



CITY *by the* SEA
MUSEUM
PALACIOS, TEXAS



Student Digital Notebook



Welcome



Welcome to your activity notebook, designed to help you navigate through the various activities and make the most out of your learning experience. Let's explore how you can use this guide to find and access each activity easily.

How to Navigate the Student Digital Notebook

Click the activity you want to explore to take you straight to that activity.

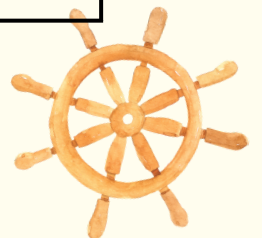


TABLE OF CONTENTS

| | |
|-------------------|---|
| <u>Activity 1</u> | <u>Be an Archeologist</u> |
| <u>Activity 2</u> | <u>Dig Like an Archeologist</u> |
| <u>Activity 3</u> | <u>Craft Activity</u> |
| <u>Activity 4</u> | <u>Group Activity</u> |
| <u>Activity 5</u> | <u>STEAM:</u> <u>Build Your Own Boat</u> |



Click the Home Icon to navigate back to the table of contents





Activity 1: Grid the La Belle



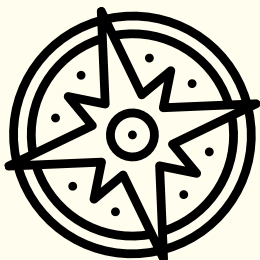
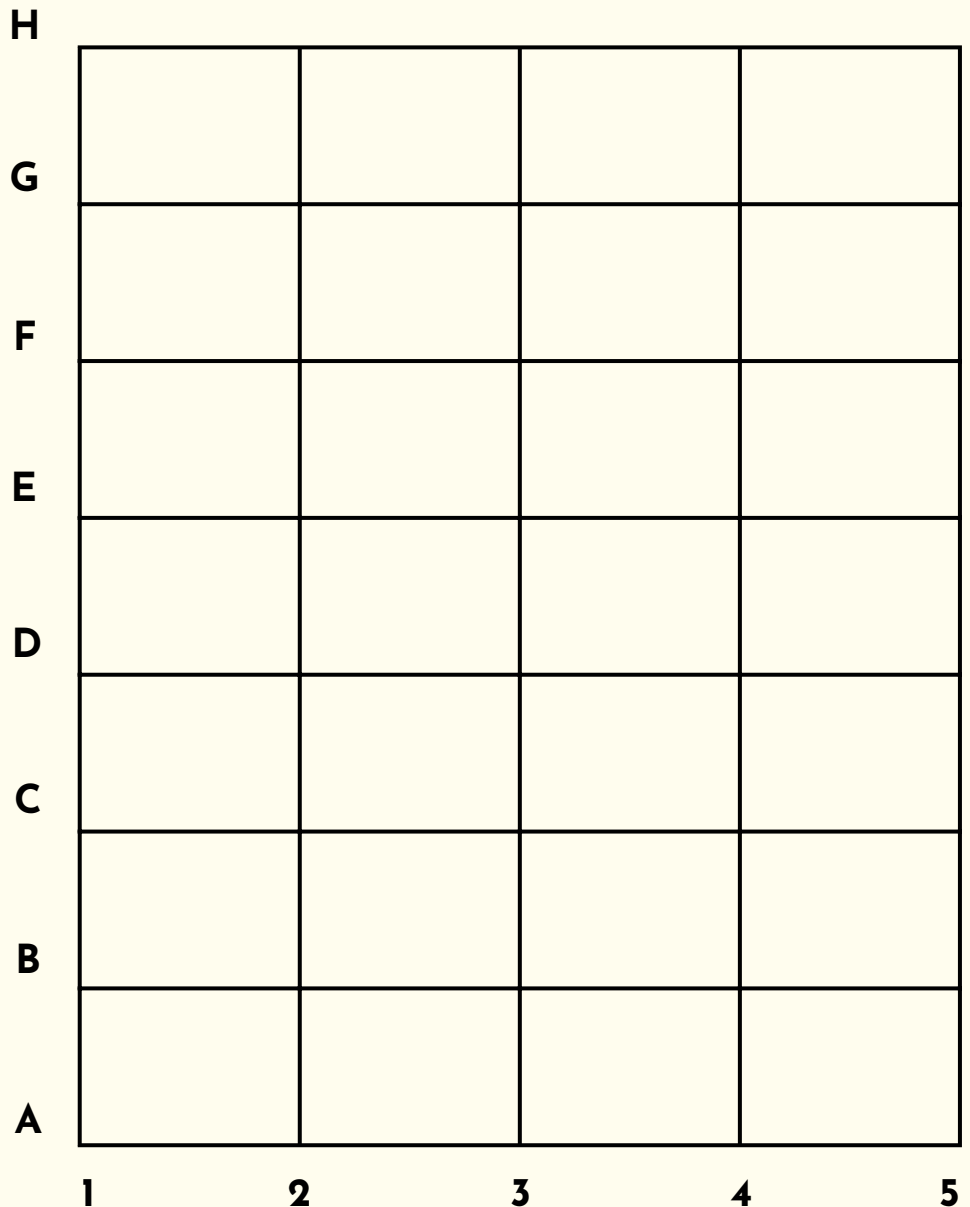
When archeologists are looking for ships underwater, they use an instrument called a **magnetometer** that rides on top of the water and detects readings of metal. When the magnetometer collects the readings, then points are plotted on a map. This allows archeologists to return to that location to dive and see what was detected.

