



# Educational Programs & Workshops

## EDUCATION 1896

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In the Park's original school building, students will learn classic lessons that focus on reading, penmanship, history, geography, and arithmetic. With traditional slates for ciphering and McGuffey Readers, students will have a one-room country schoolhouse experience. Sessions are recommended for a maximum of 30 students with a maximum of five chaperones.

## LOCUST GROVE ACADEMY

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Immerse your students into an 1896 school day. This program is an expansion of our Education 1896 workshop. Students will spend 3 hours in the Park's original one-room schoolhouse learning reading, writing, and arithmetic from classic McGuffey Readers and using traditional slates. To practice penmanship, students will even write with steel-tipped pens dipped in ink. Additionally, students will play 19th century recess games and participate in schoolhouse chores. Sessions are recommended for a maximum of 30 students with a maximum of five chaperones.  
180-minute session

## MIND YOUR BEESWAX/CANDLE MAKING

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Students will discover the art and economics of lighting practices in 19th century Ohio. Using the hearth and fire inside of our historic houses, students will participate in traditional candle dipping. Students take home a beeswax candle and an enlightened understanding of the history of early lighting in Dayton. Sessions are recommended for a maximum of 30 students with a maximum of five chaperones. Period games will also be presented.

## FROM FIRE TO FEAST

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Travel back to the Miami Valley in the 1830s. Watch the fire, churn butter and bake biscuits. Students will participate in every step of the process of making biscuits using a Dutch oven. They will have the opportunity to make their own butter in a traditional churn. Taste the victory of preparing your hearth-cooked treats, spiced with the science behind the cooking process. Sessions are recommended for a maximum of 30 students with a maximum of five chaperones. Period games will also be presented.

## **TRAVELING IN TIME**

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Experience the evolution of Ohio's transportation methods. Students will discover the effects of innovations in transportation on the lives of Ohioans in addition to the growth and economy of the state. Using creative dramatics, students will journey through the Park's unique learning environment with stops at Newcom Tavern, an 1843 Conestoga wagon, Miami and Erie Canal Lock No. 17 and antique rail cars. Involves travel around the Park.

## **HOMeward BOUND**

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Embark on a journey westward along the National Road with thousands of people seeking new homes and lives. In this program, students will have first-hand experience planning a journey along the National Road from the Dayton Bypass. With reproduced currency notes, students will "purchase" supplies for their wagon. An interactive story will chronicle the trials and tribulations of their trip west emphasizing 19th century geography, transportation and settlement patterns. Involves travel around the Park.

## **UP, UP, AND AWAY**

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Before the Wright brothers launched the first heavier-than-air flight, the skies were not just for the birds. This program highlights the history and science of lighter-than air flight. Students will make and experience their own lighter-than-air craft including kites and the flying bat toy. Students will test their designs in a lighter-than-air show and witness a hot-air balloon launch demonstration (weather permitting)!

## **THE WRIGHT STUFF**

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Take an in-depth look at the Wright brothers and the lessons in character, ingenuity, creativity, and perseverance they continue to offer us today. Discover how these two brothers from Dayton developed one of the greatest inventions of the modern era - the airplane. Hands-on activities demonstrate some of the principles that the Wrights had to consider while solving the mysteries of powered, controlled, heavier-than-air flight.

## **INVENTION DIMENSIONS**

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Necessity is the mother of invention. Around 1900, Dayton had more patents per capita than any other city in the country. This program introduces the history and process of invention through collaborative creative thinking and hands-on activities including examples of inventions and innovations like those of Orville and Wilbur Wright and Charles Kettering. Students will create their own inventions following development from brainstorming to prototype design. This program includes a ride on the Carousel of Dayton Innovation which features many Dayton inventions.

## **SIMPLE MACHINES, MOVING THINGS**

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This program will introduce students to the six simple machines and discover how they are used to create complex machines. Solve these physical science puzzles by learning the simple machines and conducting science experiments to see how they ease our work. Then go on a scavenger hunt to find these simple machines in antique trains and other exhibits around the Park.

## **LETTERPRESS PRINTING 101**

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Visit the only fully operating 1930s letterpress printing shop in a museum anywhere in the United States! Students will enjoy the chance to learn the printing trade firsthand by completing tasks such as setting type, preparing printing surfaces, composing, editing and printing an original line of type and more. Along the way, students will learn of Dayton's role as a leader in the nation's printing industry during the 1930s.

## **FOR YOUR EYES ONLY**

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Carillon Historical Park is searching for students to fill positions as secret agents in Operation Bell Tower. Your mission, should you choose to accept it, is to investigate code making and breaking in the 20th century. Students will master elementary code exercises such as Morse code and invisible ink in preparation for a mock spy operation. Changes in communication technology from newspaper to telegraph to radio will also be discussed. Additionally, explore the critical role of the WAVES at NCR's Sugar Camp training facility during World War II. Involves travel around the Park.

## **HISTORY'S MYSTERIES**

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A historian's work is often similar to detective work. Students will investigate unique and unidentified artifacts using the tools of a museum collections curator. This program will foster creative writing, critical thinking, and teamwork to hypothesize an artifacts' purpose. After students present their theories on their objects, they will visit the items in context to discover their true usage. Involves travel around the Park.