



Dear Troop Leader:

This kit is filled with the materials necessary for your troop to earn the "Playing the Past" badge. Included in the kit is:

- 20 folded worksheets
- 3 vintage Sears, Roebuck catalogues
- 25 sharpened pencils
- 20 clipboards
- Pencil sharpener
- Tiddly Winks
- Dominoes
- Jumbo Jacks
- Ball in a cup
- Nine Pins
- Wooden dice game

You will be using these materials with your troop as you move through the activity outline in various locations in the Great Hall of Washington History exhibit. The activity guide will outline the activities you will facilitate with the group and guide you to various locations where the girls will interact with the materials.

Once your troop has completed all tasks on the worksheet provided, return all outlined materials to the kit for troops to use in the future. Collect the completed worksheets to demonstrate the knowledge and skills acquired by the troop to earn their "Playing the Past" badge. If you have any questions, you may ask the volunteer docents at the Information Desk. You will also return the kit to the Information Desk once your troop is finished.

**EVERYBODY HAS A PAST
ACTIVITY GUIDE**

Convene troop in lobby on couch seating.

"Welcome to the Washington State History Museum! Today we will be earning our "Playing the Past" badges, but before we get started, let's get our brains ready to think historically!"

Show the laminated photograph provided to the troop for careful consideration.

Use these questions to guide the troop in contemplating an image with a historic mindset:

"I want you to silently look at this image." Provide troop with some silent time looking at the image, and then ask each of the following questions individually. Allow time for multiple responses and all girls to speak.

- Think about what type of image it is.
- How was it created? Painted? Drawn? Photographed? What in the image makes you say that?
- What do you see?
- Who is in the image?
- What do you think is happening? What in the image makes you say that?
- When was this image taken? What in the image makes you say that?

"You will be using this same technique of carefully looking at details when you begin working on your Playing the Past badge today. Look at the front cover of your worksheets." Ask scouts if one would like to read the directions at the top of the page.

"You are going to take the role of a person in Washington state history. As you visit the museum, put yourself in their shoes. What do they do? What do they dream? Use your imagination to complete each activity as if you were the person that you have chosen. Or, you can use the information that you have learned to create your own character who may have lived in Washington's past."

Step 1: Decide who you are

Take troop into "Women's Votes, Women's Voices" to begin this activity.

Assist scouts in selecting a historical figure from the list, looking in the "Women's Votes, Women's Voices" exhibit, or have them create a historical character based on the information they are able to find in the exhibit.

Once scouts have selected or created an individual, have them explore the Great Hall of Washington History to find the exhibit that best exemplifies the time period and locations in which they lived.

Questions to get the scouts started:

- What are your special skills, hobbies, and favorite things?
- What objects can you find in the exhibit that might have been important to you? Why?
- What sort of career or life choices did you have? What choices didn't you have?
- Did you have a disability? How might that affect how you were treated and how you lived your daily life?
- Where might you have lived and in what kind of home?
- What events were occurring during the time you lived?
- Who were other significant figures of history that lived during the same time as you? What might you have thought about them?

Native Heritage	Early Civilization-1900s
Encounters	1800s-1850s
Cities & Towns	1880s-1920s
Wageworkers Frontier	1880s-1920s
Hard Times & Homefront	1930s-1950s

Step 2: Create a Costume

Allow scouts to design their costumes in the most appropriate exhibit space related to their historical figure, or convene troop at the “Wage Workers Frontier” exhibit to try on clothes from various time periods.

Have the scouts use the exhibit spaces as well as the provided Sears, Roebuck Catalogues to determine what clothing each historical figure might have worn. Have them sketch their outfit on the provided worksheet and label each piece of clothing and accessories. Ask the girls why certain clothing styles may have been in fashion in different times.

Step 3: Experience Daily Life

Have scouts reconvene as a group either in the “Wage Workers Frontier” or the Plank House.

Ask the girls to consider what types of jobs, chores, or duties they would have during the time period. Maybe it would be her responsibility to churn butter for the day or sweep up the cabin. Maybe she went to work in the Senate and had to work with other Senators to create a new bill.

“If your figure in history was an activist or outgoing individual, write a speech. What might she have said and who might she have said it to? What issues or causes might have been important to her? Or, write an entry into a diary for your figure in history. What was an average week in her life like? What might she have cared about enough to write in her diary?”

Questions to guide scouts in what to write for speeches or in their diary:

- What are your special skills, hobbies, and favorite things?
- What objects can you find in the exhibit that might have been important to you? Why?
- What sort of career or life choices did you have? What choices didn't you have?
- Did you have a disability? How might that affect how you were treated and how you lived your daily life?
- How were you expected to behave at the dinner table, a party, and toward men and boys? Did you actually behave this way?
- What was in fashion when you were 9 or 10?
- What kind of music might you have listened to?
- Who were your best friends and what did you do together?

Step 4: Have some old-fashioned fun

Have scouts reconvene as a group either in the “Wage Workers Frontier” or the Plank House.

Have scouts look in the kit and identify games that their historical figures might have played as children. There are parlor games as well as games children might play at school, outdoors, etc. Have them try a few and explain why they believe their historical figure might have played the game. Can they find examples of other toys and games in the Sears, Roebuck Catalogue they might have enjoyed during the time period? What items might they have asked for their birthdays out of the catalogues?

Step 5: Become your character

Have a living-history party! Take the scouts into the **Plank House** where they can become their character and interact with one another. They can teach each other games they played at the time, talk about what they do for fun, describe what they might wear to such a party occasion, or even give their speeches to one another that they wrote for Step 1. Have fun in character!

Women of Washington State History

"Women's Voices, Women's Votes"

- Jennifer Dunn (1941-2007) Washington State Congresswoman
- Julia Butler Hansen (1907-1988) United States Congresswoman
- Bonnie Dunbar, Ph.D. (1949-present) Astronaut
- Dr. Cora Smith Eaton King (1867-1939) Activist and Suffragette
- Frances Haskell (1871-1947) Pierce County Legislator
- Lucy Friedlander Covington (1910-1982) Tribal Leader
- Dora Sánchez Treviño (1947-present) Anti-Violence Activist
- Nettie J. Asberry (1865-1968) Activist, NAACP Chapter Founder
- Adella Parker (1886-1957) Washington State Legislator and Writer
- Laura Hall Peters (1840-1902) Activist for many causes
- Ella Guptil (1870-1943) Activist, Superintendent
- Emma Page (1853-1910) Activist and Temperance Advocate
- Mother Joseph (1823-1902) Nun, Architect, Carpenter
- Ruby Chow (1920-2008) King County Councilwoman
- Mary Arkwright Hutton (1860-1915) Cook, Women's Equality Activist
- Emma Smith DeVoe (1848-1927) Suffragette, Founder of National Council of Women Voters

Women in other exhibits in the "Great Hall of Washington History"

- Josette Work (Encounters) (1809-1896) Fur trader, Spokane Tribal member
- Phoebe J. Goodell (Cities & Towns) (1831-1926) Pioneer, author, Founder of Lynden, Washington
- Anna Louise Strong (Wagworkers Frontier) (1885-1970) Labor activist, journalist
- Mourning Dove (Encounters) (1888-1936) Native American author