This grid is ready for you to plot the coordinates to locate the *La Belle*. The lines are numbered and lettered. Mark a dot on each coordinate that was reported from the *La Belle* shipwreck.

Plot these coordinates on the grid:

A3; A2 1/2; B2; C2; D2; E2; F2;
G2 1/2; H3; G3 1/2; F4; E4; D4;
C4; B4; A3 1/2

Connect the dots and see what you plotted.



Activity 2: Dig Like an Archeologist



Have you ever wondered how archeologists find artifacts? Digging like an archaeologist is like going on a treasure hunt in the ground! They are like detectives of the past, carefully digging in the earth to find ancient things, like old tools, bones, and even hidden cities! By digging, they help us understand our history and uncover amazing secrets from a long time ago!



DATA RECORDING SHEET

List the artifact types and record the number found in each dig.

| Artifact Types | Container 1 (from underwater) | Container 2 (from sediment) |
|-----------------|----------------------------------|--------------------------------|
| Example - plate | 1 | 2 |
| | | |
| | | |
| | | |
| | | |
| | | |

Which was the most effective dig and why?



Activity 2: Dig Like an Archeologist



ARTIFACT RECORDING SHEET

Read the artifact questions and record your answers.



Artifact found: -----

| Question | Record your answer here |
|---|-------------------------|
| Describe your artifact. | |
| Are there any patterns or markings on the artifact? | |
| What do you think it was used for? | |
| Create a sketch of your artifact. | |

*This page may be reproduced.



Activity 3: Craft Activity

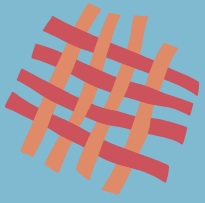


The Karankawa Indians were a group of tribes who lived along the Gulf of Mexico in what is today Texas. The Karankawas lived in wigwams - circular pole frames covered with mats or hides. In this craft activity, students will create a weaving pattern similar to the Karankawa Indians weaving style that served as floor coverings, hammocks, and room dividers (wall).



Photo taken at Museum of the Coastal Bend - Victoria, TX





Activity 3: Craft Activity



Paper Weaving

Materials needed:

- colored paper
- scissors
- ruler
- pencil



Instructions for first piece of paper:

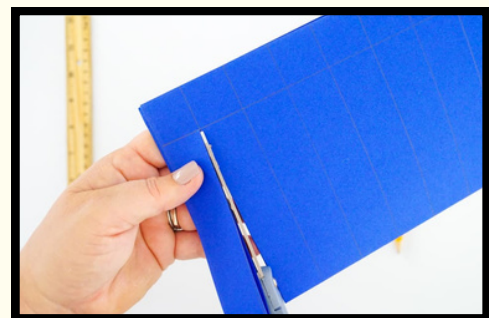
1. Fold one piece of paper in half.



