

PLAINS OF ABRAHAM

EDUCATIONAL
ACTIVITIES
ELEMENTARY SCHOOL



Government
of Canada

Gouvernement
du Canada

Canada

LEVEL 1

KINDERGARTEN, 1ST AND 2ND GRADE

ABRAHAM AND COMPANY

ALSO
AVAILABLE
IN CLASS

Plunge into the very heart of the 17th century as you meet Abraham Martin. Discover the difference between family life in New France and family life today. You will get to handle period items, hum old tunes, have fun with the Martin children's toys.

ACCESSORIES

Music and historical objects.

HAVE FUN LIKE THE KIDS OF YESTERYEAR.

SAINT NICOLAS OR SANTA CLAUS?

ALSO
AVAILABLE
IN CLASS

Step back in time and learn about the history of Christmases of yesteryear and today in the unique setting of a Martello Tower. Join in the festive atmosphere, participate actively in historic games and revel in the magic of Christmas cheer.

ACCESSORIES

Decorations of yesteryear, music, Christmas symbols and stories.

AN UNUSUAL HOUSE

In the evocative setting of a Martello Tower, experience family life as it was in of the late 19th century. Discover how children lived in this era through touch, observation, play, and dance.

ACCESSORIES

Discovery rally, games, historical objects, dance and interactive legend.



LEVEL 2

GRADES 3 AND 4

TALES AND LEGENDS AT THE MARTELLO TOWER

Immerse yourself in the stories of the village gossip in the evocative setting of the Martello Tower. Learn to tell the difference between a story and a legend as you participate in the tales told.

ACCESSORIES

Voting cards, costumes, treasure hunt, sets and historical objects.

THE VOYAGEUR

ALSO
AVAILABLE
IN CLASS

Leap into the era of the fur traders. Listen to our re-enactor recount the exciting lives of the voyageurs. Learn how to barter with First Nations traders and how to identify animal tracks and pelts. Sing along to the hit songs of the past, test your knowledge with a quiz about historical objects, and learn more about life in New France.

ACCESSORIES

Period setting, furs, songs and barter items.

THE COLONY

Say goodbye to Europe—New France needs you. Set a course for a new world and a life of adventure! Learn everything there is to know about the jobs and lives of colonists in New France.

ACCESSORIES

Costumes for every students, historical objects, dance game, military role play and quiz.

ABRAHAM'S FAMILY

IN CLASS

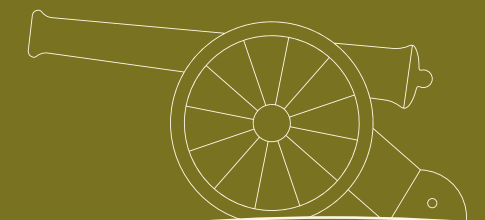
Welcome Marguerite and Abraham Martin, a well-known farming couple in New France who gave their name to the Plains of Abraham. Become settlers in New France! Students will wear costumes to learn about trades of the era.

ACCESSORIES

New France games, costumes, pictures and historical objects.



BECOME SETTLERS IN NEW FRANCE.



LEVEL 3

GRADES 5 AND 6

BATTLES EXHIBITION

AVAILABLE
IN RALLY VERSION

1759-1760

Accompanied by a member of the Canadian militia, learn about the history of the Siege of Québec City and of the battles of the Plains of Abraham. In an evocative, interactive setting, find out about the crimes, punishments and laws in force. Take part in an incredible immersive screening featuring original, often moving, accounts of those who lived through the battles of the Plains of Abraham. Then, join in and explore military life from every angle. Finally, admire treasures from the magnificent collection of artefacts in the Identities exhibition.

THE GREAT MARCH OF THE 20TH CENTURY

Go back in time during the 20th century with Joe Malone, factory worker. Discover on foot, how this land filled with history is closely linked to the events that shaped the past century (World Wars, Great Depression, baby-boom).

ACCESSORIES

Interactive whiteboard (IWB), quiz, historic photos and objects.

SOLDIER FOR A DAY AT THE MARTELLO TOWER

Participate in the defence of Québec City by occupying the Martello Tower and experiencing life in a garrison. Turn back the time to 1812 and be on the alert as you experience the hard life of a gunner.

ACCESSORIES

Rifles, cannon, cartridges and furniture of the period.

MYTHS AND LEGENDS

IN CLASS

Let yourself be transported through the many stories of Marguerite and Abraham. Can you tell fact from fiction? Learn to separate the myth and legend from the truth while participating in the storytelling.

