

Free field trips and outreaches

Admission and programming are always **FREE!** All programs listed in this brochure can be conducted as either field trips or outreach programs at your school for no cost. Programs are approximately 45 minutes in length (unless noted otherwise), but can be catered to the needs of your classroom upon request.

Online Lesson Plans

Teaching World War I during the Great War's Centennial

Downloadable teacher resources and lesson plans are now available on HRNM's website at www.history.navy.mil/museums/hrnm/resources-education.html. These lesson plans focus on different ways to teach World War I to your students. Included are lesson plans related to the North Sea Mine Barrage, propaganda during the war, reasons for U.S. involvement, and many other World War I related topics.

Download them for free today!

SOLs: USII.1; USII.5; VUS.1; VUS.9; WHII.1; WHII.10



Shaping Policies: The U.S. Navy during America's Civil Rights Era

Explore a controversial period in our nation's past—the Civil Rights Era. During the 1960s and 1970s, civilians and sailors alike fought to achieve equal rights. This teacher-led lesson plan engages your students with primary source documents and personal narratives. Explore the reality of integration, the struggle to combat institutional racism, and how women and African Americans faced barriers and overcame obstacles in the Navy. These downloadable teacher resources and lesson plans are available on HRNM's website at www.hrn.navy.mil.

SOLs: USII.1; USII.8; USII.9; VUS.1; VUS.12; VUS.13; VUS.14



Located on the second floor of Nauticus on Norfolk's downtown waterfront, the Hampton Roads Naval Museum offers an exciting look at world events through the lens of local Navy history. With a strong emphasis on teaching through primary resources and artifacts, the museum offers a variety of Standards of Learning (SOLs) educational programs for all ages.

BRAND NEW!

BOOK THE TRAVELING SEA CHEST FOR YOUR SCHOOL TODAY!

Civil War Sea Chest

The Civil War Sea Chest is a traveling trunk program that HRNM staff will deliver to your school for one week during the school year. The sea chest contains a variety of Civil War Navy replica artifacts—objects, photographs, newspapers, uniforms, and more—that teachers can use to introduce the Civil War to their students. This gives teachers the flexibility of using the sea chest when it works for their schedule. The sea chest also contains detailed information on how to use those artifacts in the classroom setting. Be sure to book this early—dates fill up very quickly!

SOLs: History VS.1, VS.7, USI.9, VUS.1, VUS.7



Local History. World Events.

Contact us today to book these free programs!

Call 757-322-2992

or email laura.lorr@navy.mil to book your program.

