

Field Trips & Youth Programs

Fredericksburg, VA



FXBG
City of Fredericksburg, Virginia

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FXBG.com



Educational Programs

Fredericksburg, Virginia tells America's story - from 1608, when Captain John Smith sailed up the Rappahannock River, to George Washington's childhood and adolescence, to John DeBaptiste, a free Black man fighting in the Revolutionary War; from the Civil War, with four major battles here and 10,000 enslaved people crossing the river to freedom; from Reconstruction to the enduring struggles for Civil Rights and social justice. With its rich history, numerous historic sites, and compelling stories the Fredericksburg region provides teachers with opportunities to plan experiences designed to spark an interest in the true understanding of historical events and develop in their students an appreciation for the remarkable people who helped make this great nation.

When you plan a field trip to Fredericksburg, Virginia, your students will participate in an educational experience that is interactive, informative, and most of all, fun! These programs will satisfy numerous Standards of Learning (SOL) requirements. In the following pages you will be introduced to the programs offered by the historic and cultural properties of the Fredericksburg region, including:

- George Washington's Ferry Farm
- Historic Kenmore
- Mary Washington House
- Rising Sun Tavern
- Hugh Mercer Apothecary Shop
- Fredericksburg and Spotsylvania National Military Park
- Fredericksburg Area Museum
- James Monroe Museum & Library
- Friends of the Rappahannock
- Gari Melcher's Home and Studio at Belmont
- Shannon Air Museum
- Spotsylvania County Museum
- John J. Wright Educational & Cultural Center Museum

George Washington Foundation

Ferry Farm & Historic Kenmore

George Washington's Ferry Farm

George Washington's Ferry Farm is where young Washington spent his formative years and became an extraordinary man. The future general and first president was 6 years old when his family moved here. Ongoing archaeological investigations have allowed the Foundation to reconstruct the Washington House to better tell the stories of George's mother, Mary, Washington family members, and the enslaved community.

Student Programs at Ferry Farm

- ***George Washington: Boy Before Legend (Grades K-5):*** Students learn about George Washington's life, starting from his childhood at Ferry Farm. This multi-disciplinary program examines the important roles that math and science played in his work—first, as a surveyor, and later, as a farmer. Various activities on the site's beautiful grounds teach Washington's historical significance as a soldier, a president, and a leader.
- ***I Dig George (Grades K-5):*** Applying critical thinking skills, primary sources, and historical research, Ferry Farm archaeologists regularly make new, exciting discoveries about George Washington. Through hands-on learning, students conduct a simulated archaeological dig by digging, sifting, and mending. They also tour the reconstructed Washington House. Students are challenged to think critically about artifacts they uncover.



Historic Kenmore

Built for George Washington's sister, Betty Washington Lewis, and her husband, Fielding Lewis, this beautiful, Georgian-style brick mansion reflects the wealth and status of a Virginia merchant. The house and landscaped grounds sat about the important seaport of Fredericksburg at the beginning of the American Revolution, a cause which Fielding and his family supported at great personal loss. In 2001, architects, historians, and tradespeople worked to restore the home to its Revolutionary War-era appearance. All those who lived and worked at Kenmore - the Lewis Family, their children, and the enslaved community played an important role in the birth of the United States.

Student Programs at Historic Kenmore

- ***Virginia: Crossroads of Revolution (Grades 4-8)***: Students use physical evidence and practical skills as tools for understanding the past, particularly Virginia's turbulent transformation from British colony to American state. By trying their hands at historic trades, analyzing original furnishings inside Kenmore House, training in the maneuvers of Revolutionary soldiers, and practicing navigational techniques used on the high seas, students gain broader insight into the stories of both the Washington-Lewis family and the free and enslaved tradespeople who forged American independence at the Fredericksburg Gunnery or on Fielding Lewis's river fleet. **Perfect for classes studying Virginia History & Geography or U.S. History to 1865!**
- ***Fredericksburg, 1776 (Grades 1-3)***: Experience the science and hands-on practice of history in George Washington's own hometown! Through games, activities, and historic trades, students explore the globally-interconnected world of Revolutionary Virginia through the lens of Fredericksburg, the home of many influential patriots and a place where colonial Americans like Fielding Lewis imported and exported goods across the world. Participants make connections and comparisons between past and present in order to develop skills for historical inquiry.