ACCESSORIES

Theatrical presentation, participatory stories, historical objects, lantern, and voting cards.

THE MILITARY

ALSO
AVAILABLE
IN CLASS

Participate in the military training under the command of generals Wolfe and Montcalm: analysis of the military strategies used in 1759 and 1760, theatrical performance and parade on the battle sites (weather permitting).

ACCESSORIES

Interactive whiteboard (IWB), wall map of the area in 1759-1760, regimental flags, drums, officers' uniforms and vests displaying the armies' respective colours.

THE BESIEGED TOWER

Take the Martello Tower by storm as you become a 19th century soldier, experience the military life of the period, and be in top form for all kinds of military manoeuvres.

ACCESSORIES

Muskets, cannon, cartridges and historical objects.

THE INVESTIGATOR

HALLOWEEN ACTIVITY

Become an investigator! Unmask the perpetrators of a crime committed years ago and learn about the kinds of punishments meted out in the day. Visit the Joan of Arc Garden while finding out about legends that haunt the Plains. But watch your back — curses and evil spells surround you.

ACCESSORIES

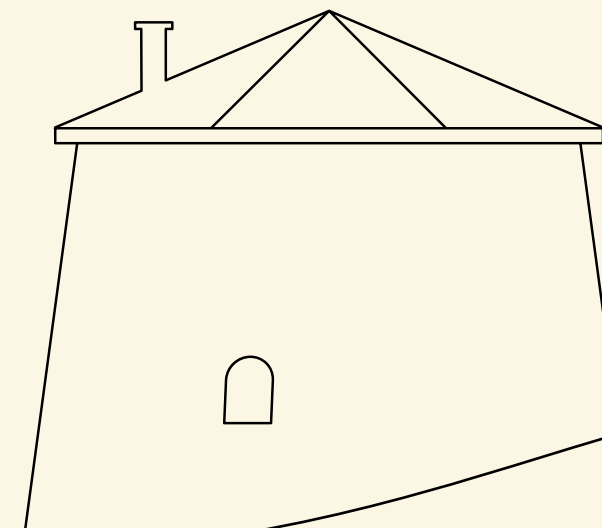
Riddles, legends and historical objects.

1759 — FROM THE WARPATH TO THE PLAINS OF ABRAHAM

FREE
VIRTUAL
EXHIBITION

Via the Internet, plunge deep into the Battle of the Plains of Abraham and the preparations that led to it. Relive, side by side with the French, British, Canadians and First Nations, the ups and downs of a fight to the finish for the conquest of North America, a landmark in the military history of this country. A total of 67 learning activities (illustrated narratives, interactive maps and games, videos, evolutionary comic strips, period music, etc.).

1759.ccbn-nbc.gc.ca



LEVEL 1

KINDERGARTEN, 1ST AND 2ND GRADES

Activity	Period	Ratio	Duration	Meeting place	Cost (taxes not included)
Abraham and Company	September to mid-May	1 guide / 30 students	2 h	Plains of Abraham Museum	\$6.00 / student*
Saint Nicolas or Santa Claus ?	Late November to late December	1 guide / 30 students	2 h	Martello Towers	\$6.00 / student*
An Unusual House	September to mid-May	1 guide / 30 students	2 h	Martello Towers	\$6.00 / student*
Activities in class	November to April	1 guide / class	1 h or 1 period	Your school anywhere in Quebec	Starting at \$6.00 / student*

LEVEL 2

GRADES 3 AND 4

Activity	Period	Ratio	Duration	Meeting place	Cost (taxes not included)
Tales and Legends at the Martello Tower	September to mid-May	1 guide / 30 students	2 h	Martello Towers	\$6.00 / student*
The Voyageur	September to mid-May	1 guide / 30 students	2 h	Plains of Abraham Museum	\$6.00 / student*
The Colony	September to mid-May	1 guide / 30 students	2 h	Plains of Abraham Museum	\$6.00 / student*
Activities in class	November to April	Variable	1 h or 1 period	Your school anywhere in Quebec	Starting at \$6.00 / student*

