

Future of Tradition: Careers in Heritage Programs Activity

These activities were created to complement the *Future of Tradition: Careers in Heritage* event held 16 November, 2020. The recordings are available on The Royal Canadian Regiment Museum's YouTube channel. This event was designed to support secondary level curriculum expectations (A2.4 for many history courses) "identify some careers in which the skills learned in history might be useful".

Video Links

Restoration <https://youtu.be/6LndbKGTdmc>

Exhibitions <https://youtu.be/eFVzGaA0JBk>

Collections <https://youtu.be/512R5fxU7kM>

Programs <https://youtu.be/UkvFSS74H70>

Programs – Plan Your Own Craft

This activity will introduce the students the wide variety of factors that an educator or programmer might consider when planning an activity. Here we look at planning a craft and the different factors that need to be considered when coming up with a plan.

Pick a theme: What will your craft be about? What do you want to students to learn or think about? What time of year will it be most used? (e.g. Remembrance Day, Valentines Day, Christmas, a birthday, anniversary, etc.)

Age Bracket: Who will this craft most be used by? Is it just for young children, or teenagers? Will young children need parental supervision? (e.g. 5+, 8+, 10+, 12-17, etc.)

Supplies: What could be used to create this craft? Are there alternatives to the ideal supplies? Is it a virtual craft (online somewhere)?

Considerations: How long does it take? Do you need time for things to dry or set? What is the most challenging part of this craft and can it be modified? Is parental supervision needed? If people are doing the craft at home – will they have access to the supplies? Are there specific tools needed? What skills are needed to complete the craft? How much clean up will be necessary after the activity? There are lots of different factors to consider these are just a starting point.

Start designing your craft!

Remember to include what the craft will teach the students, a step-by-step guide, and pictures. Pictures help your audience see what the craft will look like step-by-step, and as a final product.

The students should create the craft themselves to fully understand how it is done, decide if their step-by-step guide is easy to follow, and if they need to fine tune anything.

For an idea on what a craft could look like, check out the Royal Canadian Regiment Museum's [Learning Resources](#): Poppy in the Window, Private Ronnie, etc.