In-School Programs

No bus? No fuss! Travel back in time without leaving your school. Staff can provide the following program at your school:

I Dig George (Grades 1-5) - Students explore the process of learning about the past through archaeology. Participants examine real and reproduced artifacts and practice hands on activities such as mending in order to better understand how archaeologists and historians have made exciting new discoveries at George Washington's Ferry Farm.

Not Finding the Program That Fits Your Classroom's Needs?

The Education team is happy to work with teachers to create programs that fit their classroom and their students' needs.



Contact:

Ann Waters

Director of Education, GWFF
waters@gwffoundation.org
540-370-0732 ext. 15

Ethan Knick

Manager of School and Youth
Programs, GWFF
knick@gwffoundation.org
540-370-0732 ext. 22

Prices:

Students: \$6:00

Chaperones: \$4.00

Teachers & School Staff: FREE
(Processing fees not included)

*15 students minimum/
2 chaperones (per class not
including teachers) maximum*

<https://kenmore.org/>



The George Washington
Foundation

Washington Heritage Museums

Mary Washington House, Rising Sun Tavern & Hugh Mercer Apothecary Shop

Mary Washington House

A visit to the home of Mary Washington, purchased by her son George, takes students back to a time when social customs were much different from those today. During the seventeen years that Mary Washington lived at the house in the late 1770s, she hosted her son and daughter-in-law, George and Martha Washington, as well as distinguished guests such as the Marquis de Lafayette, a hero of the Revolutionary war. Before attending his presidential inauguration in 1789, George Washington received his mother's blessing in this house. Students will learn about the enslaved people who lived on the property and how their work assisted Mary Washington with her daily activities. Students will also see a rare example of an original 19th-century kitchen built after Mary Washington's death. *(VS.1b, VS.5b, VS.6, US1.1, US1.5, US1.6)*



Rising Sun Tavern

Students will tour one of Fredericksburg's Federalist-era taverns, where interpreters in period costumes will explain traveling accommodations (lodging, meals, entertainment, etc.) in the early 19th-century. From the "bar" to the banquet hall, students will learn about the games early Americans played, the food they ate, the musical instruments they listened to, the news they shared, how they traveled and how taverns acted as centers of public life.

As the building was originally the home of George Washington's youngest brother, students will also learn about Charles Washington's role in the American Revolution. Be sure to check the Tavern's "hip tub" and heavy mouse traps! (VS. 1, VS.2, VS.4, VS.5, VS.6 USI.1, USI.5, USI.6)



Hugh Mercer Apothecary Shop

Interpreted as the Hugh Mercer Apothecary Shop, this 18th-century building is a small museum of colonial-era medicine and pharmacy. Dr. Hugh Mercer served the citizens of Fredericksburg for 15 years with medicines and treatments of the period. Students will learn about some of the remedies he likely employed, including leeches, lancets, snakeroot and crab claws. After the tour, students may explore the Physick garden to view (if in season) the many herbs and other plants that 18th-century physicians would have used in treating affliction. Dr. Mercer left his practice in Fredericksburg to join the Continental Army, dying as a Brigadier General at the Battle of Princeton in 1777. (VS.4b,e, VS.5b, US1.1, US1.5, US1.6)

Demonstration materials presented at this museum may be too graphic, unsettling or complex for younger audiences. This site is recommended for grades 4 and above.