LEVEL 3

GRADES 5 AND 6

Activity	Period	Ratio	Duration	Meeting place	Cost (taxes not included)
Battles Exhibition 1759-1760	Year-round	1 guide / 60 students	1 h	Plains of Abraham Museum	\$6.00 / student*
Battles Exhibition 1759-1760 (rally version)	November to April	1 guide / 30 students	2 h	Plains of Abraham Museum	\$6.00 / student*
The Great March of the 20th Century	September to late May	1 guide / 30 students	2 h	Plains of Abraham Museum	\$6.00 / student*
Soldier for a Day at the Martello Tower	September to late April	1 guide / 30 students	2 h	Martello Towers	\$6.00 / student*
Activities in class	November to April	Variable	1 h or 1 period	Your school anywhere in Quebec	Starting at \$6.00 / student*
The Military	Year-round	2 guides / activity	2 h	Plains of Abraham Museum	\$6.00 / student*
The Besieged Tower	Year-round	1 guide / 30 students	1 h 30	Martello Towers	\$6.00 / student*
The Investigator	Late September to early November	1 guide / 30 students	2 h	Martello Towers	\$6.00 / student*
1759—From the Warpath to the Plains of Abraham	Year-round	—	—	Online	Free
Package (2 activities)	Available from November to April. Contact us for more details.				

We are registered with the Répertoire culture-éducation of Ministère de la Culture et des Communications du Québec under the name Plains d'Abraham. The cultural activities of the organisations that have subscribed to this directory are eligible for financial assistance from the Quebec government.

Some activities can be adapted for school adjustment groups and groups of people with disabilities.

* A minimum fee will apply and/or travel expenses may apply beyond 50 km.

If you make a group reservation, a fee may be charged if you later cancel the activity or change the scheduled time. This policy will be sent to you in writing at the time of reservation.

CAP-AUX-DIAMANTS DUO

PLAINS AND CITADELLE PACKAGE 1 DAY, 2 ACTIVITIES

Target audience: Grades 5 and 6
Rate: \$10.50 / student
Maximum: 75 participants



THE MILITARY

PLAINS OF ABRAHAM MUSEUM

Take part in military training under the command of General Wolfe and General Montcalm: learn about the military strategies used in 1759 and 1760, watch a theatrical performance, and join a parade on the battle sites (weather permitting).

Duration: 2 h

ON THE HEIGHTS OF CAPE DIAMOND

CITADELLE

Dive into the history of Cap Diamant by seeing the world through the eyes of its inhabitants, from the French regime to the First World War. Discover Québec City's strategic importance and the unique nature of the Citadelle, the most important British fortress in North America.

Duration: 1 h

BARTER AND TRADE DUO

PLAINS AND HURON-WENDAT MUSEUM PACKAGE 1 DAY, 2 ACTIVITIES

Target audience: Grades 3 and 4
Rate: \$13.75 / student
Maximum: 60 participants
Available from September to mid-May



THE VOYAGEUR

PLAINS OF ABRAHAM MUSEUM

Leap into the era of the fur traders. Listen to our re-enactor recount the exciting lives of the voyageurs. Learn how to barter with First Nations traders and how to identify animal tracks and pelts. Sing along to the hit songs of the past, test your knowledge with a quiz about historical objects, and learn more about life in New France.

Duration: 2 h

BARTER: FROM THE LONGHOUSE TO THE WIGWAM

HURON-WENDAT MUSEUM

In this role-playing activity, students are invited to embody members of the Huron-Wendat Nation and members of the Algonquian peoples in a commercial exchange activity.

Barter: from the longhouse to the wigwam allows elementary cycle 2 students to review their knowledge and acquire new ones about the way of life of Iroquoian and Algonquian societies in the 16th century. The activity includes a visit of the Huron-Wendat Museum and the National Longhouse.

Duration: 1 h 30

PLAINS OF ABRAHAM



La Citadelle de Québec
MUSÉE ROYAL 22^e RÉGIMENT



MUSÉE HURON-WENDAT

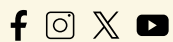
Information and reservations:
reservation@ccdn-nbc.gc.ca
418-648-5371
1-855-648-5371

INFORMATION AND RESERVATIONS

Plains of Abraham Museum
835 Wilfrid-Laurier Avenue
Québec (Québec) G1R 2L3

Reservations

Telephone: 418-648-5371
Toll-free: 1-855-648-5371
Fax: 418-648-3809
E-mail: reservation@ccbn-nbc.gc.ca
Website: theplainsofabraham.ca



Reservations required for every activity.
A dining-room can be available on request.
Prices do not include taxes.
Prices and details are subject to change.

Version française disponible à lesplainsdabraham.ca



100%