

THE CHARLESTON MUSEUM

Programming, Grades 3 to 5

How To Schedule A Visit

Reservations must be made in writing. We cannot book dates and times over the phone. [Register online.](#)

- Reservations are taken on a first come-first serve basis, so please try to make reservations at least two weeks in advance.
- Please indicate if your group has special needs.
- The reservation process is not complete until you receive a confirmation form.
- Please collect all money in advance, to be paid at the time of your visit. The Museum will accept cash, check, or card. Make checks payable to The Charleston Museum.
- Please arrive at least 15 minutes before the start of your program to allow time for check-in and restroom breaks.
- Written cancellation is required. Groups not canceling in writing at least 10 days prior to the visit will be charged 20% of total due.
- Please contact the Museum Education Department (843-722-2996 ext. 236 or ereagan@charlestonmuseum.org) at least 5 calendar days prior to your visit to confirm the total number in your party and the programs being conducted. Your final amount due will be based on this information. If a guaranteed count is not received, the amount shown on your confirmation will be the minimum charged.
- Late arrival can result in canceling or shortening of your program subject to Museum educator availability. However, the amount shown on confirmation form will still be due.

For questions about education programs and available dates please contact.

Elise Reagan, Chief of Education
(843) 722-2996 ext. 236
ereagan@charlestonmuseum.org

Admission Fees for registered groups' rates are based on 12 or more students. Minimum group fees apply if group brings less than 12 students.

- 1 program or tour \$5.00 per participant
- 2 programs or tours \$10.00 per participant
- 3 programs or tours \$15.00 per participant
- 4 programs or tours \$20.00 per participant
- All teachers are admitted at no charge with their classes.

Chaperones are \$7.00 for a program including a Museum, Dill Sanctuary, or Historic house visit. If chaperone is only attending a program in the Museum classroom they are admitted at no charge. Special pricing applies to our Specialty Programs and all package programs.

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Explorations

A Museum tour is not included with a class. If you would like a Museum tour please check Self-Guided Museum Tour on your reservation form. We also offer scavenger hunts and guided tours.

Students should be divided into groups determined by the number of chaperones/teachers that are available. One chaperone per every ten students is preferred.

A Museum educator will provide instructions and supplies upon the group's arrival. Each group will receive a clipboard, a pencil, and one scavenger hunt. Scavenger hunts can be emailed to the teacher in advance so that they can make their own copies. Please allow at least an hour for your group to complete the general scavenger hunt.

Museum Matchmakers, Grades Preschool to 3

Matchmakers feature images for children to find throughout the Museum.

General Scavenger Hunt, Grades 3 to 12

This exploration includes questions for each of our exhibit galleries.

Guided Tours

Travel through the Museum learning about the events, people, and animals that have made the Palmetto State so fascinating. A guided tour is perfect for South Carolina Studies classes and includes information on Native Americans, life on Lowcountry plantations, the Revolutionary War, the Civil War, special exhibit galleries, and animals that once roamed the Lowcountry. Maximum group size is 30 students. Students will be divided into groups of 15. Special arrangements can be made for larger groups. All guided tours are \$5 per student and last approximately 1 hour. If you are interested in a curator-led tour of a specific gallery please call the Education Department for pricing.

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Classes

Classes begin at \$5 per student and are approximately 1 hour. A Museum tour is not included with a class. If you would like a Museum tour please check Self-Guided Museum Tour on your reservation form. We also offer scavenger hunts and guided tours. These will be an additional \$5 per student and \$7 per adult chaperone.

Many of our classes can be brought to your school. Fees are \$150 per hour of programming. A mileage fee will be added to the price (mileage fee is based on the current federal mileage rate) for programs farther than 5 miles from the Charleston Museum. If you would like the program brought to your school, please check the To-Go box on the reservation form or make a comment on your online reservation.

