

PIONEER HISTORY

CHALLENGE KIT



This kit was created to assist you in completing the *Pioneer History Challenge Kit*. Included are facts, stories, crafts, games, recipes and information.

Written by: Sara McGuire
Edited by: Lori St. Martin
Layout by: Melissa McInnis

epc
E-Patches & Crests
A Division of 1497202 Alberta Ltd.

©2013
www.e-patchesandcrests.com
1-877-335-8904

PIONEER HISTORY

CHALLENGE KIT

This kit was created to assist you in completing the *Pioneer History Challenge Kit*. Included are facts, stories, crafts, games, recipes and information that can be copied and distributed to the participants working on this kit.

After completing the kit, you can order the 2" crest/patch through e-patchesandcrests.com. You may place your order in one of the following ways:

ORDER ONLINE AND PAY BY CREDIT CARD OR PAYPAL

We accept secure online payments by Visa and MasterCard or PayPal. Browse the site and add items to your shopping cart. Confirm your order by selecting "Credit Card" or "PayPal" and you will be taken to a secure credit card or PayPal page which will process your payment.

PAY BY CHEQUE OR MONEY ORDER

Make cheques payable to: e-patches & crests Mail your order to:

e-patches & crests
2 Forest Drive
Sylvan Lake, Alberta
T4S 1H8
CANADA

PHONE OR EMAIL OR FAX

Phone in, email or fax your order and we'll let you know the amount owing and you can provide your credit card information. We accept Visa and MasterCard or we can send you a PayPal invoice.

Toll Free: 1-877-335-8904
Local: 403-864-4825
Fax: 403-864-4830
Email: order@e-patchesandcrests.com

If you have any questions please contact us.

Copyright © 2013 by e-patches & crests. All text, graphics, and other material are copyrighted works. All rights reserved.

Every effort has been made to trace the origins of some of the images in this document and to obtain clearance where necessary. If, despite this, any copyright has been infringed unwittingly, we apologize and ask to be informed in order that we may obtain the necessary permission.

PIONEER HISTORY

CHALLENGE KIT

Table of Contents

Detailed Outline of Kit.....	4
Patch Requirements for Pioneer History.....	5
Teachings	6-23
Craft Pages.....	24-35
Recipes	36-43
Games and Activities	44-53
Puzzles.....	54-58
Credits.....	59
Bibliography	60-61
Feedback Form	62

Detailed Outline

Page 5: PATCH REQUIREMENTS is the section of the booklet that details what needs to be accomplished in order to earn each patch.

Page 6-23: TEACHING PAGES contain information that can be used to teach the subject being discussed. In this case the topics are:

- *The Pioneers' Journey To Canada*
- *Pioneer Houses*
- *Pioneer Transportation*
- *Pioneer Occupations*
- *Pioneer Clothing*
- *The Fur Trade*
- *The Three Sisters*
- *Pioneer Slang*
- *A Day In The Life Of A Pioneer Girl*
- *A Day In The Life Of A Pioneer Boy*

Page 24-35: CRAFT PAGES detail ideas for crafts that pertain to the subject matter. Includes:

- *Tin Plate Picture*
- *Weave On A Cardboard Loom*
- *Community Quilt*
- *Corn Husk Doll*
- *Make Your Own Quill Pen*
- *Make Your Own Paper Doll*

Page 36-43: RECIPE IDEAS give suggestions about what kind of food would go well with the theme. Some recipes included are:

- *Churn Your Own Butter*
- *Pretzel Log Cabin*
- *Rice Cakes*
- *Sweet Raisin Bannock*
- *Beef Jerky*
- *Pioneer Pudding*
- *Ginger Cookies*
- *Homemade Pickles*
- *Pea Soup*
- *Maple Syrup Candy*

Page 44-53: GAMES AND ACTIVITIES are pages filled with fun events for any Guiding group to do. The Pioneer History game categories are:

- *Pioneer Adventure*
- *Pioneer Colouring Pages*
- *Pioneer Games*

Page 54-58: PUZZLE PAGES test your mind's skill and endurance with:

- *Pioneer Slang Word Search*
- *Pioneer Occupations Crossword Puzzle*

Page 59: CREDITS

Page 60-61: BIBLIOGRAPHY

Page 62: FEEDBACK FORM

Patch Requirements

TO EARN THE PATCH:

- *Sparks (5-6 yrs) need to complete 2 requirements from the list.*
- *Brownies (7-8 yrs) need to complete 3 requirements from the list.*
- *Guides (9-11 yrs) need to complete 4 requirements from the list.*
- *Pathfinders (12-14 yrs) and Rangers (15-17 yrs) need to complete 6 requirements from the list.*

PIONEER HISTORY BADGE:

