

New France and the Fur Trade



School Program Teacher Overview *Canadian Museum of Civilization*

Introduction

This Program has been designed to provide an interactive experience which will enhance your study of the roots and culture of French communities in Canada. During their exploration of daily life in New France, your students will take part in roleplaying activities, interact with historical characters, and learn about important topics such as the fur trade and economic life in a fortified town. Please divide your group in two prior to your Museum visit.

Goals

Although this Program is meant to capture your students' imaginations and bring history to life, it also has a number of solid curriculum-related goals. These include:

- Fostering an appreciation of the achievements and heritage of early French-Canadian communities.
- Encouraging an understanding of cultural and economic exchanges between Europeans and First Peoples as a result of the fur trade.
- Comparing city and country life during the seventeenth and eighteenth centuries.
- Encouraging students to develop and pursue an interest in Canadian history.

Program Content

The Program begins with a timeline activity, helping students to orient themselves as they travel back in time to the seventeenth and eighteenth centuries. Their experience of rural and urban life in New France quickly moves on to involve them in activities which include dressing up in period clothing, speaking with historical characters, taking part in the daily life of a typical New France town square, visiting a fur trading camp, and participating in an eye-opening trading activity using authentic trade goods. Each part of the Program includes thought-provoking games and activities, ensuring that history is made both relevant and meaningful for your students.



Duration, Times and Reservations

- 90 minutes
- Times: 9:30 or 10:30 a.m. and 12:30 or 1:00 p.m.
- To make your reservation, please call Group Services at (819) 776-7014

Grade Levels

- Ontario — 3–8
- Quebec — Cycle 2 to Secondary 2



Specific Learning Outcomes

In addition to the general goals outlined above, this Program provides your students with activity-related experiences which will deepen their knowledge and understanding of a number of specific topics. Through this program, your students will gain:

- An understanding of where New France is situated in time.
- An understanding of some of the factors that led to early French settlement in Canada.
- A knowledge of various occupations in New France, compared with similar occupations today.
- An understanding of the impact that the fur trade had on First Peoples and the role it played in the settlement of Canada.
- An ability to describe some of the main trade items and why they were valued.
- An ability to describe the roles of key people involved in the fur trade.

Curriculum Links

In order to support Ontario and Quebec curricula, this Program has been tailored to enhance your classroom content. A few specific curriculum links for some levels are outlined below.

Ontario

Grade 3 — Social Studies; Heritage and Citizenship — Pioneer Life

- Identification of early settlers and their origins, and description of their lives and contributions.
- Identification of the contributions of Aboriginal peoples to early settlement in Canada.

Grade 6 — Social Studies; Heritage and Citizenship — Aboriginal Peoples and European Explorers

- Identification of early explorers, and description of their impact on the development of Canada

Grade 7 — History; New France

- Description of the origin and development of French settlement in North America.
- Description of how early French-Canadian communities adapted to the challenges of their new land.

Quebec

Cycles 2 and 3 — Social Studies

Geography, History and Citizenship Education

- Competency 1: description of the organization of a society in its territory, and the contribution of that society to our own.
- Competency 2: interpretation of changes in a society, and changes made to its territory.
- Competency 3: awareness of the diversity of societies and their territories.

Secondary 1 — General Geography

- Module 5: elements of human geography.

Secondary 2 — General History

- Module 5: the Renaissance and European expansion in America.

Preparing Your Class

In order to ensure that your class gets the most out of this educational experience, we encourage you to consider the following pre-visit activities:

- Explore our virtual exhibition of the Canada Hall and the Virtual Museum of New France online at www.civilization.ca.
- Study reproduction maps of New France and compare them to maps of Canada and North America today.

Post-Visit Activities

To help fix the lessons your students have learned during their Museum program, you may want to consider some of these follow-up activities:

- Research what was happening in your own community or region during the New France period. For example, was it involved in the fur trade? Was it a First Peoples settlement? Was it visited by explorers?
- Take a closer look at the different roles and occupations examined by your students during their program, and compare them to similar occupations today.
- Divide your class into groups of four, and help them to create their own trading game cards and trade value posters, based on objects they value today. Have them present their games and posters to other groups in the class, and have them play each others' games.

Evaluation

In order to ensure that our Programs remain helpful and relevant to your curriculum and to your students, we encourage all teachers to send in a post-Program evaluation. Evaluation forms will be provided onsite, and we hope you will take advantage of this opportunity to provide us with important feedback on your Museum experience.