that the first railroad west of the Appalachians was in Alabama? Learn about the development of the railroads and the role they played. Then experience an interactive "race" comparing different modes of transportation in the 1860s.

Historic Park Tour (2nd grade and above)

Visit the homes in the Historic Park to learn about different styles of architecture and the families that lived in the homes, as well as seeing some of the items they used in their daily lives. Do you know what a courting candle is? Can you spot the bathtub?

Woodworking (2nd grade and above)

What did our ancestors make using wood? See a demonstration of how to use a draw knife to shape a piece of wood and learn about some of the other tools our ancestors used when turning wood into useful items.

Mansion Tour (3rd Grade and above)

Visit Dr. Burritt's mansion. Learn about its unusual architecture and its many "green" features. Complete your visit with a challenging scavenger hunt.

What's for Dinner?

Find out about the types of food that settlers ate and how it was preserved and prepared. Learn about standard and non-standard measurement and help prepare spices and ingredients for a favorite receipt (recipe).

1918 School Programs

These programs include time in the Dorothy Davidson Rosenwald Schoolhouse and are scheduled from 9:00am to 1:30pm. The base price for these programs is \$12. If you select basket weaving as the vocational lesson for the School Day Experience, there is an additional \$2.00 supply fee per student.

A Child's Life: Home and School in 1918 (3rd grade; 9:00 - 1:30)

Learn about the daily lives of rural Alabama schoolchildren in 1918, including home life, chores, and school activities. Students will have the opportunity to see how factors including jobs and income, war, and family events could impact a student's ability to attend school. Students can compare and contrast lifeways of the past and present after hands-on experience with the chores and school lessons of the time.

School Day Experience (4th and 5th grades; 9:00 -1:30)

This exciting program allows students to experience a day in the life of a 1918 Rosenwald school. Fourth and Fifth graders will be transformed into 1918 students as they are outfitted in era-appropriate clothes, repack their lunches in baskets and pails, say the era-appropriate Pledge of Allegiance and study reading, writing, and 'rithmetic. Students also get to experience writing with a nib pen and ink, doing their lessons on slates, learning a vocational training lesson, and playing games of the time period during recess. Teachers select either basket weaving (additional \$2.00 supply charge per student applies) or gardening and plants as the vocational training topic for their class. Visiting teachers will receive before and after lesson plans to further their students' educational experience.

Curator's Challenge Workshop:

Big Ideas and Events 1900 -1920 (6th Grade and above; 9:00 - 1:30)

Become a curator! Students will tackle the challenge of curating and writing their own brief exhibit on a topic related to major social, political, and/or military events of the early 20th century such as World War I, Progressive Era reforms, and public health changes. Through brief full-class lessons, students will learn how to analyze objects, images, and numerical data like a historian before analyzing their own sets of primary source documents, images, data sets, and objects. Students will work in small teams to discuss, write, and craft their small exhibits before sharing with their classmates. Teachers will have the opportunity to choose from a selection of major themes for the workshop, and each group of students will work with a different set of materials related to that topic. Will your students rise to the challenge?

Festival Field Trips

Have your students join us for a full day of educational activities. With Burritt's decades of experience hosting festivals, your trip will be informative, organized, and fun. Students will be able to visit approximately twenty different learning stations throughout the day.

Folklife Festival

On Friday, November 2, Burritt hosts guest interpreters presenting folklife of our region. Experience a variety of traditional skills and crafts including blacksmithing, flint knapping, fiber arts, open hearth cooking and many more. Plan to join us from 9:00 -1:30 as your students learn about music, dance, arts, crafts, and skills of Appalachia. (Reservations required, \$8.00 per person).

Spring Farm Days

Burritt's SPRING FARM DAYS on Friday, April 5, 2019 from 9:00 am – 1:30 pm, is an exciting time to visit our barnyard animals, experience the historic skills and chores of our ancestors, and learn about life on the farm. Hands-on experience doing some of the old-fashioned chores, such as butter churning and mattress stuffing, is always a favorite. This day is full of fun and learning. (Reservations required, \$8.00 per person).

Upper Elementary – High School

Program information will be adjusted based on grade level. These “packaged” field trips with multiple activities last approximately 1.5 hours. You may add or substitute a la carte activities. These 1.5-hour field trips cost \$8.00 per student.