Contact:

Ethan Burgess
540-373-5630

office@washingtonheritagemuseums.org

Prices:

Students: \$4.00 per site.
Teachers: Free (limit 2 per class)
Chaperones: \$6.00 per site

<https://www.washingtonheritagemuseums.org/>





Fredericksburg and Spotsylvania National Military Park

All field trips to the park are free, and may be customized to meet the needs of each group. Classes typically spend 90 mins at each site, and often combine visits to multiple locations in the same day. Rangers strive to provide interactive, on-the-ground experiences for all students.

Fredericksburg Battlefield

Students may explore multiple sites on the battlefield with a park ranger, including the Sunken Road, battle damaged Innis House, Marye's Heights and the National Cemetery.



Chatham Manor

This stately house was built in 1771 as part of a large plantation that subsisted on enslaved labor. Students may

tour the grounds and exhibits to learn about the civilians, enslaved, and soldiers at Chatham before, during and after the Civil War. Park Rangers share stories of the people who were at this site and the significant changes they experienced.



Chancellorsville Battlefield

Visit the site where Confederate General "Stonewall" Jackson was wounded and learn stories of this battle from a park ranger.



Wilderness and Spotsylvania Battlefields

General Robert E. Lee and General Ulysses S. Grant faced each other for the first time as some of the toughest fighting of the war occurred here.

On-line Classroom

The Civil War touched every American's life and its legacies still impact us today. The new online classroom, *Community in Conflict*, explores the experiences of war in Fredericksburg through interactive activities, primary sources and multimedia elements. Response and decision making features ask students to critically consider the information they learn and engage in a conversation with park staff and other students, creating a classroom that is truly nation-wide:

<http://www.fredspoteducation.weebly.com/>

Contact:

Peter Maugle, Education Coordinator
Fredericksburg and Spotsylvania National Military Park
540-693-3200
Peter_Maugle@nps.gov



Prices:

There is no cost for students visits to any of the battlefield sites. Please be advised that sufficient advance notice is required to arrange for a park ranger tour.

<https://www.nps.gov/frsp/index.htm>

Fredericksburg Area Museum

The Fredericksburg Area Museum (FAM) prides itself in being a local partner in education and building confident life-long learners. Our cross-curriculum programs connect Fredericksburg's past to subjects that students are studying in school. The museum's goal is to have preK-12 students understand our region's nation shaping history while building 21st-century learning skills like critical thinking, creativity, collaboration, and communication.

FAM educational programs are led by a trained museum educator and last an hour. Educators can schedule a program at the museum, virtually, or in your classroom. The programs are as follows:

STOMP: DINOSAUR DISCOVERIES (PRESCHOOL, KINDERGARTEN – 5TH GRADE)

Did you know that dinosaurs lived in Fredericksburg 112 million years ago? Students will become paleontologists and investigate the regions' fossilized dinosaur tracks. Field trip includes developmentally appropriate interactive activities such as creating dinosaur prints. FAM can arrange for a paleontologist to present a program upon special request.

Preschool Skills: Communication, Curiosity and Initiative, Interacting with Others, Gross and Fine Motor Skills

English SOLS: K.1.A-J, 1.1.A-L, 2.1.A-J,L, 3.1.A-H, 4.1.A-G, 5.1.A-F

Science SOLS: K.1.F, K.7.A-B, 1.1.B, 1.5.A-C, 2.1.D, 2.5.A-C, 3.1.A-D.F, 3.4.C, 3.5.A-B, 4.1.A-D.F, 4.3.A.D, 5.1. A-D.F, 5.8.E



THE POWHATAN PEOPLE (PRESCHOOL, KINDERGARTEN – 5TH GRADE)

Discover what life was like for the Powhatan people along the Rappahannock River. Through discussion of artifacts, photographs, and drawings, students learn about the Virginia Indians' traditional food ways, shelter, and clothing as well their reliance on natural resources.

