



Post Visit Wrap-Up

1. a. Ask students to draw a floor plan of their home. They should label each room and list the activities that go on in those rooms. They may wish to draw or list major appliances and furniture in the rooms.

1. b. Ask students to draw a floor plan of the Hickory Hill house. They should label the activities that went on in the rooms during the time the Watsons lived in the home. Compare these drawings to the drawings of their own floor plans. Discuss how ways of living have changed since the early 20th century. Why do they think some of these changes have taken place? What effect have these changes had on the way people live?

2. Using “life in 1910” as the central concept, do a brainstorming, mapping, or webbing activity with your students. Then ask students to imagine they are Senator Watson, Mrs. Watson, Mrs. Alice Lytle, one of the Watson’s grandchildren, or a servant in the Watson household (Ella Rochelle the cook, Hattie the maid, or Nick the chauffeur) and write a journal entry describing a typical day in 1910. They should be sure to reference at least three objects they learned about during their visit.

3. During the museum visit students learned about life in rural Georgia. Life in 1910 was not all work and no play. Here are some games that children enjoyed in their spare time. Ask your students how these compare to the things that they like to do today.

Shadow Touch: This “tag” game is best played in the lengthening shadows of the late afternoon. The person designated “It” tags other players by stepping on the player’s shadow.

Freeze Tag: A player who is tagged must “freeze” in his position. While “It” chases someone else, another player may touch a frozen player, bringing him back into the game.

Bull in the Ring: All players but one join hands to form a ring. The lone player is the bull inside. He charges at the ring, trying to break out. When he does, everyone gives chase. The person who tags the bull becomes the bull in the next round.

English Hopscotch: Players draw a grid of six foot-square blocks. Instead of hopping on one foot, each player holds the marker between his feet and hops like a kangaroo from square to square. A player who drops the marker or lands on a line loses his turn.

When paired with classroom activities and discussion, a visit to Hickory Hill addresses Georgia Education Standards: SS2.1, SS2.4, SS3.1, SS3.2, SS3.4, SS3.6, SS5.2, SS5.3, SS5.4, SS5.10, SS5.11, SS8.6, SS8.7, SS8.16, SS8.22, USH10, USH11, USH12, USH13, USH14, USH 15, USH16, USH17, and USH18. Contact us for additional ways we can help meet your curriculum goals and standards.

