



COR MUSEUM

EDUCATION PROGRAMS

BACKGROUND

Here at the City of Raleigh Museum, we strive to make history come alive! Our goal is to provide a variety of hands-on programs that will engage students, and get them excited about their local history. Our programs use local historic sites, artifacts, and photographs. Many of our programs correspond to exhibits currently on display at the museum. Some programs will have recommended grade levels, and some can be adapted to multiple grade levels. These programs can be a fun and unique way to meet NC Standard Course of Study goals in Social Studies, English, African-American Studies, and Art.

PROCESS

If you are interested in registering your class for a program, follow these steps:

- 1.) Take a look at our program offerings and their corresponding essential standard.
- 2.) Fill out all necessary information on the contact form, and make sure it is correct.
- 3.) Choose 3 programs to fill out your day.
- 4.) Have a few dates in mind, as your initial date may be taken!
- 5.) Wait for us to confirm your trip and details!

FAQ

Q. How much do field trips cost?

A. Our field trips are free!

Q. How many students and classes can we bring?

A. We can accommodate 75 students at a time or 3 classes. We request that you schedule more days if you have more than 3 classes.

Q. What does a typical field trip schedule look like?

A. The trip will consist of 3 rotations, indoor and outdoor programs available. Students will be split into their classes for the duration of the trip (Capitol Games is the exception)

Q. What time do field trips begin?

A. Typically, field trips begin at 10:00am and end by 12:00pm

Q. Can we have lunch at the museum after the field trip?

A. Unfortunately, we cannot provide a space for lunch; however, we are a 5-minute walk from 2 parks (Nash Square and Capitol Square) which provide a great lunch space.

Q. Do you have field trips for middle or high schoolers?

A. For Middle and High School groups, please contact the museum for offerings specific to your curriculum needs.

Q. Can we bring chaperones?

A. Yes, we welcome chaperones. We encourage all chaperones to be involved in the program and jump in when asked. We hope that everyone will be invested in the activities. We request that chaperones limit background conversation and the use of cell phones so that the students are not distracted.

Q. Is there a gift shop?

A. Yes! We have a gift shop. However, due to the size, we ask that 10 students shop at a time. If you are interested in shopping, please let us know in advance so we can be ready for your group!

Q. Where can our bus park?

A. There is a loading and unloading zone directly in front of the museum. A free bus parking is located at 201 E. Jones St. This location is shared with the State museums and is first come first served. All personal vehicles will need to utilize downtown street parking or parking decks. Follow this link for more information: <https://www.godowntownraleigh.com/get-around/parking>