Preschool Skills: Communication, Curiosity and Initiative Interacting with Others, Gross Motor Skills

English SOLS: K.1.A-J, 1.1.A-L, 2.1.A-J,L, 3.1.A-H, 4.1.A-G, 5.1.A-F

History and Social Science SOLs: Skills K.G.A-C,E,I, K.4.B, Skills 1.A-C.E.I, 1.4.A-B, 1.5.A, Skills 2.A-C.E.I, 2.5.A.D, 2.13.A.D, Skills 3.A-C.I, Skills VS. A-C.E, VS.2.A-E, Skills USI.A-C.E.H, USI.2.B

Science SOLs: K.3.A-D, K.7.A, K11.A, 1.3.A, 1.8.A, 2.8.A, 4.8.A-D

FREDERICKSBURG UNDERWATER (2ND – 4TH GRADE)

The largest recorded flood in Fredericksburg's history happened in 1942. By examining this local event, participants will learn about the causes and effects of flooding and how rising water from environmental impact affects a community.

English SOLS: K.1.A-J, 1.1.A-L, 2.1.A-J,L, 3.1.A-H, 4.1.A-G, 5.1.A-F

History and Social Science SOLs: Skills 2.A-C.E.I, Skills 3.A-C.I Skills VS. A-C.E

Science SOLs: 2.1.A.C.D.F, 2.6.A-C, 3.1.A.C.D.F, 3.8.C,4.4.B, 4.8.A

AFRICAN AMERICAN VOICES AND STORIES (6TH – 12TH GRADE)

Students will become historians and uncover local African American history and perspectives through analyzing primary sources. By exploring FAM's galleries, participants learn the stories of those who have come before and how that shapes the world they live in today.

English SOLS: 6.1.A-J, 7.1.A-J, 8.1.A.G, 9.2.A-E, 10.2.C-F,11.2.C-E, 12.2.C

History and Social Science SOLs: Skills USII.A.C.H, USII.2.E, USII.5.H, USII.8.A, Skills VUS.A.D.E.H, VUS.3.B.C, VUS.9.E, VUS.10.G, VUS.16.A



CUSTOMIZE YOUR FAM VISIT (ALL AGES)

FAM's collection spans from dinosaurs to today! We can create specialty tours that cater to your academic needs and interests. Past topics have included colonial economics, the engineering and history behind Fredericksburg's bridges, and exhibit tours for English Language Learners.

SOLs will vary depending on grade level and topic. Please plan this program at least two months in advance to give staff appropriate time to prepare.

SCHOOL PARTNERSHIP PROGRAMS (ALL AGES)

FAM is open to directly working with teachers on school projects that develop historical thinking and research skills. Museum staff have previously co-developed project-based learning experiences where students research a history topic and creatively present their findings.

SOLs will vary depending on the project. Please plan this program at least four months in advance to give staff appropriate time to prepare.



Contact:

Theresa Cramer
Education and Public Programs
Coordinator
540-374-3037 x 138
tcramer@famva.org



Prices:

FREE for all Fredericksburg City Schools
On-site Field Trip: \$4 per student
Off-site Field Trip: \$6 per student
Virtual Field Trip: \$50 program fee

<https://famva.org/>



Fredericksburg Area Museum

James Monroe Museum

The James Monroe Museum offers both on-site and supplemental on-line educational opportunities for teachers, classroom students, and homeschoolers. The on-site programs include grade level appropriate educational tours of the extensive collection, which reflects both James Monroe and early America.

Additional information and activities can be added to tours as needed to focus on particular time periods, such as the American Revolution. Supplemental materials available on-line include lesson plans, chronology of James Monroe's life and career, and virtual exhibits; all of which can be utilized both at home and in the classroom.

The James Monroe Museum offers a unique look at the life and legacy of our fifth president and former Fredericksburg resident through our unrivaled collection of artifacts that belonged to and were used by Monroe and his family. Topics Include: American Revolution, Westward Expansion, Monroe Doctrine, Louisiana Purchase, Early American Republic, the White House, and more!



