



## ***The Kids' Cannery*** **Pre-Visit Information**

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### **Program Information**

#### **Description**

As workers in an 1883 oyster cannery, students become can makers, printers, labelers, shuckers, fillers, and management personnel and learn about the requirements and pay rates of both skilled and unskilled workers. As pay, students earn brass tokens to redeem in the company store, where they quickly learn the value of a day's work. Each student also takes home a can of "oysters."

*This program won the Dibner Award in Excellence as Outstanding Museum Exhibit on History of Technology and Culture.*

#### **Objective**

Students will develop economic reasoning to understand the historical development and current status of economic principles and processes needed to be effective citizens, consumers and workers. Students will identify the economic principles and processes that are helpful to both producers and consumers when making good decisions.

At the end of the program, students will be able to:

- Distinguish among past, present and future time.
- Describe people, places and events in the past.
- Describe the production process.
- Explain how technology affects the way people live, work and play
- Describe how transportation links people and places.
- Explain why some locations are better than others for specific human activities.

### **Preparing for Your Visit**

Before taking part in *The Kids' Cannery*, it is a good idea to spend some time talking with your students about what they can expect at the Museum, and discuss the kinds of information that will be covered during the field trip.

### **Classroom Discussion: Pre-Visit**

1. What is a cannery?
2. Why do you think there used to be so many canneries in Baltimore?
3. What kinds of jobs do you think people had in oyster canneries?
4. Do you think food is canned the same way today as it was in the 1800s?

### **Classroom Resources: Pre-Visit**

1. [Virtual walk-through program](#): check out the museum's virtual space in advance to give your students an idea of what to expect.
2. [Student Youtube Playlist](#): introduce your students to a few of the industries in advance of the tour.

### **Important Words & Concepts**

*Industry*: another word for work

*Cannery*: a factory where people put food into cans

*Patapsco River*: the river that runs through Baltimore

*Immigrant*: someone who comes from one country to live in another

*Apprentice*: someone who is learning how to do a skilled job

*Skilled Jobs*: jobs that take months, or even years of training to learn how to do

*Unskilled Jobs*: jobs that can be learned in a single day, or less

### **Trip Tips**

To ensure a successful field trip to the Baltimore Museum of Industry, students should:

- Stay with their chaperones at all times
- Use their inside voices
- Walk at all times
- Raise their hands when they have a question or comment
- Treat teachers, chaperones and peers with respect
- Follow the lead of the Museum Teacher throughout the program