City of Raleigh Museum

Program Name & Description

Recommended Grade Level NC Essential Standards

Symbols of Raleigh – Students will learn why symbols have been selected to represent the City of Raleigh and how they are reflected in the community. They will also examine the city flag to identify these symbols. Using their understanding of why symbols/flags are selected, they will design their own symbol/flag that will represent themselves.	K-2	K.V.1; K.V.2; K.CX.1; K.CR.1; 1.V.1; 1.V.2; 1.CX.1; 1.CR.1; 2.V.1; 2.V.2; 2.CX.1; 2.CR.2;
Planning a Kid Friendly Community – Students will plan their own city based on what they know about their own community.	K-2	K.E.1; K.C&G.1; 1.H.1; 1.E.1; 1.C&G.1; 1.C.1; 2.C&G.1; 2.C&G.2; 2.C.1;
Fayetteville Street Time Lapse – Students will use historic photos of Fayetteville Street to explore Raleigh has changed over time. They will learn how to analyze photos as a primary source.	K-2, 3-5	K.H.1; 1.H.1; 2.H.1; 3.H.1; 3.H.2; 4.H.1; 4.H.2; 4.G.1; 5.C.1;
Raleigh Then – Students will receive an overview on Raleigh history including: Sir Walter Raleigh, the Lost Colony, William Christmas, the planned city, becoming the capital of NC, and basic facts about Raleigh	3-5	3.H.1; 3.H.2; 3.C.1; 4.H.1; 4.H.2; 4.G.1; 5.H.1;
Fayetteville Street Walking Tour – This tour spans the length of Fayetteville St (from the Capitol Building to Memorial Hall.) Examine some of the buildings, both historic and modern. Learn about events that helped shape downtown Raleigh. Discover Raleigh’s “Main Street” and the history that surrounds it.	3-5	3.H.1; 3.H.2; 4.H.1; 4.H.2; 4.G.1;
City Planners – Design your own city! You and a team of fellow city planners, will learn what is involved with planning a city, and realize those plans through a physical model. Will your city be Sports-focused? Education-focused? Historically-focused? Business-focused? A Metropolis that tries to incorporate everything? What kind of city will yours be?	3-5	3.E.1; 4.G.1; 4.E.1; 5.E.1;
People’s Politics – Students will learn about city government and how it operates. They will use new knowledge to debate and vote on a community related topic.	3-5	3.H.1; 3.C&G.1; 3.C&G.2; 4.C&G.1; SL.2.1; SL.3.1; SL.4.1; SL.5.1;
Briggs Building – Students will learn about Raleigh’s first skyscraper, the Brigg’s family, and will examine artifacts. Artifacts will be historic tools once sold at Briggs Hardware	2-5	2.H.1; 2.E.1
Civil Rights Protest Songs – Examine some Protest Songs from the Civil Rights Movement, the message they communicate (and related themes,) and the events that inspired them. Compare protest songs from the Civil Rights Movement to modern protest songs. Exercise you songwriting abilities by writing your own protest song.	3-5	3.C&G.2; 3.C.1; 3.CR.1; 4.C.1; 4.CR.1; 5.CR.1;
Civil Rights Photo Analysis – Analyze photos from the Civil Rights Movement, learn the events that inspired them, and discuss what the subjects might have felt at the time. Also learn how the events depicted affected the people involved, the politics of the time, and modern society.	3-5	3.C&G.2; 3.C.1; 4.H.1; 4.C.1; 5.H.1; 5.G.1;
Political Cartoons Analysis – Have you ever seen a political cartoon in the newspaper? Have you ever wondered what it means? Come see our Political Cartoon Exhibit for a chance to examine how political cartoons are perceived; how they influence and are influenced by culture; and the role they play in government, policies, and elections.	3-5	4.C.1; 5.H.1; 5.H.2;

Pope House Museum

Program Name & Description	Recommended Grade Level	NC Essential Standards
Artifact Handling: Dr. Pope's Medicine Bag – A hands-on experience, learn about some of the equipment that Dr. Pope and other doctors of his time would have use. Learn what the equipment was used for and what it might have influenced today	K-2 3-5	K.H.1.1; 1.E.1.1; 2.H.1.2; 3.E.2.2; 4.G.1.4;
Pope House Tour – Take a tour of one of the most prominent African-Americans in downtown Raleigh's history – Dr. Pope. Learn about his life; his medical practice; his family; his contributions to the African-American community in downtown Raleigh; and explore one of the oldest standing houses on Wilmington Street.	3-5	3.C.1; 4.C.1; AAS.H.1; AAS.H.2; AAS.E.1; AAS.C&G.1; AAS.C.1;
African-American Walking Tour – Learn about the African-American influence in downtown Raleigh in a tour that includes the Pope House, Stronachs Alley, Wilmington St., and Shaw University.	3-5	3.C.1; 4.H.2; 4.G.1; 4.C.1; 5.C.1; AAS.H.1; AAS.H.2; AAS.E.1; AAS.C&G.1; AAS.C.1;
Stronachs Alley: Then, Now, and Next – Learn the history of Stronachs Alley. See what once stood in Stronachs Alley, compared to today. Picture what it might look like in the future, and express those ideas through drawing!	3-5	3.V.2; 3.V.3; 4.G.1; 4.V.2; 4.V.3; 5.C.1; 5.V.3;

Capital Games

** This program is a standalone program. It requires 2 hours to complete and can accommodate 50 students.

Capital Games – Play the Capital Games! Join a secret mission to preserve Raleigh's identity by participating in a scavenger-hunt style game! Each student-led team must determine the theme of their hunt, based on the places they visit – each team has a different theme! Each team member will have a job to do, and only by working together will you learn your secret theme! (Teams are largely student-led with chaperones acting as facilitators.) Themes include: Businesses; Skyscrapers; Government; Religion; African-American History; and Art.	3-5	4.H.2; 4.G.1; 4.C&G.1; RI.3.1; RI.3.2; RI.4.1; RI.4.2; RI.5.1; RI.5.2; W.4.2; W.5.2; SL.3.1; SL.3.2; SL.4.1; SL.4.2; SL.5.1; SL.5.2;
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