Contact:

Lindsey Crawford
Public Programs Coordinator
540-654-2111
lcrawfor@umw.edu

Prices:

Students: \$5.00
Chaperones: \$7.00
(One adult free per every
10 students)

<https://jamesmonroemuseum.umw.edu/>



Friends of the Rappahannock

At the River's Edge Environmental Education Program

At The River's Edge provides students with interactive, outdoor science and history education opportunities. The goal is to give teachers and students a safe, hands on experience that will inspire respect and stewardship for the Rappahannock and its watershed. The curriculum is aligned with the VA standards of learning and National Science Standards. Programs are available from preschool through high school and beyond.

Each age specific programming level offers Environmental STEM or E-STEM program options. The E-STEM program offerings engage students in learning about the renewable natural resources of water, wind, or solar energy. Students design, engineer, and test solutions to environmental challenges while completing design challenges. E-STEM is creativity and functionality in one succinct bundle of environmental fun.



Preschool

Program A (1.5 hrs): *Walking the Path of the American Indian* – Discover how American Indians used nature to provide all their food, shelter, and water. Make pottery and experience the American Indian oral tradition with a story that still applies today.

Program B (1.5 hrs): *Walk Like the Animals* – Use your senses to discover how the forest and river provide a good place for animals to live.

Program C (1.5 hrs): *Water Properties* – Why does the river look different at different times? Little scientists will love to experiment with this question while learning about our beloved Rappahannock River.

Kindergarten and First Grade

Program A (3 hrs): *VA Science SOL's: K.1, K.3, K.4, K.5, K.6, K.7, K.9, 1.1, 1.4, 1.5, 1.6, 1.7, 1.8*

- *River Investigation Hike* – Investigate the river habitat with your senses – observing, describing, and charting. Discover how animals use their senses for survival.
- *Trees* – Gain a better understanding of tree parts, trees as a resource, and why trees are so important to our river.
- *Life in the River Habitat* – Explore many different plants and animals along the river and discover why they live next to the river.

Program B (3 hrs): Choose one of the E-STEM challenges below (Option 1 or Option 2) and one of the bulleted offerings from Program A (above) to create your own experience. *VA Science SOL's: K.1, K.2, K.3, K.4, K.5, K.11, 1.1, 1.2, 1.3, 1.8*

- *E-STEM Option 1 Storm Drain Litter Catcher Design Challenge* – Learn the top pollutants in the Rappahannock River while discovering the importance of our storm drain systems. How can humans use storm drains to keep our water clean?
- *E-STEM Option 2 Build A Barge* – The Rappahannock River is used for travel, commerce, and recreation. Students experiment with the properties that cause items to sink and float then design and build their own barges. Which team's barge will float the most weight!?!
- *After you have chosen E-STEM Option 1 or 2*, pick a bullet from Program A to design the unique field trip for your students.

Second and Third Grade

Program A (3.5 hrs): *VA Science SOLs: 2.1, 2.3, 2.4, 2.5, 2.7, 2.8, 3.1, 3.5, 3.6, 3.7*

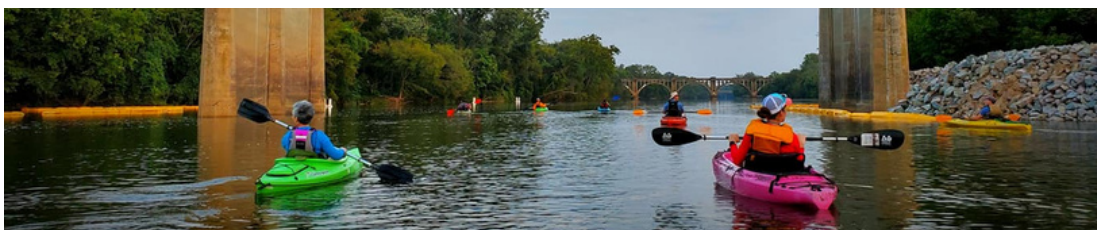
- *Wetlands: Snowden and Beyond* – Hike to a wetland ecosystem, learning about plants and animals along the way. Deduce how wetlands help wildlife and the river.
- *Just Around the River Bend* – Explore the diversity of plant and animal life, their inter-dependency, and their relationship with the river.
- *Water Cycle Game or Food Web Game (choose 1)* – Both of these activities cover important topical vocabulary disguised as a fun game!

