









LIVING HISTORY SCAVENGER HUNT

GRADE 6+ INSTRUCTIONS FOR TEACHERS

PLEASE READ – IMPORTANT INFORMATION

We have the following suggestions to help make your day at Heritage Park an enjoyable learning experience.

-  Please ensure that all adult supervisors receive their scavenger hunt questions and answer key. They cannot be provided at the Park.
-  There are three versions of the hunt provided. Each version has a different set of questions and starts at a different section of the Park. **If you have a large group, we suggest that you use all three of the hunts.** Dividing the groups prevents too many students arriving at the same place at the same time. There can also be many schools at Heritage Park doing the same scavenger hunts.
-  Since each hunt has different questions and sites to visit, groups can share and discuss what they learned on their hunt back at school.
-  Completing the scavenger hunt is secondary to exploring the Park and learning about early life in Western Canada. The focus should not be to just get the answers and run to the next site. Students are welcome and encouraged to explore each area completely before moving on. The hunt is just a sampling of each area so there is much more to explore.
-  **All the answers can be found on the interpretive signs beside the site and/or in the answer key provided. Park interpreters are there to assist but not to give the answers.** Nor should the answer be given to them by the adult volunteer until the students have attempted to do so first.
-  Keep in mind time needed for lunch and for free time you wish to include in your day. If you want all your students to come together for lunch, pick a central area to meet.
-  Each hunt takes approximately 3 hours to complete. The Park is large and it takes time to walk through the hunt. If this is too long, an alternative may be to shorten the hunt by having groups answer only one question per site. Adjust the hunt according to your needs. **Consider how much time you have and what you wish to accomplish before your visit. Communicate this to all adult volunteers.** This will result in a more enjoyable and productive day.
-  A Park map can be found on our website <http://www.heritagepark.ca/plan-your-visit.html> or picked up at the Park entrance. A map will be necessary to completing the Scavenger Hunt in an efficient and timely manner.

We hope you enjoy the Park and learning about the exciting and interesting history of Western Canada!



LIVING HISTORY

SCAVENGER HUNT #1

GRADE 6+ ANSWER KEY

IMPORTANT: Most of the answers can be found on the interpretive signs outside of the sites and all of the answers are contained in this Answer Key. Park interpreters are there to assist but not to give the answers. For the best experience, the students should find the answers themselves. Pace yourself and enjoy the day!

Follow COVID-19 protocols and social distance. Some sites may have more visitors.
Please wait to get closer or ask the questions from a short distance away. Follow directional signage when it is in place.

STOP 1 – PROSPECT RIDGE

TURN-OF-THE-CENTURY NATURAL RESOURCE DEVELOPMENT

One-way traffic must be followed at Prospect Ridge. Look for directional signs.

Coal Mine Office – Map #44

- ▶ Why do you think “Coal was King” a century ago? ***Coal powered the Industrial Revolution and the Colonial Era. It fueled locomotives, warmed homes, heated stoves and was processed into fuel for lamps, gas for street lights and coke for steel making.***
- ▶ Mining towns were multicultural and many languages were spoken. Where do you think some of these people immigrated from? ***Answers will vary. People immigrated from many countries and often were coalminers in their homeland. Some countries include: England, Scotland, Wales, Ireland, France, Poland, Germany, Ukraine/Russia, China, Sweden, Norway, Denmark, Hungary.***
- ▶ Miners and their families lived in constant fear of tragedy. What do you think they were afraid of? ***Cave-ins, explosions and accidents were a constant threat in the mines.***

Prospector’s Cabin – Map #45

- ▶ Gold mining towns were a place for commercial opportunities. What do you think some of these opportunities might be? ***Answers will vary. Entrepreneurs realized that there was money to be made by establishing businesses that supplied goods and services required by the prospectors. Hotels, restaurants, saloons, hardware stores, mining equipment supplies, and sled dog sales were some of the businesses established.***
- ▶ The Yukon authorities required each miner to haul in a year’s supply of provisions. How much did these supplies weigh? ***A year’s provisions weighed roughly one tonne—2,000 pounds!***
- ▶ Bustling towns were prosperous only during the time that the gold rush lasted. What do you think happened to these towns when the rush ended? What are some of these towns now known as? ***Many of these towns did not survive the end of the gold rush. As quickly as they came, fortune hunters left to find their riches elsewhere. These towns are known as ghost towns.***