2. With the fold at the top, place a ruler (or flat edge) approximately one inch from the top of the paper and draw lines approximately 1 inch from the top to the bottom of the folded paper.



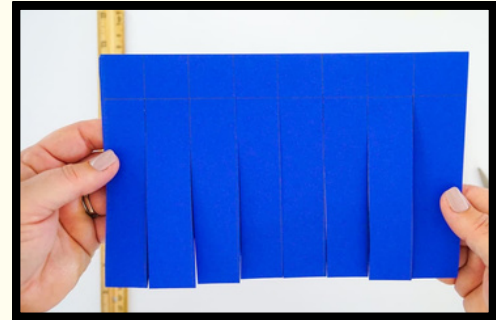
3. Cut your paper from the folded side to the edges, but not all the way to leave one inch from the edge.



Activity 3: Craft Activity

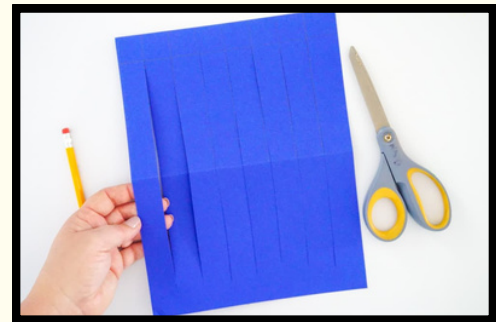


4. With the paper in the same position, cut up each of the lines of the paper until you get to the cross line and stop.



5. Do not cut the base paper all the way through because this will hold the weaving together.

*Remember to not cut all the way through the paper.



Instructions for second piece of paper:

1. Begin cutting strips for the second piece of paper. This will be your weaving paper.



2. Fold the weaving paper in half the same way the base paper was folded so the short ends of the paper will meet up.



Activity 3: Craft Activity



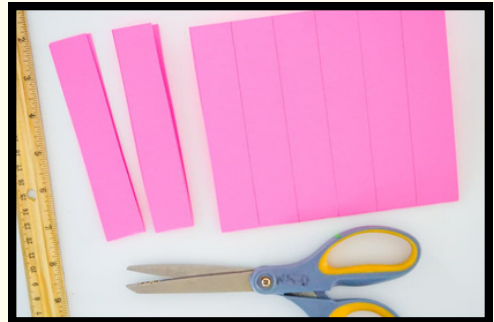
3. Draw lines from top to bottom just as you did with the base paper. You will be cutting through this paper to make long strips for weaving.



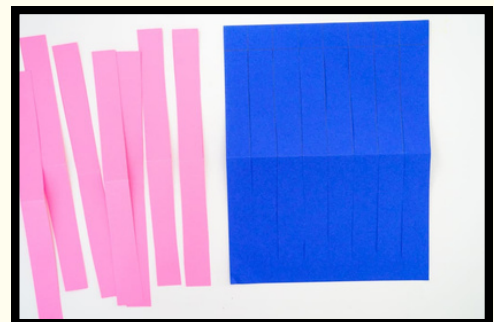
4. Space the lines as evenly across the paper as possible.



5. Cut the paper along the lines creating long strips.



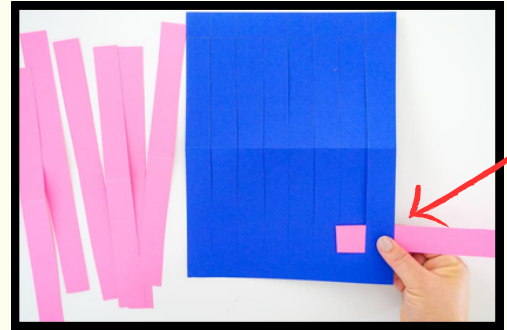
Weaving the paper strips instructions:



