

Class Summary

Quick Facts

Outside: 2 hours, 20 minutes

Grade: 4 - 8th

Offered: Year-round

Physical Activity: 1/2 mile, low

Other: Students will be using and/or near sharp objects and fire.

Concepts

- Push/Pull Factors
- Survival
- Perspective

[Minnesota Academic Standards >](#)

- Social Studies
- Language Arts

[Classroom Activities >](#)

- Pre: *Promise of America/Life in America*
- Post: *Perspectives and Diving Landscapes/Your Ancestry*

STEM Components

- Operate

IB Profiles

- | | |
|---|---|
| <input type="checkbox"/> Inquirers | <input checked="" type="checkbox"/> Open-minded |
| <input checked="" type="checkbox"/> Knowledgeable | <input type="checkbox"/> Caring |
| <input checked="" type="checkbox"/> Thinkers | <input type="checkbox"/> Risk-takers |
| <input type="checkbox"/> Communicators | <input type="checkbox"/> Balanced |
| <input type="checkbox"/> Principled | <input checked="" type="checkbox"/> Reflective |

Revised April 2012

Outcomes:

1. Students will learn why many immigrants left their homeland to start a new life in Minnesota.
2. Students will practice the skills early pioneers mastered in order to survive on the frontier during the 1800's.
3. Students will reflect on their experiences and compare how their life shares similarities or differences to early settlers.

Synopsis:

Minnesota's rich cultural history comes to life as students take on the roles of early pioneers traveling to Minnesota in the 1850's. Sawing logs, starting fire with flint and steel, wheat threshing, and making soda bread are just some of the activities participants will sample at a recreated pioneer homestead.

Outline:

The Long Journey (20 minutes)

Traveling to the Minnesota territory was filled with hardship and danger. During the journey to the pioneer homestead students will hear of how one pioneer traveled to America and began a new life for his or her family. Enduring physical challenges, confronting the elements and purchasing and clearing land was the start for many settlers in Fillmore Co.

Pioneer Skills (2 hours)

A recreated cabin sets the backdrop as students, now settlers, enter the day in the life of a pioneer. Starting a fire using just flint and steel will be the first of many tasks to be accomplished. Pioneers will use their strength cutting logs with a cross-cut saw and dexterity sewing fabric squares. Students will participate in household chores such as candle dipping, butter making, and wheat threshing. The class will finish with a few pioneer games and a taste of soda bread and tea.

Our Heritage (10 minutes)

The pioneer "story" is a reminder of the challenges faced by people in new places and situations. Students will reflect on how their life today has been shaped by the men and women from the past who first called Minnesota home.