Pre-Visit Activities

1. SCOOPS Think about it!
   a. Think of all the ways people travel.
   b. How can you get information about something you know nothing about?
   c. Name the things it takes to make a city?

2. Historian Harry's Hints: Using Primary Documents
   Use the included materials to practice reading pictures and artifacts.

3. History is a story: Memories, Eyewitness Accounts, Evidence and More!
   Choose a school event that everyone has experienced. This could be a program, a lesson, community reading day or even the first day of school. Write down student's memories. What do other people remember? Do you have any evidence of the event? What is the most reliable source? What do the other sources add to the story? Are they important? Why?

4. What's your story?
   Encourage students to look at old photos and keepsakes with their families. What stories do they tell? Arrange them into categories by person, event or year. Label them with an event or caption, date, place and names of the people in the photo. Put them into an album or scan them onto your computer to tell your story.

5. George I. Alden Family Gallery Gazette
   A Peek at the Past Edition
   Activity Newsletter for students visiting the gallery
   *Annotated Teacher edition with answers

Post-Visit Activities

1. Think about it
   What did you know about Worcester, diners, factories and Stephen Salisbury's store before your visit to Worcester Historical Museum? What did you learn about these places on your visit? A chart to show what you learned, what more you want to about them and what resources can think of to find that.

2. What's the difference?
   Use the Venn diagram to compare and contrast a diner with your favorite restaurant. How are they the same? What makes them different? Which one do you prefer? Write a sentence telling the reasons you made your choice.

3. Reading your neighborhood.
   Take a walk through your neighborhood. Use the tally sheet to identify stores, restaurants, workplaces, housing, services and places to have fun. What in your neighborhood represents a city, state or national service?
   Choose something from your list. What story does it tell? What memories do you have of this item? What do other people say about it? What evidence can you collect that will tell you more? Take a photo or draw a picture and explain why it is special to you and to Worcester.

4. I can make it better!
   Think about the item you described from your neighborhood walk. How would you make it better? Redesign it, construct it or make a drawing or model. Tell the story about what you did to improve it and why your version is better.

5. Kid Quest
   Send a photo or illustration and a short description of your new and improved item. to the Alden Family Gallery Kid Quest wall and share your creativity with others!

Theme and Gallery Vocabulary

abrasives any material or substance used for grinding or polishing.

apprentice a person who works for another in order to learn a trade.

artifact a handmade object characteristic of an earlier time.

bandbox a lightweight box of pasteboard or thin wood for holding a hat.

barbed wire wire having small pieces of sharply pointed wire twisted around it a short intervals, used chiefly for fencing in livestock.

bonnet a hat usually tying under the chin and framing the face worn by women in earlier times.

brooch a clasp or ornament having a pin at the back for passing through clothing and a catch for securing the point of the pin.

confectioner a person who makes or sells candies, ice cream and cakes.

document a written or printed piece of paper furnishing information or evidence

elaboration expanding and giving details when describing.

evidence that which tends to prove or disprove something.

eyewitness a person who actually sees some act, occurrence or thing and can give a firsthand account of it.

looking glass anything used as a mirror, as highly polished metal or a reflecting surface.

milliner a person who designs, makes or sells hats for women

patent the exclusive right granted by a government to an inventor to manufacture, use, or sell an invention for a certain number of years.

shire town administrative center or seat of government for the county, usually the location of the county courthouse