1. Discover where the Pioneers came from and how they got to Canada.
2. Decide which Pioneer Occupation you would like to have. Draw a picture of yourself doing that occupation and tell the group about it.
3. Take the time to learn about a day in the life of either a pioneer boy or girl. Imagine that you are a pioneer boy or girl and write your own day in the life.
4. Learn at least three Pioneer Slang words and what they mean.
5. Become a voyageur by going on the Be A Voyageur Pioneer Adventure.
6. Play at least five of the Pioneer Games.
7. Make your own Quill Pen and use it to draw a map of your own Voyageur route.
8. Test your knowledge of the different Pioneer Occupations by solving the Pioneer Occupations Cross word Puzzle.
9. Take the time to learn about the pioneer lifestyle; the kinds of houses they lived in, what clothes they wore, what transportation they used. What kind of lifestyle would you have if you were a pioneer?
10. Take the time to learn about the Three Sisters and write your own Creation Myth to tell to the group.
11. Make at least three of the Pioneer Crafts.
12. Make at least four of the Pioneer Recipes; two savoury dishes and two desserts.

Teaching Overview

THE PIONEERS' JOURNEY TO CANADA

- *Where Did They Come From?*
- *How Did They Get Here?*
- *The First Pioneer Settlement*

PIONEER HOUSES

- *Log Houses*

PIONEER TRANSPORTATION

- *Birch Bark Canoes*
- *Dugout Canoes*
- *Covered Wagons*

PIONEER OCCUPATIONS

- *Shopkeeper*
- *Blacksmith*
- *Cooper*
- *Cabinetmaker*
- *Doctor*
- *Miller*
- *Priest*
- *Papermaker, Printer, and Bookbinder*
- *Silversmith*
- *Teacher*

PIONEER CLOTHING

- *Women*
- *Men*

THE FUR TRADE

THE THREE SISTERS

- *The Iroquois Legend of Creation and The Three Sisters*

PIONEER SLANG

A DAY IN THE LIFE OF A PIONEER GIRL

A DAY IN THE LIFE OF A PIONEER BOY

Teachings: The Pioneer's Journey to Canada

WHERE DID THEY COME FROM?

Beginning in the early 1600's, people from European countries like England, France, Ireland, Scotland, Germany, Italy, and America travelled to what would later be known as Canada. These people had different reasons for leaving their home countries. Some people could not find jobs in their countries and thought that good fortune could be found in a new land; others wanted to be able to freely practice their religion and did not like the way of life in their home countries. A lot of people came from countries where cities were overcrowded and polluted; they wanted to farm and own land.



HOW DID THEY GET HERE?

To get to Canada from Europe, people had to travel all the way across the Atlantic Ocean in ships. The journey was long, uncomfortable and often dangerous. Some people took sailing ships—ships powered by the wind using big, wide sails. Travelling by sailing ship could take as long as a month. Other people took steamships—ships propelled by steam power—in order to get to Canada faster.

They could make it to Canada in two weeks by steamship, but the living conditions on the ship were grim. Large groups of families and all of their belongings would crowd together. People were cramped and the boats were dirty; they could not bathe themselves or wash their clothes. Poor families who could not afford to pay for a room slept in the steerage, an area under the deck.

With so many people crowded together and the constant rocking and wetness of the boats, travellers often became sick. Sadly, people sometimes did not make it to Canada at all. Still, driven by the promise of a new and better life, the pioneers would keep up their moral by singing together, playing cards, and talking to all of the people they met.

When the pioneers finally reached land—usually at ports in Halifax, Quebec City, or Montreal—they would then travel by train to their final destinations. Many pioneers settled in the prairies, where there was lots of wide open land to build farms.

Teachings: The Pioneer's Journey to Canada

THE FIRST PIONEER SETTLEMENT

The first settlement that made its permanent home in Canada was founded by Samuel de Champlain in 1604. The settlement stood near the Bay of Fundy, which can be found between the provinces of New Brunswick and Nova Scotia. Samuel de Champlain was a French explorer who worked under the reign of King Henry IV of France. He called the settlement Acadia. Acadia actually had two locations throughout the very early 1600s. In 1604, Champlain founded Acadia on Île Ste-Croix.

That year, a harsh winter fell over Acadia that killed half the settlers. Because of the tragedy, Acadia on Île Ste-Croix failed and was relocated to Port-Royal on the Bay of Fundy in 1605. This new location only lasted two years, however, and was abandoned in 1607. Champlain established Acadia in Port-Royal once again in 1610, and then another time in 1630.

France finally gained ownership of the land in 1632, but that was not the end of Acadia's troubles. The British fought the French for Acadia throughout the 1700s, and eventually forced them out of Acadia in the 1750s. The act of forcing the French out of Acadia to other English colonies is called deportation. Nothing was certain for early Canadian pioneers!

QUICK FACT | PIONEER FACTS

Many pioneers believed that some diseases were caused by poisoned blood. If someone was sick, they would often visit a barber who performed bloodletting—making small cuts and draining the blood.