Animals A to Z, Grades Preschool to 3

Explore the animal kingdom and discover why animals are so different from one another and how they can be the same. Feathery, furry, scaly, small, tall, blubbery—animals come in all shapes and sizes. Students compare and contrast animals to understand the different classifications of vertebrates - mammals, reptiles, amphibians, birds, and fish. Standards: LS1.B/LS2.D/LS3.A/LS3.B

Bug Bonanza, Grades Preschool to 3

Learn all about the creatures that outnumber people 1.4 billion to one! Discover why bugs are important for life surviving on Earth. Examine a variety of these fascinating animals to see the characteristics that make insects so cool! Students will inspect insects through a microscope, create bug rubbings, look through bug eyes, and create art with stamps. Standards: LS1.B/LS2.D/LS3.A/LS3.B

Oceans in Motion, Grades Preschool to 3

Dive in to learning about life in oceans through hands-on investigations of our preserved marine life collection. Students learn all about the diverse life in the sea including gastropods, bivalves, echinoderms, sharks, and other ocean dwellers. This class also includes a marine life rubbings activity. Standards: 3-LS-2/LS4.B/LS4.C

Prehistoric Animals, Grades Preschool to 4

Visit the world of the giant ground sloth, saber tooth cat, and the dinosaur. By handling fossils, replicas, and images, students gain an understanding of what life was like before, during, and after the reign of the dinosaur. By adding on a self-guided tour to this program, students can see up close our giant ground sloth skeleton, dinosaur tracks, and other prehistoric specimens. Standards: 3-LS4-1/LS4.A; ESS1.C

Tribal Life and Customs, Grades 1 to 4

Discover the lives of early South Carolina inhabitants who arrived over 12,000 years ago by learning about the daily activities of Indigenous men, women, and children.

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Learn their methods of survival by handling animal skins, pottery, projectile points, and tools. Standards: 3.4.3.AG/3.5.1.HS/3.5.3.HS; 4.1/ ETS2.B

Fossil Frenzy, Grades 3 to 6

Journey back in time to learn about Earth as it was millions of years ago. Learn all about the fossilization process and different types of fossils. Handle and examine reproductions and real fossils while trying to properly identify them through comparison of modern creatures. Can add fossil casting for an additional fee. Standards: 3-LS4-1/LS4.A; ESS1.C

Tomb Travelers, Grades 3 to 6

Travel back to Ancient Egypt to learn about daily life along the Nile River. Discover the steps of the mummification process, handle ancient artifacts, and dress like an Egyptian. Visiting our Early Days Exhibit, students will see mummified Egyptian remains and other Egyptian items from our collection. Standards: 3.4.1.PR/3.4.3.AG; ETS2.B

Cash Crops, Grades 3 to 12

Step back in time to discover the crops that made Charleston the wealthiest city in British North America. Learn about the intricacies of rice production and indigo as well as the enslaved people who did all the labor but received never of the wealth. Get hands on with these crops by pounding rice and using a fanner basket. Standards: 3.2.2.ER/3.2.3.ER; 4.1/4.2/4.4

Amazing Architecture, Grades 3 to 12

Begin this architectural adventure by learning about the different styles of architecture visible in Charleston today--Georgian, Federal, Gothic Revival and Greek Revival. Students will learn about basic architectural features, materials, and terms to prepare themselves for a scavenger hunt through the Mazyck-Wraggborough district surrounding the Museum. Approximately 1 hour with class and scavenger hunt.

Gullah Traditions, Grades 3 to 12

Discover the traditions passed down for hundreds of years from West Africa to modern South Carolina, and how African Americans have shaped the culture, language, food, and music of the Lowcountry. Examine documents, artifacts, and replicas to understand the African American experience in South Carolina from enslavement to the Civil War. Standards: 3.5.3.HS/3.5.1.HS; 4.1/4.2/4.4

Yesterday's Trash (Archaeology), Grades 3 to 12

Learn how to analyze artifacts and why archaeologists do what they do. Examine potsherds, glassware, bone, and metal to unlock the secrets of humanity's past. This program will cover different types of archaeology as well as the methods and tools

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involved. A version of this program is also available at the Dill Sanctuary. See The Dill Sanctuary Programs for more information.

