Spring 2020 Field Trips at Old World Wisconsin

We offer a variety of school programs, each designed to support your in-classroom learning, while offering hands-on minds-on play in a sensory rich environment.

A Field Trip to Old World Wisconsin consists of 1, 2, or 3 of the following programs. Please refer to the color-coded schedule to see what is offered on what day.

The First Step in booking a Field Trip is to fill out the Field Trip Request Form which can be found at OldWorldWisconsin.org/field-trips

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VILLAGE QUEST (Fridays/Green) is designed for Grades 6-12, and consists of a 90 minute role-playing-game adventure in our Crossroads Village. Travel back in time and talk with Villagers to gather information about the life a person from the past. But you have to hurry! The Paradox that lets you time travel is not stable, and if your team can’t gather data, document sources, and craft the narrative of your person’s life their story will be lost forever!

Village Quest is $8/student.

Group Size:
80 students max per Quest, divided into teams of 8 students max.
Requires a 1:8 chaperone ratio.

FIRST FIELD TRIPS (Fridays/Green) are designed especially for younger students (K-3) who are new to field trips. It’s less walking for little legs, and the day isn’t too long. Each field trip consists of 2 programs, Farm Kids and Pioneer Kids (details below) and a lunch break that includes play time.

First Field Trips are $6/student.

Group Size:
60 students max per Program, divided into small groups of 20.
Requires a 1:10 chaperone ratio.
First Field Trips Include the following two programs:

**Farm Kids** — (Incorporates History, Social Studies, Basic Science)
Learn about life for early immigrants who had to **pack a trunk** with all of their belongings and journey to Wisconsin. Once here, life on a farm often depended on animals that students will get to meet at an **animal encounter**. Then we get to work in the kitchen and use questioning to explore **food traditions**.

**Pioneer Kids** — (Incorporates History, Social Studies, Game Play, Nature)
Learn firsthand how a **one-room school** education taught children not only their English ABCs, but also how to be an American as students participate in a class and **outdoor recess**. Then walk home to a **one-room cabin** in the Wisconsin Territory and explore the space with a **scavenger hunt**.

**CLASSIC FIELD TRIPS** (Wednesdays & Thursdays/Blue) are designed for grades 4-8 and include the iconic Old World Experiences you know and love! Your day will consist of 2 or 3 60 minute programs chosen from the list below, plus a lunch break.

**Classic Field Trips cost $8** (2 programs) or $11(3 programs) **per student**.

**Group Size:**
44-66 students max per Program, see program details below.

*Note* your group will be sub-divided into smaller groups of 22 students that will rotate to different stations within each program.

**Requires a 1:10 chaperone ratio.**

**Global Kitchen** — (Incorporates History, Geography, Economics, Science)

44 students per 60 min program
From the busy **General Store** to a **bustling kitchen**, students will learn how to shop and use ingredients in the 19th century. How does cinnamon get from Southeast Asia to Wisconsin? **Follow the map**! How do you buy a pound of sugar when it comes in a giant barrel? **Measure it out**! Students will explore world connections, economics and kitchen science in this busy, hands-on tour.

**Historic Pastimes** — (Incorporates History, Engineering, Art, Social Science)

44 students per 60 min program
Not every moment was dedicated to work - **leisure time** in the 19th century can teach us a lot about History! Learn about **19th century cycling** by going for a ride, join a traveling **theatre troupe** and help put on a play- but do you trust the critics writing the reviews? Learn about **primary and secondary sources** and judge for yourself.

**Apprenticeship** — (Incorporates History, Science, Economics)

66 students per 60 min program
Students tour the **Wagon Shop, Blacksmith Shop, and Shoe Shop** and learn about the role of apprentices (kids just like them) in historic trades. They’ll learn about the chemistry and physics of the trades and see first-hand the art and science of historic trades.
**Settling In** — (Incorporates History, Social Studies, Geography)

*66 students per 60 min program*

Why would people half a world away pack their belongings into a trunk and leave their homeland to come to Wisconsin? Students learn the answer to this question as they pack an immigrant trunk, try traditional activities such as carding wool, and learn about farming with a heritage animal encounter.

**School House** – (Incorporates History, Social Studies, Game Play, Nature)

*66 students per 60 min program*

Learn firsthand how a one-room school education taught children not only their English ABCs, but how to be an American as you participate in a class and outdoor recess. Then walk home to a one-room cabin in the Wisconsin Territory and explore the space with a scavenger hunt.

**Pioneer Power** – (Incorporates History, Simple Machines, Physics)

*66 students per 60 min program*

It took a lot of science, technology, engineering, and math skills to run a successful immigrant farm in early Wisconsin. Discover what 19th century “STEM” was like by learning about rope making, using pulleys and levers and other simple machines.