Program B (3.5 hrs.): *VA Science SOLs: 2.1, 2.3, 2.5, 2.7, 2.8, 3.1, 3.4, 3.7, 3.8; History and Social Science SOLs: 2.2, 2.6*

- *Signs of Seasonal Change* – Why do the leaves change colors and drop from some trees? How do animals survive during winter? Collect and analyze evidence of seasonal change to answer these and other questions.
- *Rappahannock Connections* – Discover how the Rappahannocks, an American Indian Tribe of the Eastern Woodlands, used their natural resources to meet life needs. Investigate their respect for nature through pottery, artifacts, and oral tradition.

Program C (3.5 hrs.): Choose one of the E-STEM challenges below (Option 1 or Option 2) and one of the bulleted offerings from Programs A or B (above) to create your own experience. *VA Science SOLs: 2.1, 2.2, 3.1, 3.2, 3.7, 3.8*

- *E-STEM Option 1 Paddleboat Design Challenge* – Students learn about renewable natural energy while designing paddleboats that use stored chemical energy (batteries) or solar energy (with sun cooperation). Students will learn about basic electrical concepts as they design boats that will be tested on the river!
- *E-STEM Option 2 Windmill Design Challenge* – Students discuss how humans use renewable natural energy in wind to generate energy that will perform work. Students discover how windmills convert moving air into usable mechanical energy.
- *After you have chosen E-STEM Option 1 or 2, pick a bullet from Program A or B to design the unique field trip for your students.*



Fourth and Fifth Grade

Program A (3.5 hrs): *VA Science SOLs: 4.1, 4.3, 4.8, 5.1, 5.8*

- *We All Live Downstream* – Deduce the benefits of riparian buffer zones along our river, discuss erosion and pollution's impact, and propose solutions.
- *What Is A Watershed?* – Where does the water go? Manipulate a model of a watershed to better understand human impacts on ecosystems.
- *Commit to Conserve* – Find out how you can protect our waterways and commit to an action that will help.

Program B (3.5 hrs): *History and Social Science SOLs: VS.1, VS.2, VS.3, VS.4; USI.1, USI.2, USI.3, USI.5; VA Science SOLs: 4.3, 4.8, 5.9*

- *Survivor: John Smith* – Visit the northwest extent of John Smith's exploration of the Rappahannock, comparing Virginia resources now and then. Through tasks and role playing, simulate the Jamestown settlers' effort to survive and fulfill responsibilities to the Virginia Company and the King.
- *Rappahannock Connections* – Discover how the Rappahannocks, an American Indian Tribe of the Eastern Woodlands, adapted to their environment and used their natural resources. Investigate their respect for nature through pottery, artifacts, and oral tradition.

Program C (3.5 hrs): Choose one of the E-STEM challenges below (Option 1 or Option 2) and one of the bulleted offerings from Programs A or B (above) to create your own experience. *VA Science SOLs: 4.1, 4.3, 4.8, 5.1, 5.2, 5.9, 6.1, 6.4, 6.6, 6.8, 6.9*

- *E-STEM Option 1 Stormwater Sediment Filter Design Challenge* – Learn the top pollutants in the Rappahannock River while discovering the importance of our stormdrain systems. Students learn while they engineer stormwater filters for the top pollutant.
- *E-STEM Option 2 Hydro Power Design Challenge* – Students will discover how humans harness and use the renewable natural resource of water as they design and test their own prototypes.
- *After you have chosen E-STEM Option 1 or 2, pick a bullet from Program A or B to design the unique field trip for your students.*

Contact

Education Coordinator
540-373-3448
fieldtrips@riverfriends.org

<https://riverfriends.org/>



Prices:

Program Fees: \$8 per child/student (snorkeling and boating prices vary, call for details). \$80 registration fee (applied to the total program fee). .
Minimum group visit is \$80 (10 students).

