



EDUCATIONAL PROGRAMS

Field Trips & Museum2U

With so much to explore,
we're sure to have an
educational program that fits
your students' needs!

PMVbookings@pickering.ca

(905) 683-8401

pickeringmuseumvillage.ca/education

MUSEUM2U PROGRAMS

If you can't go on a field trip, we've got an epic solution for you! How about bringing the museum straight to your classroom? It's like having a VIP pass to an incredible learning adventure! You get to choose the program you want, and we'll send a Museum Interpreter to your class for an unforgettable experience! And the best part? This awesome Museum2U program is available all year round, so the fun never stops!



SCHOOL'S IN!

GRADE 2-3

We'll send our Museum Interpreter to you along with enough slates and slate pencils for some old-fashioned school fun! Lessons in spelling, elocution and arithmetic will include schoolroom rules from 200 years ago! At the end, we'll wrap it up with a compare and contrast between school then and now.

MUSEUM2U PROGRAM



FAR BACK FUN

K-GRADE 3

Our Museum Interpreter will lead students in games played by Indigenous and early European settler children 200 years ago. Students will gain the building blocks of constructive play by learning how to manipulate old toys, and play games using vocabulary, rhythmic patterns, body percussion, movement, and cooperative interaction.

MUSEUM2U PROGRAM



MAPPING GEORGE'S FREEDOM

GRADE 6-8

Explore the life of local Black settler, George Chapman, against the backdrop of changing enslavement laws and the Underground Railroad. Through hands-on activities, students will analyze primary sources, learn about the Underground Railroad's secret codes, and apply those codes to plot a route for George from enslavement in Virginia to a free life in Pickering Township.

MUSEUM2U PROGRAM



1837!

GRADE 7

Pickering Township was a hotbed of political unrest in the 1830s. Through role-play and hands-on activities, we'll help students use historical inquiry to explore physical, social and political challenges facing all Upper Canadians. Students will understand the causes and consequences of the 1837 Rebellion. They will learn stories of local people and decide for themselves where their sympathies would have rested. Program reservations will include pre- and post-presentation activities for teachers to do with their students to prepare for and round out the experience.

MUSEUM2U PROGRAM

FIELD TRIP PROGRAMS

Get ready for an epic journey through time at Pickering Museum Village! Our educational programs align with the Ministry of Education's curriculum, making learning super exciting and relevant. When you visit, you'll be transported back in time to a historical setting where you can participate in a wide range of interactive activities. We've got you covered with cross-curricular experiences that cater to everyone's needs, ensuring a truly immersive and engaging learning adventure.

Program Length: 90 minutes



FUN ON THE FARM INDEPENDENT DISCOVERY

GRADE 2-3

We'll provide scavenger hunt cards, and you'll explore independently in groups lead by you and your chaperones. Spend time in our Combination Barn exhibit: try milking Buttercup the demonstration cow, comb the tail of Clyde the demonstration Clydesdale foal, judge fair exhibits, and grind feed for cattle. Next, explore our village to find items on your hunt cards.

FIELD TRIPS - (EN OR FR)



Farmers brought their grain
here to be milled. In
1850, the first Frederick
Green operated this mill.

Water powered the machines
through the power of water. To run
them properly, millers had to make
sure that the water flow and
pressure was right. Big, circular
stones would grind the grain to
create flour.

Smalls like by waterpower were
also important. Cotton was used
to build houses and businesses in
and all kinds of things, tools
and equipment.

Do you think you know what it
takes to control the water's
flow? Try our water wheel in the
park!

Please do not drink the water.

ROOTS TO REBELLION

Pickering Township faced a lot of political turmoil in the 1830s due to issues like unfair land distribution and lack of government support for roads. Farmers in Upper Canada were frustrated and considered overthrowing the government. Students can learn about these reasons through mapping exercises, role play, and hands-on activities at Pickering Museum Village.

FIELD TRIPS - (EN OR FR)



BLACKSMITH'S APPRENTICE QUEST

Join our Museum Interpreter to learn about the life of a blacksmith's apprentice while solving puzzles, finding clues, earning tools for your toolkit, and becoming a full journeyman in this quest-style education program.

FIELD TRIPS - (EN OR FR)



SCHOOL DAYS

The bell has rung and it's time to step back in time to the early days of school and slates! Our Museum Interpreter will lead your students through authentic lessons (and a few old-time school rules), some recess games (including Indigenous games), and a few before- or after-school chores.