STOP 2 – THE VILLAGE

1910 PRAIRIES RAILWAY VILLAGE

Eugene Coste Park – Map #13

- ▶ Urban Parks at the turn of the century had many of the same uses as parks have in Calgary today. What are some of those uses? ***Answers will vary. Some examples: walking, picnics, concerts, fitness, games, sports.***
- ▶ Why were parks thought to be important at this time? ***Parks were thought to have a positive effect on human health and productivity.***
- ▶ This Park is modeled after a formal garden design by which Canadian company? ***This park was modeled on gardens designed by the Canadian Pacific Railway.***
- ▶ What is Eugene Coste known for? ***Eugene Coste is recognized as the founder of the Canadian natural gas industry. He brought the first natural gas pipeline to Calgary in 1912.***

Nanton Livery Barn – Located beside Flett’s Blacksmith Shop, Map #28

- ▶ When you came into town from your farm you needed someplace to leave your team of horses. Besides stabling and feeding your horses, what other business might you transact with the livery man? ***You might purchase a new harness or horse, grain, hay or coal.***

- ▶ If you didn't have your own horses, what business could you do at the Livery Barn? ***You could rent a team of horses and a buggy. You may want to hire a teamster as well if you did not know how to drive. You may work at the barn for a place to stay. Coal, hay, and oats could be purchased.***
- ▶ What other informal service did the Livery Barn provide? ***For those who could not afford to stay at the hotel, they could do morning chores for a spot in the hayloft. It was also a good place to go to hear town gossip.***

Shonts Grain Elevator – Map #26

- ▶ Towering above the prairie, the grain elevator could be seen for miles. How many elevators were in Western Canada by 1900? ***450 elevators were in operation on the prairies.***
- ▶ What was the capacity of a standard elevator? ***The elevator can hold 25,000 bushels of grain. A bushel is a volume measurement. One bushel of wheat weighs 60 pounds.***
- ▶ Farmers would drive their wagons into the elevator where the agent would evaluate the grain. What three things would the agent determine before he would dump the grain into the pit? ***The agent graded, weighed, and determined the moisture content of the grain.***

Finnish Sauna – Located behind the Nightingale Colony House, Map #59

- ▶ Settlers brought traditions with them and established them in their new communities. Why did the Finnish build saunas? ***The Finnish considered saunas vital to good health. The steam relieved skin problems, improved blood circulation and reduced stiffness in muscles.***
- ▶ What created the steam in the sauna? ***The steam was created by pouring water onto rocks that had been heated.***
- ▶ What social aspect was a benefit of the sauna? ***Having a sauna gave the family and their friends an opportunity to relax and visit.***

STOP 3 – THE RANCH

1910 PRAIRIE MIXED FARM

- ▶ What kind of farm is this and why would early pioneers have this kind of farm operation? ***This is a mixed farm. Crops and animals were grown on the same farm. Mixed farms allowed settlers to make money from the sale of crops, meat, eggs, and milk while providing for their own needs. Later farms specialized. Some examples of specialization are: grain, beef, pigs, sheep, dairy.***
- ▶ What animals do you see? Why would they have been raised? ***Answers will vary. Students should consider multiple uses. For instance, chickens were raised for eggs and meat, sheep for wool and mutton/lamb, etc.***
- ▶ What pumping mechanism using the power of wind can you see? What was it used for and why was it important? ***The windmill is located in the Ranch yard. The windmill converts wind power into mechanical power which pumps the water from underground. Without the windmill settlement of the prairies would have been impossible. This technology allowed settlers to access underground water sources critical to their survival. Many homesteads did not have above ground water sources like streams which made wells a necessity.***

STOP 4 – THE SETTLEMENT

1860s FIRST NATIONS ENCAMPMENT AND FUR TRADING FORT & 1880s PRE-RAILWAY SETTLEMENT

Hudson's Bay Company Fur Fort – Map #64

- ▶ Many First Nation's tribes came to the trading forts to exchange furs for a variety of European manufactured goods. What was the standard of trade? ***The standard of trade was the "made beaver." Made beaver were prepared beaver skins that were stretched on a frame.***
- ▶ There is a large wooden structure in front of the fur storage building. Can you guess what it is and what it was used for? ***It is called a fur press and was used to compact the furs into bales to be transported East.***
- ▶ What item inside the fort grounds would have been discharged to indicate that the fort was open for trading? ***The canon was discharged to let people know that the fort was open and ready to trade. The sound would carry a long distance across the prairie. These cannons were not used for military purposes.***
- ▶ When the men had time to relax, they would play an outside game called quiots. See if you can find the game. What similar pioneer game does it remind you of? ***The quiots game can be found between the east wall of the great house (to your right when facing the building) and the stockade. The game consists of rope circles that you attempt to get over a stake in the ground. Another similar pioneer game is horseshoes.***