Gari Melchers Home and Studio at Belmont

Youth groups are welcome at Gari Melchers Home & Studio! The museum offers unique experiences for all kinds of groups and ages. Art clubs, gifted programs, classrooms, home schoolers and summer camps are encouraged to consider spending a morning or afternoon of learning, creativity, and fun at Belmont.

Belmont's interactive guided programs are customized by the Belmont Education and Communications team to fit all group needs and goals. Field trips typically consist of a *Please Touch!* historic house tour, a *Looking to Learn: Learning to Look* studio tour, and an outdoor scavenger hunt. Groups may also choose to add on an art activity.

The museum offers outdoor picnic tables, room to roam, a beautiful view overlooking the Rappahannock River, hiking trails, ample restrooms, and a large parking lot.



Contact:

Michelle Crow-Dolby
Education and
Communications Manager
540-654-1851
mdolby@umw.edu

Prices:

\$8/student
\$12/student with art activity

<https://www.garimelchers.org/>

Shannon Air Museum

The Shannon Air Museum is unique in that its rare, vintage aircraft and artifacts are focused on a very specific theme: the history and development of commercial aviation and air commerce. The museum also reveals the important role of aviation pioneers from the Fredericksburg region in the history and growth of aviation during the years between World War I (WWI) and World War II (WWII), often referred to as "The Golden Age of Aviation." The Shannon Air Museum is a time capsule of our community's role in commercial aviation.

The museum tour begins with examples of WWI surplus aircraft used by former military pilots to give airplane rides and conduct acrobatic airshows. Students are introduced to the term "barnstorming" and discuss how the social impact of aviation emerges from barnstorming shows throughout the small towns and communities of rural America.

The early airmail aircraft in the museum introduce the growth of technology and economics. The economics are apparent in the Postal Service subsidies for airmail service, but students also hear of the compelling interests of banks and large businesses regarding moving financial documents long distances more quickly.

Aircraft on display also illustrate steady advances in technology. One of the first aircraft designed for transcontinental and intercontinental passenger service is on display. The final aircraft of the collection is a Douglas DC-3, the first aircraft with the passenger capacity to make passenger service profitable. The DC-3 became the principal aircraft used by passenger airlines throughout the world for decades.



Static displays highlight important historical events and aviation pioneers. Charles and Ann Morrow Lindberg, the Tuskegee Airmen, Amelia Earhart, and Eleanor Roosevelt are featured.

Museum tours and classroom activities are led by a docent team with experience as pilots, as well as in aeronautical engineering, history and education.

Educational benefits of museum tours are greatest for students grade 4 and up, and may include the following SOL learning objectives: History & Social Science- K.1, K.2, K.3, K.4, K.8, K.9, 1.1, 1.2, 1.7, 1.8, 1.9, 2.1, 2.2, 3.1, 3.10, 3.13, VS.1 a, b, d, e, f, g, h, i; VS.8 b, c; VS.9 a, b, c; VS.10 b, c; USII.1 a, b, d, e, f, g, h, i, j; USII.2 b, c; USII.4 b, c, d; USII.5 c; USII.6 a, b, c, d; USII.7 a, b, c; USII.8 c, d; USII.9 b; CE.1 d, e, f, g, h, i; CE.3 c, d, e; CE.5 c, d; CE.10 a, b, c; CE.11 a, b; CE.12 a, b, c, d, f; CE.13 a, b, c, e, f; CE.14 a, b, c, d; WHII.10 a, b, e; WHII.11 a, b, c; VUS.8 b, e



Contact:

Kristen Curtas-Barnum
Assistant Director
540-642-4387

kcurtas@shannonairmuseum.com

Prices:

\$9 - Ages 4-12

\$15 - Ages 15 & Up

10% discount to groups of ten or more people

<https://shannonairmuseum.com/>



Spotsylvania County Museum

The Spotsylvania County Museum provides a comprehensive history of Spotsylvania County from American Indian heritage, to establishment of the county in 1721, through the Civil War up to the 21st century, including notable figures from Spotsylvania. The Museum features artifacts, photographs, documents and textiles from as early as the 1600s. The Spotsylvania County Museum sits on the First Day of Chancellorsville Battlefield which provides scenic walking trails and wayside exhibits that enhance any museum experience.