Geology Rocks!, Grades 4 to 8

Dig into geology! Learn all about the rock cycle and the different types of rocks that make up our environment. Use the scientific method and techniques used by real geologists to test rocks and identify the type of rock and minerals present. Students will test rocks for hardness, streak, magnetism, among other properties. Standards: 4-ESS2-1 (ESS2.A); 6-ESS2-1; E-ESS2-2 (ESS2.A)

Perspectives of the Civil War, Grades 4 to 12

Observe how the Civil War impacted different people in the United States by exploring haversacks filled with artifacts, replicas, documents, and images. Each haversack represents the experiences of one group of people during the war: Confederate Soldier, Union Soldier, Enslaved worker in Charleston, Black Soldier in the Union Army, Woman on the Homefront, and Woman on the Warfront. Standards: 4.4

Perspectives of the Revolutionary War, Grades 4 to 12 -- NEW

Discover the roles South Carolinians played in the Revolutionary War and the experiences of those fighting, surviving, and thriving during the war. Explore haversacks filled with artifacts, replicas, documents, and images to uncover the stories of real men and women. Each haversack represents the experiences of one group of people during the war: Patriot Men, Loyalist Men, Patriot Women, Loyalist Women, Black Loyalists, Black Patriots, British Soldiers, and Continental Army Soldiers. Standards: 4.2

Revolutionary Charleston, Grades 4 to 12

Explore the role of Charleston and South Carolina during the American Revolution. Hear the tale of the Battle of Fort Sullivan and see items owned and used by revolutionary Charlestonians including the Swamp Fox. Feel the frustrations of the colonists as students take part in a game to learn about taxation in Colonial Charleston. Standards: 4.2

We Can Do It: Charleston Homefront in WWII, Grades 5 to 8

Experience what life was like on the Homefront during World War II. Even though no battle took place in Charleston, the war changed the world of every American as it impacted every aspect of daily life. Use rations to get groceries for the week, learn Morse Code and make a flashlight to practice, identify planes flying high above with a spotter guide, and examine propaganda posters to see how men, women, and children helped the war effort. Standards: 5.3

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Specialty Classes

A Pirate's Life, Grades 1 to 4

Join the Museum's pirate crew and learn what a pirate's life was really like! Sign a Code of Conduct, decorate a pirate hat, learn pirate fact from fiction, and hear tales of pirates that visited Charleston during the Golden Age of Piracy. Students will get to take home their pirate hats. Approximately 1 hour with craft time and class--\$10 per student.

Shake, Rattle, and Roll: Natural Disasters, Grades 2 to 5

Shake, rattle, and roll as you learn all about natural disasters in the Lowcountry. During this interactive class, students will use household materials to construct a building that can withstand an earthquake, experiment with twister bottles to see how a tornado forms, and study the Halsey map to see what types of natural disasters Charleston has survived during its history. Approximately 1 hour--\$10 per student. Standards: ETS1.B/ETS2.A/ETS1.C/ESS2.D/3-ESS3-1/ESS3.B/ETS2.B/ 3.3.1.ER/3.3.2.ER; ESS2.B/4-ESS3-2/ESS3.B/ETS1.B/ETS2.B

Colonial Apprentice, Grades 3 to 8

Become an apprentice for the day! Sign your indenture and learn skills that were needed in colonial towns. Students will learn about pottery, home crafts, and the building arts as they create clay pots, practice "stone" carving, and roll beeswax candles. Approximately 2 hours--\$15 per student. Standards: 4.1

Defending Charles Town, Grades 3 to 8 -- NEW

Join the defenses of Charleston in this STEM-infused program exploring the Siege of Charleston. Learn about the chemistry of war in muskets and cannons, hear about the Siege of Charleston, and participate in musket drills. Approximately 2 hours--\$10 per student. Standards: 4.2

South Carolina's Story, Grades 3 to 8

Delve into the story of South Carolina in this jam-packed program. Begin with the Tribal Life and Customs class to learn about the first inhabitants of our area. Students then embark on a guided tour through the galleries of America's First Museum enhanced with pop up stations featuring artifacts, replicas, and other primary resources. The program concludes with students learning about fossilization and examining fossils. Approximately 2.5 hours--\$15 per student. Standards: ESS1.C/4.1/4.3/4.4

Spying Game: Revolutionary Espionage, Grades 4 to 12 – NEW

Muskets and cannons were not the only weapons used during the Revolutionary War. Spies were key to the strategies of both the British and Americans. Learn about the role of spies on both sides of the war, hear stories of men and women who practiced

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espionage in South Carolina, and try out spy techniques of the 18th century.
Approximately 60 minutes--\$10 per student. Standards: 4.2

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Historic Houses

Step into the Past, Grades 3 to 12

Step back into the lifestyles of early Charlestonians. Students visit the Museum's historic houses to compare and contrast old Charleston with today. The general tour for each house includes site history, architecture, decorative arts, and family and enslaved life. Specialized tours of the houses are also available (see below). Maximum group size is 40 students. Students will be divided into groups of 20. Special arrangements can be made for larger groups.