Bachelor's Tent Cabin – Located between Gleichen School House, Map #67 and Berry Creek N.W.M.P. Post, Map #68

- ▶ How much did a tent cabin cost? ***The tent cabin cost \$5.00.***
- ▶ Who generally lived in tent cabins and why? ***The tents were generally purchased by bachelors who had limited resources and did not mind living in such basic accommodation.***

- ▶ What were two of the advantages to owning a tent cabin? ***They were inexpensive and portable which made it possible to go where they could find work.***
- ▶ What current Calgary business began in a tent cabin? ***The Calgary Herald Newspaper began in a tent cabin.***

Millarville Rancher's Hall – Map #71

- ▶ Why do you think neighbours worked together to build this community hall? ***Working together neighbors constructed a building for their common use, which became the center of social activities for the community.***
- ▶ What were some of the uses for the hall? ***Inside—formal balls, fancy dress balls, political rallies, theatrical evenings, boxing matches, school lessons and church sermons. Outside—sports events such as equestrian competitions, tennis, badminton and cricket.***
- ▶ What year was this hall constructed? ***The hall was constructed in 1895.***
- ▶ What do you think is homemade entertainment? ***Answers will vary. Ask the students if they have ever made up their own entertainment in their back yard or at a family reunion.***

HUNT AND SPEAK GAME

LIVINGSTON TRAIL

To occupy the students on the walk along Livingston Trail to the Park exit, we have provided a Hunt and Speak game to play. A combination of eye spy and problem solving, the game will bring the long walk to life.

- ▶ Which group of people used to pack their belongings and travel great distances across the prairies following the bison? ***First Nations travelled a circuit each year following the migrating buffalo herds. How many tipis are in their encampment?***
- ▶ Look at the road you are walking on. It is similar to roads that settlers would have travelled except they would not have had gravel. What challenges do you think using such roads would have posed for the settlers? ***The dirt roads became quagmires when there was lots of rain. Ruts were created by the wagons and made the roads bumpy and hard to navigate. This often-caused wagon wheels to break. It was not a comfortable way to travel!***
- ▶ How many horses can you see? ***Number will vary.***
- ▶ How many windmills can you see? ***There are three. Two are used to pump water: one is at the Ranch and one is at the Colony house, Map #59. The third is the blue and white windmill on the hill by Prospect Ridge, Map #42. This mill was used to grind grain.***
- ▶ What Engine number is on the train that is running today? ***2024 or 2023.***
- ▶ One of the horse pasture fences has been constructed in a zig zag pattern. Known as a zig zag fence, it has also been named after a reptile. What reptile is it? ***This is also called a snake fence.***
- ▶ You will walk by a railway box car painted brown and white beside the road. What was it used to transport? ***Box cars were used to transport livestock like cows, horses, and pigs.***
- ▶ The train engine needs to fill up with sand and water. Can you spot the two towers that contain the sand and water? ***The towers are easy to spot. They are painted brown and stand next to the railway tracks close to the Carriage House.***
- ▶ Why do you think the trains need water? ***They are steam engines that require water which is heated to create steam. The steam pressure powers the trains pistons.***
- ▶ Why do you think trains need sand? Consider how train wheels are constructed – are they smooth or do they have treads? ***Train wheels have hard smooth surfaces which do not grip the tracks. Sand on the track creates friction which helps them to go up hill. The engineer can control when and where the sand is used.***
- ▶ Find the rooster weather vane. ***It is on top of the Carriage House.***
- ▶ What birds can you spot? ***Heritage Park is home to many birds. Some of the more common birds you may spot are ravens, crows, magpies, sparrows and barn swallows. Keep an eye out for the raptors like eagles and hawks.***
- ▶ This animal lives in the Park all year round—and changes colour with the seasons. Do you know which animal that is? Can you see any? ***The jack rabbit.***
- ▶ Settlers did a lot of walking—just like you are doing now. What other modes of transportation did they use? ***Horses, mules, donkeys and oxen to pull wagons and/or ride; trains: and ships, boats and ferries.***
- ▶ How many train stations can you see? ***There are three train stations in the Park. Depending where you are, you can see one or more of the stations – Laggan, Midnapore and Sheppard Stations.***

As you travel through the Park today, list all the different types of transportation you see or use.

You may see several different types of transportation as you travel through the Park today. Steam train, paddle wheeler, horse drawn vehicles, antique trucks, steam tractor.