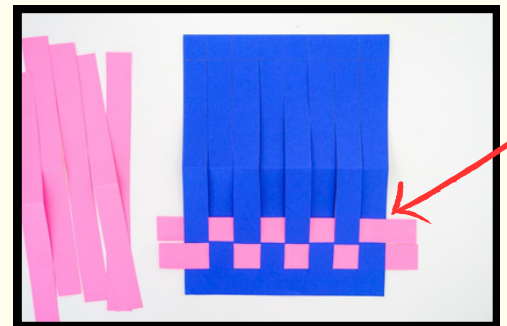
Activity 3: Craft Activity



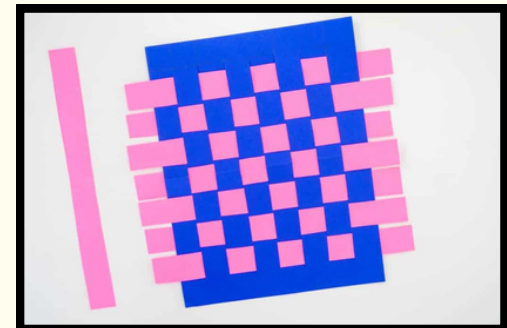
1. Unfold both the base paper and the paper strips.



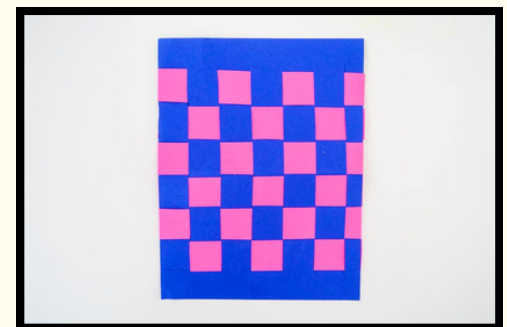
2. Starting at the bottom of the paper weave a paper strip over and under through your base paper.



3. The next paper strip will weave the opposite of the first starting at the top of the paper. The under and then over creates the weaving pattern.



Finished product!





Activity 4: Group Activity



Introduction to the Group Discussion Activity: "What Would You Pack?"

Hello, young explorers!

Imagine this: you are about to embark on the adventure of a lifetime, setting off on an exciting expedition to a far-off land filled with mysteries and wonders waiting to be discovered. But hold on, there's a catch! You can only bring a limited number of items with you on this journey. What do you choose? What would you pack?

Today, we're going to dive into our imaginations and explore the art of decision-making and creativity with a thrilling group discussion. We want to know, if you were leaving for an expedition, what would you pack in your backpack? Would you bring your favorite book to read under the stars? How about a trusty flashlight to light up the darkness? Or perhaps some magical snacks that never run out?

- Through this activity, we'll not only learn about the fascinating things each of you values but also practice the important skill of making choices. Remember, the sky's the limit, and your imagination knows no bounds. So, let's get ready to embark on this imaginative journey together and discover the incredible things our minds can create! Are you ready, explorers? Let's start packing our bags for the adventure of a lifetime!

Extension Activity:

Allow students to draw, present and explain why they would choose those items for the expedition.





Activity 5: STEAM Activity



Floating Adventures: Build Your Own Boat

During the time of La Salle's exploration, people generally travelled using wind power by way of sail boats. Ship sails were built to harness the power of the wind and be aerodynamic to improve travel. The better the ship was designed, the better the voyage would be.

Activity: Students will assemble a boat designed to travel by wind power. The following materials will be needed for construction:

- Pool noodle
- Foam sheets
- Flexible straws
- One hole-puncher
- Scissors



DIRECTIONS:

- Using your scissors, cut a 2-3 inch piece off one end of the pool noodle. This will be the hull of the ship.
- Take a piece of the foam sheet and cut it into a triangle about 2-3 inches tall and 2-3 inches wide. This will be the sail of your ship.
- Using your one-hole punch, punch a hole close to the point of your foam sheet triangle and another close to the bottom. Be sure the holes line up vertically from top to bottom.
- Cut a 4-inch piece off of the end of a flexible straw. This will be used as the mast of your ship.
- Take the sharp end of your scissors and poke a hole into the rim of your pool noodle piece (be safe with scissors). Do not poke all the way through the pool noodle but just enough to make a 1 inch hole for the straw piece.





Activity 5: STEAM Activity



DIRECTIONS CONT:

- Push one end of the straw piece through the hole that was made in the pool noodle. Make sure the straw fits tightly and is able to stand straight up.
- Take your triangle piece of foam sheet and push the straw through the hole punch at the top and the base of the triangle.

Now your boat is ready to sail! By blowing on the back of the sail, you can make the boat move. You can also build more ships to race.