Joseph Manigault House Tour, 1803

A National Historic Landmark
350 Meeting Street

Located just across the street from the Museum, the site of this Federal style home was once the residence of a wealthy rice planter, a USO post, tenement housing, a dry cleaner, and even a gas station. Explore the varied history of this beautiful three-story brick house built for the Manigault family. The Manigault family came to Charleston from France escaping religious persecution to eventually become a successful rice-planting family. Learn about their daily lives and the lives of their enslaved workers.

Heyward-Washington House Tour, 1772

A National Historic Landmark
87 Church Street

Step back in time to Charleston's golden age in the only Pre-Revolutionary War House open to the public in the city. Located within the original walled city, this 1772 Charleston double house was owned by Thomas Heyward, Jr., a signer of the Declaration of Independence. The home is famous for housing President George Washington during his southern tour in May 1791. The Georgian Style architecture and furniture crafted by local Charleston cabinetmakers make this house truly unique. Students will also get the chance to explore the gardens and work yard, as well as the only colonial kitchen building open to the public. Standards: 4.2

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The Dill Sanctuary

Located on James Island, the Dill Sanctuary is a 580-acre site that has been protected for the purposes of preservation, wildlife enhancement, research, and education. The Dill Sanctuary contains three Confederate batteries and prehistoric, colonial, antebellum, and postbellum archaeological sites. Many Museum classes can be taken to the Dill Sanctuary to be combined with any of the following programs. All programs listed below are approximately 1 hour. Students should dress for mess for any Dill Program.

Bug Bonanza, Grades Preschool to 3

Experience our popular bug class at the Dill Sanctuary. Enjoy a chance to catch bugs and observe them up close. The Museum will provide bug collectors and bug grabbers for the program, but all containers and bugs must remain at the Dill Sanctuary. Standards: LS1.B/LS2.D/LS3.A/LS3.B

Marsh Walk, Grades 1 to 12

Enjoy the great outdoors with a walk into the maritime forest and saltmarsh of the Dill Sanctuary. Students will learn about the many plants and animals that flourish in the saltmarsh, such as fiddler crabs, periwinkle snails, spartina grass, and osprey. Students will get a chance to observe fiddler crabs up close through use of the Museum's bug boxes. Standards: LS1.B/LS2.D/LS3.A/LS3.B/3-LS3-2/LS4.B/LS4.C/LS2.C/LS4.D; LS2.A/LS2.B/ESS2.A/ESS2.C/ESS3.C

Charleston's Hidden History, Grades 3 to 12

Uncover the Dill Sanctuary's hidden history using maps, artifacts, census records, and oral histories. "The visitor will find no great plantation house or gun-embellished fort at the Dill Sanctuary today. The history is literally hidden." As students walk through the property, they will learn of the Indigenous peoples, Revolutionary and Civil War soldiers, plantation owners and enslaved laborers, and tenant farmers that have made the Dill Sanctuary their home. Standards: 4.1/4.2/4.4/4.5

Yesterday's Trash (Archaeology), Grades 3 to 8

Dig into the past. Examine potsherds, glassware, bone, and metal to unlock the secrets of Charleston's past. This program will cover different types of archaeology as well as the methods involved. Students will get a chance to dig, screen, and wash artifacts and learn how to analyze and identify what they find. Maximum group size is 15 students. This program can be combined with others to accommodate larger groups. Special pricing - \$10.00 per student.

War on the Stono River, Grades 4 to 12 -- NEW

Discover the Civil War history of James Island by visiting Battery Pringle located at the Charleston Museum's Dill Sanctuary. Stand in the middle of the earthwork structure and

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hear the tale of the skirmish with a Union vessel attempting to infiltrate the Stono River. Learn how the battery was built, its daily operations, and imagine what it must have been like during the war. Students will learn about the construction of earthwork fortifications, the importance of James Island and the location of the Dill Sanctuary during the war, and the process of protecting what is left of the battery. Add any of our recommended classes to extend your time at the Dill Sanctuary and supplement tour information. Standards: 4.4

Teachers can apply for field trip funding through the [American Battlefield Trust](#).

