



MUSEUM OF EARLY  
TRADES & CRAFTS

# Additional Program information for *A Child's Life in Early America*

## PROGRAM OVERVIEW

Best for 1st to 2<sup>nd</sup> grades

At METC

Outreach

Live Virtual

Digital Written Lesson Plan

Digital Video Lesson Plan

What was it like to be a child living in Early American times? Was it very different from how children live today, or are there similarities? Children will experience a day-in-the-life of an Early American child, problem-solving the challenges they faced.

## STANDARDS & PRACTICES

**6.1.2.EconET.1:** Explain the difference between needs and wants.

**6.1.2.HistoryCC.3:** Make inferences about how past events, individuals, and innovations affect our current lives.

*Use critical thinking to make sense of problems and persevere in solving them*

## PROGRAM OBJECTIVES

Students will:

1. Use objects as a source of information and inspiration by role-playing daily life in the early 19th century with common household tools.
2. Compare their lives to the lives of Early American children by stating similarities and differences.
3. Understand how early Americans used innovation and creativity to live in a world before the invention of electricity, phones, cars and many other modern technologies.
- 4.. Communicate effectively to classmates and teachers.



## SUGGESTED PRE-PROGRAM ACTIVITY

### Chores

Doing chores and sharing jobs and tasks is important for schools, organizations, and families. Chores help keep things running smoothly, and make the people doing the chores feel helpful and responsible.

1. Have your students make a chart of the chores they do to help their family. Also make a chart of the chores the students do in the classroom.
2. Do you think the chores that children do today are similar to those during the 18<sup>th</sup> and 19<sup>th</sup> centuries? How might they have been similar? How might they have been different?
3. Why is it important for people to help each other by doing chores and other tasks?

## SUGGESTED POST-PROGRAM ACTIVITY

### Marble Games (see our marble-games video to see this in action)

The shooter marble (the “taw”) is usually a little bigger than the other marbles (“kimmies”) and flicking the taw accurately is key: Put the taw between your 2<sup>nd</sup> and middle fingers; then put your hand on the ground so your 2<sup>nd</sup> knuckle touches the ground (“knuckling down”). Flick the taw with your thumb to roll it.

**Cannonball** (It helps to have a box lid or something else with sides to play in)

Draw a large circle in your box lid or on another flat surface. Put all your small marbles in the circle. Take turns with the other players trying to “shoot” as many marbles as you can out of the circle.

**Tic-Tac-Toe** (can be played on dirt, a good sidewalk, or in the classroom)

Draw a block of 9 squares on the surface or use existing floor tiles. Draw a “pitching” line 3 or 4 steps away. Take turns trying to make a straight or diagonal line by “shooting” a marble into each square. It’s legal to knock someone else’s marble out of a square!

**Make up your own marble game!**

Think of a new game that you can play with your marbles. Write up the rules for playing and teach it to your classmates.

If you have any questions or require any additional information, please feel free to contact the METC Education Department at 973-377-2982, x12 or [education@metc.org](mailto:education@metc.org)