Wild Wonderful World of Animals (Grades 2 – 6)

Burritt offers animal studies including domesticated, wildlife, and urban wildlife. Explore the differences and similarities between these types of animals. You will have the opportunity to visit the habitat of a variety of animals as you hike the trails and travel through the barnyard. Learn and have fun as you play the food chain game.

Letterboxing and Geocaching (3rd Grade and above)

Letterboxing is an amazing game that was played in 19th century England and now is enjoyed all over the world. Come, learn the history of letterboxing, and then go on an adventure in the Burritt historic park as you hunt for clues that lead you to your prize. You will need to use logic and facts to figure out these clues, so come prepared to “reason” your way through the park. Students will make a logbook to use while letterboxing. They will also be introduced to geocaching, a modern “treasure hunt” that closely resembles letterboxing but uses modern technology.

How in the World? (3rd Grade and above)

How did the people of the past get to North America? Where did they come from? Learn about orienteering, cardinal directions and mapping as you trek across Burritt on the Mountain. You will participate in a treasure hunt as you use the compass to navigate through the park.

Native Americans of North Alabama

Learn about the Native Americans who lived in North Alabama during the early 1800s – what tribes lived in our area, what their lifestyle was like, and when they were removed from their lands and why. Experience the Trail of Tears simulation to learn about the journey Native Americans were forced to endure as they relocated to the west. Celebrate their culture as you learn to write using Sequoyah’s Cherokee syllabary and make a Native American craft.

Burritt and His Green Home

Dr. Burritt’s home has many features that were unique in his day. The straw bale insulation he used is only one of the many “green” features of this building. The shape of his home and the materials he used are just a few of the unusual features students learn about as they enjoy a scavenger hunt. Include a tour of the Historic Park to see how settlers designed structures to take advantage of solar heat, wind power and natural resources.



The Underground Railroad

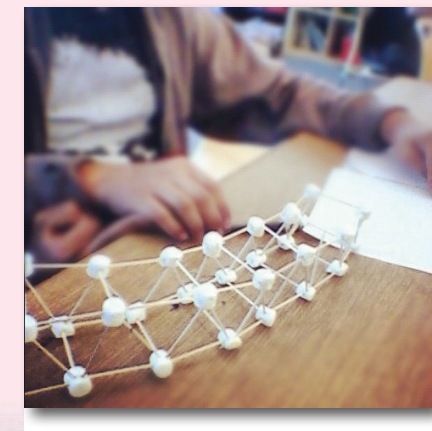
The Underground Railroad had no tracks or train cars, but it moved thousands of slaves from the South to freedom. Learn who traveled on the Underground Railroad and where they went. Follow the clues from one “safe” house to the next as your group travels to freedom. Learn each traveler’s fate at the end of your journey. Also, enjoy the music from this time as you create a souvenir craft.

Technology: Inventions and Innovations of the Past and Present

Explore the technology and inventions of the past. Students will see demonstrations and have hands-on experience using early technology. See how these technologies made life easier for our ancestors. Students will also work in teams on a design and engineering challenge.

Technology of the Past - Choose two of the following activities:

- Spinning - learn how wool is processed, from shearing the sheep to making a cloth item. Help prepare the wool for spinning as you card it. See a demonstration of how wool is spun into thread or yarn.
- Blacksmithing - learn about the many items a blacksmith would have made in the 1800s and the tools that he would have used. Watch as our blacksmith heats and hammers iron into a useful item such as a nail or “S” hook.
- Churning Butter - butter was an essential food for the settlers in 1800s Alabama. Learn the science and history behind making butter and the tools we use to make it. Try your hand at churning butter and watch as butter “makes.”
- Using Farm Tools and Equipment - learn how corn, the most important food crop for southern settlers, was shelled and ground into meal. If time allows, learn about additional farm equipment and tools such as plows and row planters.
- Woodworking - see a demonstration of using a draw knife to shape a piece of wood and learn about some of the other tools our ancestors used when turning wood into useful items.



Engineering and Design - Select one of the following activities:

- Egg-o-nauts, use the materials provided to build a containment system to protect your egg-o-naut (raw egg passenger) as it is dropped from height. Which team of students will have the most successful design?
- Marshmallow Bridges - think like a real civil engineer. Use your imagination to build a bridge with ease. Test your design without having to glue all the tooth picks together.