Recommended classes:

- Civil War Haversacks: Perspectives of the War
- Civil War Technology with Sugar Cube Fort Building - \$10 per student (STEAM)
- Yesterday's Trash (Archaeology with an emphasis on Civil War)
- Add sugar cube fort building to any of the above for an additional \$5 per student and 30 minutes of programming (STEAM)

Engineering War: Civil War Fortification Tour (STEAM), Grades 4 to 12 -- New

Explore two Civil War earthwork fortifications, Battery Pringle and Battery Tynes, located at the Charleston Museum's Dill Sanctuary on James Island. Hear the tale of the skirmish on the Stono involving Battery Pringle. Learn about the different techniques and materials used to build fortifications in the Lowcountry. After the walking portion of our tour, take a deep dive into the construction of fortifications during the Civil War. Try your hand at designing your own fort by creating a bird's eye view line drawing, then use sugar cubes to bring your plan to life. During this STEAM-infused walk through history, students will act as engineers to create their own forts and engage in critical thinking deciding where their forts will be located, materials and techniques they would use to build, how will they be manned, and the design of the structure itself. Approximately 2 hours - \$15.00 per student. Teachers can apply for field trip funding through the [American Battlefield Trust](#). Standards: 4.4

Nature Art, All ages

Extend your time at the Dill Sanctuary by adding an art component to match your curriculum. Students can paint with Pluff mud, create art installations, or learn about Japanese fish printing. Additional \$5 per student.

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Package Programs

Follow in the footsteps of George Washington, Thomas Heyward, Jr., Christopher Gadsden and others as you immerse yourself in Colonial Charleston. Choose from any of the three programs to experience daily life during the Revolutionary War.

Rebels and Redcoats, Grades 3 to 8

The Powder Magazine, Heyward-Washington House, and Old Exchange & Provost Dungeon

It's 1781 and Charleston is under British Occupation. Your secret mission begins with fellow Patriot soldiers at the Old Exchange building. See where prisoners are being held by the British in the dungeon and learn about the Declaration of Independence in the Great Hall. Journey to the Heyward house where you will learn about the daily life of the household and how difficult life has been in Charleston under the British Occupation. Finally, sign up for the militia and prepare for battle as you learn about gunpowder, muskets, and cannons at The Powder Magazine

Time: 3 hours. Fee: \$15 per student, \$6 per adult, teachers are free. Minimum 12 students, maximum of 120 students. Standards: 4.2

Pirates, Patriots, and Powder, Grades 3 to 8

The Powder Magazine, Heyward-Washington House, and Old Exchange & Provost Dungeon

Start at the Old Exchange, exploring the British provost (dungeon) where American Patriots were kept during the Revolution. Learn about the Charleston Tea Party, George Washington's visit, and see where South Carolina ratified the U.S. Constitution. Next, your group will engage in a colonial/American Revolution themed scavenger hunt through Charleston's historic district discovering locations and objects relevant to the early history of this city, state, and nation. Along the hunt, students will experience a tour of the Heyward-Washington House where they will learn of Declaration of Independence signer Thomas Heyward Jr.'s role during the Revolution, as well as the stories of other patriots such as Christopher Gadsden and Francis Marion. The scavenger hunt continues to the Carolinas' oldest public building, The Powder Magazine. There, students will learn about how "Charles Town" was fortified as the only English walled city in North America, its early geography and inhabitants and why this colonial town's powder magazine was an essential part of its survival.

Time: 3 hours. Fee: \$15 per student, \$6 per adult, teachers are free. Minimum 10 students, maximum 80 students. Standards: 4.2

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Colonial Quest: Exploring the Colonial and Revolutionary City, Grades 3 to 8

The Powder Magazine and Heyward-Washington House

A variation of the Pirates, Patriots, and Powder program minus the Old Exchange and Dungeon. Time: 2 hours. Fee: \$10 per student, \$6 per adult, teachers are free.