FIELD TRIPS - (EN OR FR)



MILLIE'S DAY

Pickering's early Black settlers faced many hardships in their first years in Upper Canada after finding freedom. Experience early settlement through the eyes of young Millie and share in the work needed for her family to clear their land and road allowances, build fences, and help around the home.

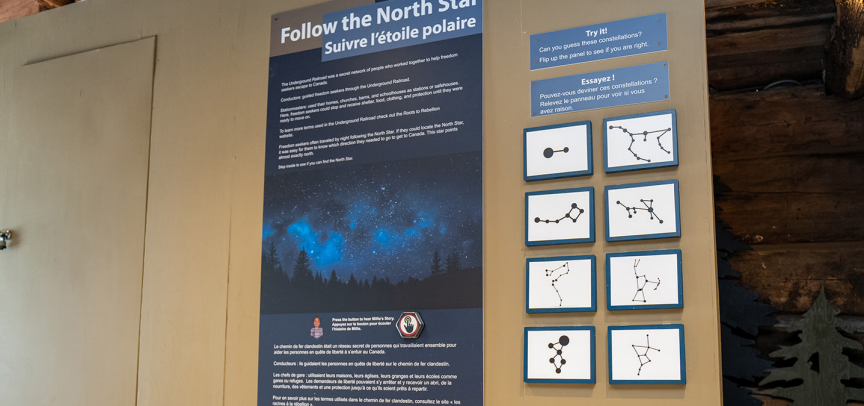
FIELD TRIPS - (EN OR FR)



PLAYFUL PURSUITS

Explore life for children 200 years ago through play. Try our toys (batteries are not included!) and games, learn to make rope, and finish off by making and learning a game to take home. This program takes place outdoors, in the Drive Shed. Indoor space for parlour games will be substituted in poor weather.

FIELD TRIPS - (EN OR FR)



FOLLOW THE DRINKING GOURD

Early Black settler, George Chapman, had been enslaved in Virginia before settling in Pickering Township. Students will explore how George may have followed the Drinking Gourd (north star) to find freedom in Canada and what that freedom looked like on a small plot of land in this hands-on, interactive program about the Underground Railroad and early settlement.

FIELD TRIPS - (EN OR FR)



TRAITORS!

This is an afternoon add-on to the Roots to Rebellion program. This cannot be booked on its own.

Can you betray the King and still be loyal? Learn about the risks of early elections and how farmers went from peaceful protests to armed revolution for better governance. Experience this through role-playing and interactive activities. Discover the consequences of treason and how it led to democracy in Canada. This program explores the politics of democracy in the 1830s.

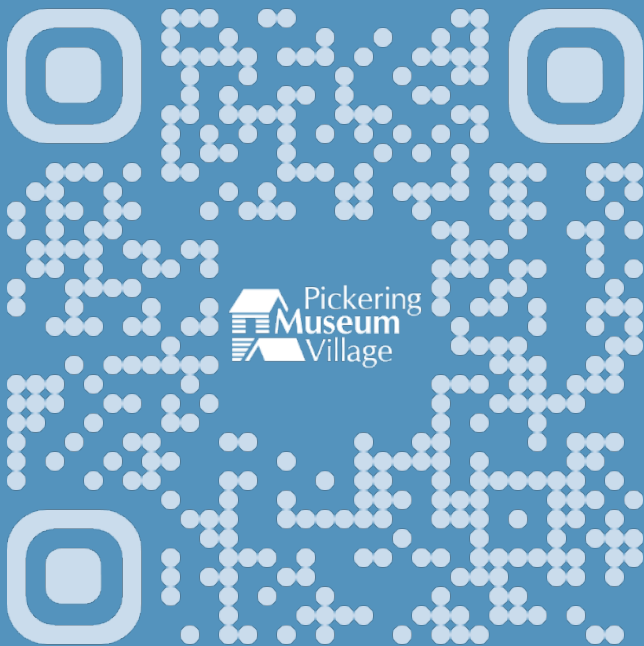
FIELD TRIPS - (EN OR FR)



TEDDY'S HOLIDAY ADVENTURE

Follow the story of Teddy Bear as he journeys through the museum village discovering the many holiday traditions from around the world! Equipped with a storybook and activity sheets, teachers and chaperones will help students to explore customs, read maps, and identify where in the world the traditions began. They'll even make a Victorian thaumatrope toy with a Diwali rangoli design to take home.

FIELD TRIPS - (EN OR FR)



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