For more information about the museum

call 757-322-2987,

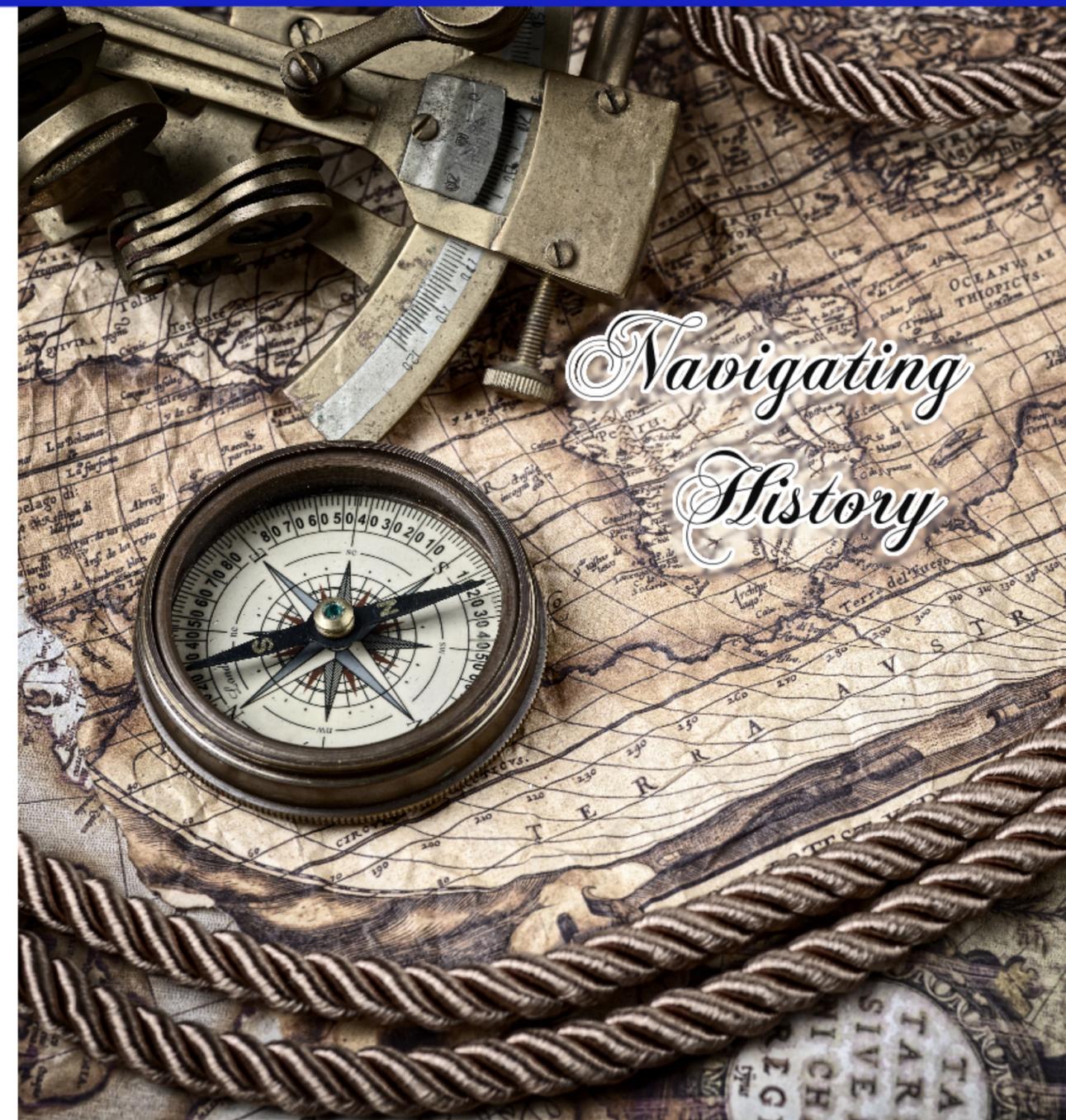
visit our website, www.hrn.navy.mil

or visit our education blog at

www.hrnmeducation.blogspot.com



Education Programs



Hampton Roads Naval Museum

Elementary

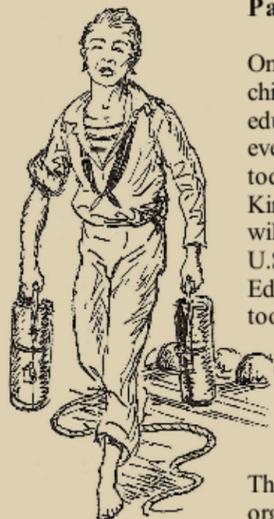
Life at Sea

Find out what life was like for common sailors during the Age of Exploration. Discover what motivated them to risk their lives exploring new regions of the world. Students will actively participate by examining clothes, reenacting chores, and using replicas of 18th-century artifacts. Learn about geography, famous explorers, and the toils of daily life on board a tall ship during the Age of Sail. SOLs: History 2.1; Economics 3.9; Geography 2.6



Trading, Bartering, and Shipbuilding

Find out what it takes to “build” your own ship! This interactive program allows students to learn about the challenges of building a sailing ship in the 1800s through a card game. Students will learn about the different resources needed to construct a ship in the Hampton Roads area. This program sharpens students’ knowledge of barter, trade, resources, and opportunity cost. SOLs: Skills 2.1; Economics 2.9, 2.10, 3.8, 3.9, 4.0; Science 3.2



Explorers and Navigation

In this program, students will learn about the effect that the European explorers had on the age of exploration, along with the improvements in navigation tools and maps. This program focuses on mapping latitude and longitude, and using navigation tools such as a compass, nocturnal, and sextant. **Explorers and Navigation** is designed for older elementary students. SOLs: History US1.1, US1.2, US1.4, VUS.2; World Geography WG.1; Math 4.10, 6.11

The Battle of Hampton Roads

Reading from a first-hand account of the Battle of Hampton Roads, students will reenact the battle on an oversized floor map, visualizing what it was like to battle on iron and wooden ships during the American Civil War. This program reinforces knowledge in antebellum and Civil War history, while strengthening reading and comprehensive skills. Each student has a role, and the team works together to discover the mysteries that this time capsule holds. SOLs: History VS.1, VS.7, US1.1, US1.9, VUS.7; English 4.1, 4.2, 4.3, 4.4, 4.5, 5.1, 5.4, 5.6, 6.4



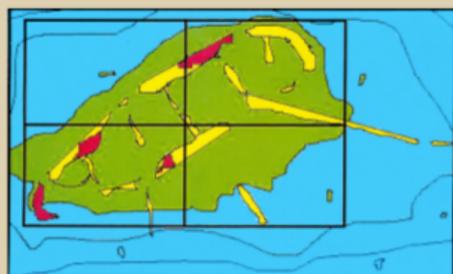
Past and Present

One of the most important lessons young children learn as they begin their education is the distinction between events or objects from long ago and today. Designed for children in Kindergarten and First Grade, students will identify and distinguish roles of the U.S. Navy from past and present times. Educators use visual objects as teaching tools to help distinguish the evolution of uniforms, ships, and nautical instruments. Students will then engage in a fun make-and-take pictorial timeline, which pairs objects past and present together. This program sharpens students’ skills in organization and sequence. SOLs: History K.1, K.2, K.3, 1.1

Secondary

Brick by Brick: LEGO Shipbuilding through STEM

This program uses LEGOs to teach percentages, surface area, simple graphs, ship buoyancy, and displacement. Additionally, students will learn the history of shipbuilding in the U.S. Navy, comparing present-day ships to Age of Sail ships. Students will then use the knowledge they learn in this program to build LEGO ships using instructions created by HRNM staff. **Brick by Brick: LEGO Shipbuilding** is written for middle school, but can be adapted for older elementary school students. This program can be done in one hour, but is best with approximately 1.5 hours. SOLs: History US1.1, US1.1; Math 6.1, 6.2, 6.6, 6.7, 6.10, 7.5, 7.12



