

Heritage Park School Booking Form

To book your program at Heritage Park, contact the Park at (780) 791-7575 Ext# 224 or fax the form below to (780) 791-5180 or email your information to programs@fortmcmurrayhistory.com

The Park is open weekdays from 9:00 a.m. –5:00 p.m. **The ratio expected is 1 adult for every 6 students. Adult admission is by donation.**

Choose Program:

Unlock Our History: Grade 1- \$5.00 per child with adult supervisors no charge

Unlock Our History: Grade 2- \$5.00 per child with adult supervisors no charge

Pioneer Days: Grade 3-\$7.50 per child with adult supervisors no charge

Moving North: Grade 4-\$7.50 per child with adult supervisors no charge

Fort of the Forks: Grade 5-\$5.00 per child with adult supervisors no charge

Fill in the Following:

School Name: _____

Contact Person: _____

Address: _____

City/Postal Code _____ Phone: _____

Fax Number: _____ Email: _____

Number of Children: _____ Number of Adults: _____

Date Requested: _____ *Gr.1 & 2 only: _____AM_____PM

Second Choice: _____ *Gr.1 & 2 only: _____AM_____PM

Do any of the participants have special needs of which we should be aware?

Have you taken part in our programs before? Yes _____ No _____

Special requests:

We look forward to seeing you soon!

Office Use Only:

Confirmation Sent:

Volunteers/Staff:

Cost: \$

Paid By: Cash Debit/Cheque Mastercard Visa Amex Invoice

Contact Heritage Park if you have questions or concerns at 791-7575 Ext # 224. Please read the information below as it will help you prepare for your class' program.

Section Two: Booking Your Program GENERAL

1. General Information

1. Bus parking is available on site.
2. Visitors must be dressed for the weather conditions.
3. Backpacks must be put away while participating in the programs.
4. The Gift Shop is open to the public 10:00 a.m. – 5:00 p.m.
5. Heritage Park does **NOT** currently have any indoor lunch room facilities but do welcome all to enjoy lunch in the park.
6. No cameras or tape recorders are permitted in the park without permission.
7. Cell phones must be switched to vibrate or turned off while in the Park.

B. Code of Conduct

1. Backpacks are not permitted in the buildings.
2. Chewing gum is not permitted.
3. Running is not permitted.
4. Touching of artifacts is not permitted as oils from people's hands cause long term wear on the artifacts and they are not replaceable. Exception: hands on activity.
5. Please be courteous to our volunteers.
6. Your volunteers are responsible for the behavior of the students.
7. Unruly students will be removed from the area and will be your responsibility.

C. How to Book Your Programs

1. Fill out the enclosed booking form and fax it to 791 -5180 to tentatively request a date or call 791 - 7575 to book a date for your program. We can only accommodate **60** students per grade 1 & 2 program, **100** students per grade 3 program, and **36** students per grade 4 program. For grade 1, 2 & 3 groups should be broken down into groups of 20 or less prior to coming. For grade 4 groups should be broken down into 6 groups prior to coming. See manuals and information packages for more details. This will facilitate a better program for your group.
2. Confirmation letters, emails and/or fax will be sent once your program time has been booked.
3. Each program is created to meet the requirement of the social studies curriculum and will meet certain outcomes within the curriculum.
 - **Grade 1 Program** consists of a guided tour through the Hill House, Hill Drugs Museum, Nistawayou and Old Catholic Mission, a school house presentation, a hands-on activity/craft and old fashioned games.
 - **Grade 2 Program** consists of a guided tour through the Hill Drugs Museum, Nistawayou, Wop May and Teepee, a school house presentation, a hands-on activity/craft and old fashioned games.
 - **Grade 3 Program** is a day spent as the Pioneers did it participating in chores like Butter-making, Washing Clothes, Gardening, Log Cutting, School Presentation, Old Fashioned games and a tour through Hill Drugs Museum.
 - **Grade 4 Program** is a day spent experiencing what it may have been like “Moving North” to McMurray in the early 1900s.
 - **Grade 5 Program** is a fur trade game where students will participate in collecting furs and trading them at the fur trade post.