



TOUCHING THE PAST

“Beyond the Classroom” Experiences for Students!

Our comprehensive **Touching the Past** curriculum includes a variety of programs tailored to specific grade levels (K-12) and designed to address specific sets of SOLs within a grade level, incorporating gallery and classroom activities that encourage creative expression and reinforce critical thinking skills.

Grade K: **WHEN I GROW UP ...**

When I Grow Up ... introduces kindergarten students to many careers in both civilian and military spheres. Students try on the hats and tools of civilian careers, then explore the galleries to learn more about jobs in the military. Students receive a “career” coloring book to enjoy at school or home.

VA SOL – History K.1a, K.2; Economics K.6, K.7a; Civics K.9

Grade 1: **LOGO LINGO: AMERICA’S PATRIOTIC SYMBOLS**

Based on the symbols of American patriotism, **Logo Lingo** requires students to collect “pieces” of our history while identifying major historical figures. Following the gallery exploration, small groups work to solve the “puzzle.” A math graphing activity may be used to extend the experience at school.

VA SOL— History 1.2; Geography 1.4a, b, 1.6; Civics 1.11a

Grade 2: **TRICKED-OUT TRANSPORTATION**

In **Tricked-Out Transportation**, students learn to identify four specific historical time periods, various modes of transportation, changes in technology over time, and concepts of past and present. In the galleries, students collect data to create graphs.

VA SOL—History 2.3, Geography 2.6, Civics 2.11

Grade 3: **GIZMOS: A LOOK AT SIMPLE MACHINES**

Gizmos, one of our most popular offerings, is a unique math/science-focused program about simple machines in a history-based museum allowing for cross-curricular activities that expose students to several disciplines at once.

VA SOL—Science 3.1a, g and 3.2a, b, c, d

Grade 4: **THE BOAT STOPS HERE**

To learn about the regions and resources of Virginia, students create an interactive **The Boat Stops Here** map by placing Virginia’s resources in appropriate geographic regions. During the gallery activity, students realize that an area’s geography has a significant impact on Quartermaster soldiers and the challenges they must meet to complete their mission of supply.

VS. 1a, b, c, d, e, f, g, I; History VS.2f; Geography VS.2a, b, c; VS.3b; VS.4c; VS.6c

Grades 5 –12: WHAT IZ IT??

What IZ It? allows students to expand critical thinking skills through an artifact identification program. Students use their senses to identify hidden objects, trying to discover who used it, how it was used, and why it was important. After making tactile inferences, students explore galleries to find the “real things” and put them into historical perspective.

VA SOL—US1.1 a, b, c, d, e, g

Grade 7: AN ADVENTURE THROUGH HISTORY

An Adventure Through History provides a comprehensive SOL review as students literally walk through time. They will stand beside soldiers during the Battle of Little Big Horn and walk in Eisenhower's footsteps as he nervously awaited word of the D-Day invasion. Students will make connections between the captains of industry and General Patton in an unforgettable way. With the help of "Bessie" the cow, students will visualize the Domino Theory and understand the Cold War. Primary documents, images and artifacts further enhance the learning experience.

VA SOL—USII.1 a, b, c, d; I USII.4 a, b, c, d, e; USII.5 a, b, c; USII.6 a, d; USII.7 a, b, c; USII.8 a, b, c, d, e; US11.9 a, b

Grades 2-12: QUARTERMASTER QUEST FOR KNOWLEDGE

Discover the hidden “gems” of knowledge sprinkled throughout the Quartermaster Museum. With your team, journey on a quest, which incorporates map skills, critical thinking, and friendly competition. Each **Quest for Knowledge** is designed to meet the SOL requirements of the grade level participating.

OUTREACH PROGRAMS

Grades 4-11: THE REVOLUTIONARY WAR

Students make new discoveries about **The Revolutionary War** while investigating George Washington’s camp chest full of exact replications of the original contents housed at the Smithsonian. With these items, students compare the lives of common and wealthy soldiers, and gain a glimpse into the life of our first president.

USI.1a, b, d, e, f; USI.5c and d; USI.6a and d

Grades 6-12: WORLD WAR II

World War II is an outreach program for 6th through 12th grades, designed and presented in partnership with the U. S. Army Women’s Museum. It focuses on the Quartermaster soldier, changing women’s roles during and after the war, and the Holocaust. Students handle World War II artifacts and try on period uniforms and clothing; educators share WWII soldiers’ personal stories. In addition to addressing SOLs, the program encourages students to investigate their own histories by demonstrating that history is learned not only in school or from text books.

VA SOL—VUS.11 a, b; VUS.12 a, b, c, d