The Spotsylvania County Museum welcomes youth tours which include guided tours through the museum building led by trained museum staff (split into groups of 20), the popular Seek 'N Find scavenger hunt game, behind the scenes tours of the collections/artifacts building and specialty topics and activities upon request. The Spotsylvania County Museum is happy to work with group leaders to create a custom experience that fits their needs. Students can take advantage of the Museum Gift Shop where they can find affordable and fun gifts and souvenirs including books, coloring books, jewelry and old-fashioned children's toys.

SOLS covered depend on specific programming chosen but can include:

Kindergarten: K.1; K.2a,b; K.3; K.6; K.7; K.8; K.9a; K10d,e,g;

1st Grade: 1.1; 1.2a; 1.3a; 1.5a,b; 1.6b; 1.10b;

2nd Grade: 2.1a,b,c,d,e,f,g,i; 2.3a; 2.4c; 2.7a; 2.11a,f; 2.12a; 3.1a,d,f,g,i;

3rd Grade: 3.5; 3.6d; 3.8; 3.9; 3.11a,f; 3.12b,c;

4th and 5th Grades: VS.1; VS.2c,d,e,f; VS.4b,e; VS.7b; VS.10c;

5th and 6th Grades: USI.1a,b,c,d,e,f,g; USI.2b,c,d; USI.3b,c; USI.4b; USI.5b; USI9d,e,f

6th Grade: USII.1a,b,c,d,e,f,g,h; USII.3c

Contact:

Angel Rose

Tourism Manager

540-507-7755

museum@spotsylvania.va.us

Prices: FREE (3 weeks notice requested)

<https://www.spotsylvania.va.us/898/Museum>



SPOTSYLVANIA
COUNTY
MUSEUM

John J. Wright Educational & Cultural Museum

In the early 20th-century, Mr. John J Wright championed for the education of African American students in Spotsylvania County. One hundred years later, the museum that bears his name and stands on the site of the first high school for African American students in the county, endeavors to continue his legacy. Journey through the social context of African American education in Spotsylvania County, it's transformation through successful integration, and the closure of the historic John J. Wright Middle School. The museum is located inside the original school's library. The key topics addressed at the museum include segregation, African American culture, local history and integration.



Contact:

7565 Courthouse Rd. Spotsylvania, VA 22551
540-582-7583, ext. 5545
museumadmin@jjwmuseum.org

Prices:

Admission is Free;
Group Reservations available by appointment

<https://www.spotsylvania.k12.va.us/o/wright>

John J. Wright



Museum

Planning & Scheduling Tours

Assistance in planning School Tours is provided by the Fredericksburg Department of Economic Development and Tourism. The following information is very helpful in planning a school tour:

Point of Contact:

School Name:

School Address:

Point of Contact Phone Number:

E-mail Address:

Day of tour contact and phone number if different than above:

Date(s) Desired : 2nd choice: 3rd choice:

Arrival time in Fredericksburg:

Departure time from Fredericksburg:

Number of Students:

Grade level (numbers in grade if multiple grades are planned):

Number of Teachers:

Number of Chaperones:

Sites to visit:

Note if you need assistance in making lunch plans. YES/NO



Submit the above information to hbacklund@fredericksburg.gov if assistance is desired in booking school tours.

City of Fredericksburg
Department of Economic Development and
Tourism
706 Caroline Street Fredericksburg, VA 22401
540-372-1216
<https://fxbg.com/>



Note: Prices listed herein are for 2023 and may change without notice.