Minimum 10 students, maximum of 80 students. Standards: 4.2

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Bragg Boxes

The Charleston Museum is proud to introduce our Bragg Box program, an opportunity to bring the Museum's exciting educational experiences to your school! The Bragg Boxes feature artifacts, replicas, images, documents, lesson plans, and activities to provide valuable arts-infused social studies curricula to students.

These innovative teaching tools have deep roots in the Museum's history through former director Laura Bragg, who revolutionized museum children's education programming in the early 1900s. Ms. Bragg believed that one's inability to visit the Museum should not prevent children from realizing its benefits. She developed the concept of "Bragg Boxes" which were specially-crafted boxes containing Museum materials that were sent out to rural schools throughout the Charleston area. The Charleston Museum is excited to once again offer local schools the excellent experience of Bragg Boxes.

The new and improved Bragg Boxes include real artifacts, replicas, reproduction documents, images, and activities that relate to text books, social studies standards, and Visual and Performing Arts Standards. All items in the trunks can be used by following the included lesson plans or by the teacher in a way that supplements their existing lesson and best fits their teaching style. The lesson plans include objectives, vocabulary, background information, procedures, and activities. Recommended grade levels are listed below with available box themes, but the box can be adapted to other grade levels as well.

The Bragg Boxes program was made possible by an Arts in Education matching grant from the South Carolina Arts Commission.

Pricing

One box for one week \$45. To add one additional week the fee is \$30.

Late charges are \$10 per weekday.

Shipping fees apply if boxes need to be mailed.

There is a mileage fee for trunks that need to be delivered to schools by Museum staff.

Funding for Title One School may be available. Please contact the Museum Education Department for details.

Elise Reagan
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843-722-2996 ext. 236
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Bragg Box Reservations

To reserve your Bragg Box fill out our reservation form. Our Education Department will contact you about delivery and payment.

Cattle and Culture of Colonial Charleston, Grades 3 to 8

Examine how raising cattle directly impacted the culture and economy of colonial Charleston through the lens of archaeology. Students will handle animal bones, artifacts, replicas, and tools used by archaeologists as they learn how material culture can teach us about the past. Students will also use primary resources and images to learn what colonial Charlestonians ate and traded as well as explore the fascinating story of the first cowboys in the Lowcountry—and possibly in North America. This Bragg Box was funded through a grant from the National Science Foundation. Standards: 3.5.1.HS; 4.1/LS1.A

Colonial Charleston, Grades 2 to 8

Learn what daily life was like in one of America's most important and prosperous colonial cities, Charleston, in the 1770s. Students will compare the lives of children today to children of that time period as well as compare daily lives of the different social classes. Activities include playing colonial games, trying on clothing, and learning the skills of a potter. Standards: 3.2.2.ER/3.2.3.ER; 4.1

Coming to Carolina, Grades 2 to 8

Investigate why real families left their home countries to settle in the Carolina colony. Through letters, maps, and artifacts discover the many issues they faced in coming to this new world. Students will get hands-on with artifacts to see what items were used by everyday colonial Charlestonians. Activities include mapping skills, analyzing letters, and creating tableau scenes. Standards: 3.2.2.ER/3.2.3.ER/3.5.1.HS/3.5.2.AG/3.5.3.HS; 4.1

The Black Majority, Grades 3 to 8

Many groups of people came to South Carolina from around the world during the colonial period. Many of them were escaping religious persecution or trying to gain new or better opportunities. Of all the different cultural groups that came to South Carolina, the largest was from Africa. However, this group of people did not come by their own choice but as enslaved workers. This Bragg Box covers the definition of enslavement, the reason enslaved people were brought from Africa, the daily life of enslaved people, and their cultural contributions to our area. Standards: 3.5.3.HS/3.5.1.HS; 4.1/4.2/4.4

The British are Coming, Grades 2 to 8

The British ruled over the colonies from afar, but by the 1760s things began to change. Taxes were one of the many issues between the colonists and the British crown that eventually led to the American Revolution. This Bragg Box deals with taxes, protests,

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battles, and the signing of the Declaration of Independence. Students will tax their classmates, air their grievances to their teacher, and participate in an activity centered on the song Yankee Doodle. Standards: 4.2