Underwater Archaeology

Using methods from history, historical archaeology, and primary source analysis, students will use the mysterious sinking of a ship to explain the science behind underwater archaeology. Putting these various disciplines in action, each class is grouped together to build a three-dimensional model of the wreck and analyze documents recovered at the wreck site. This is an excellent team-building activity for individual groups and the class as a whole. Each student plays a vital role as a junior underwater archaeologist in this discovery and recovery exercise. This program can be completed in 45 minutes, but is best with approximately 1.5 hours. SOLs: History VS.1, US1.2d, WG.1, WG.2; Science 4.1, 5.1, 6.1, ES.1c; English 4.1, 4.2, 4.6, 5.1, 5.2

Women in the Navy

For decades prior to their 1994 inclusion on combat ships, women played a pivotal role in the U.S. Navy. From the sanction of nurses along the Mississippi River in the Civil War to the first female fighter pilots on board aircraft carriers, women have withstood trials and tribulations, and triumphed in the face of adversity. Students analyze photographs and primary documents in order to understand how these sailors helped create the modern Navy. This program highlights the spirited history of women and their relationship to the sea services. SOLs: History US1.1, US1.5d, US1.8e, US1.9f, US1.1, US1.4e, US1.7c, US1.8d, US1.9a, VUS.11d



African Americans in the Navy

Since the American Revolution, African Americans have served in the U.S. Navy with distinction and dignity in the face of discrimination and conflict. During this program, students will learn about stories of honor, courage, and commitment, as well as equality issues and obstacles that African American sailors have faced. This session provides insight into African American heritage, and allows students to reflect on the difficult circumstances African Americans in the Navy endured during their naval service. SOLs: History US1.1, US1.9f, US1.1b, US1.3, US1.4c, US1.7, US1.8d, US1.9a, VS.1, VS.5b, VS.7, VS.8b, VS.9c, VUS.11d



Over There: U.S. Navy Propaganda Posters of World War I

Propaganda posters were an effective tool to captivate the American public during the early 20th century. The outbreak of the First World War brought this form of political persuasion to the forefront. Propaganda posters helped the United States join the fight “over there” by making a strong case for freedom and liberty at home. With emphasis on primary source analysis, students will use these posters to comprehend the key causes and effects of the First World War. They will then work in small groups to use what they learned to develop their own World War I propaganda posters. Students will collectively engage in reading comprehension, history, art history, and world events. SOLs: History US1.1, US1.5, WH1.10, VUS.9b, CE.1, WG.1, Art 7.11, 7.12, 7.17, 7.18, 7.19, 8.16, 8.20



Spotter Card Identification School



During the Second World War, both the military and civilians used spotter cards to identify aircraft or ships. Students will learn why spotter cards were an effective tool for sailors in World War II. Students will participate in their own spotter card identification games, learning quickly whether the aircraft or ship belongs to friend or foe! SOLs: History US1.7, WH1.11, VUS.11



Road to Tokyo

This is a joint program offered between the MacArthur Memorial and the Hampton Roads Naval Museum. Students will learn about the importance of the Second World War’s Pacific front, focusing on major battles and turning points, experiences of prisoners of war, and major players in the war. Through interactive activities and the use of historic artifacts, this program will discuss both the United States Army and Navy participation in the Pacific Theater, from the attack on Pearl Harbor in 1941 through Japan’s surrender in 1945. SOLs: History US1.1, US1.7, WH1.11, VUS.11

Discovery of the Enigma Code

In 1942, German U-boats wreaked havoc in the Atlantic Ocean, destroying over 600,000 tons of Allied merchant shipping. In an effort to curtail their losses at sea, the Allies tasked hundreds of their best and most brilliant minds to help break Germany’s secret Enigma Code. This program immerses students in the fight against the German Enigma machine. Emphasis is placed on the history of its development, Allied attempts to break the code, and the history-changing results once broken. Students then apply the basic principles behind the Enigma Machine in a hands-on activity, acting as cryptanalysts to decipher sample coded messages. SOLs: History WH1.11, VUS.1, VUS.11, US1.7



Allied and Axis Propaganda in World War II

During the Second World War, United States citizens employed every available resource to defeat the Axis Powers. From weapons manufacturing to scrap metal drives, every American answered the call to help out the Allies. The film and print industries were no exception. Students will examine and interpret World War II-era cartoons on film and in print. They will identify characteristics which made these various forms of propaganda and question their effectiveness through primary source analysis. This program is a great way to study some of our most beloved cartoon figures and artists, including Walt Disney and Dr. Seuss, at a critical time in American history. This program includes pre-visit material. SOLs: History CE.1, WH1.11, US1.7, WG.1, VUS.11; Visual Arts 6.15, 6.16, 6.17, 7.12, 7.17, 7.18, 7.19, 8.16, 8.20

