



Palisades Stewardship  
Education Centre  
Jasper National Park  
parkscanada.gc.ca

Centre des Palissades  
pour l'enseignement de la gérance  
Parc national Jasper  
parkscanada.gc.ca



<b>School Name</b>		<b>Teacher(s)</b>	
<b># of Students</b>	20	<b># of Adults</b>	
<b>Grade(s)</b>	Grade 4/5	<b>Program Focus</b>	Fur Trade
<b>Meeting Room</b>	Garage & Bullpen & Tipi	<b>Accommodations</b>	-
<b>Dates</b>		<b>Language</b>	English

**Program requirement: 2 teacher/chaperones to support fur trade game (role descriptions see below on Page 2).**

Time	Activity	Location	Staff
9:45 am	Arrive at Palisades Safety and site orientation Intro to day plans Quick warm-up game: Huckle-Buckle	Grounds	Palisades Staff (PSEC) Teachers/Chaperones
10:05 am	<b>Fur Trade in the Athabasca Valley</b> Introduction of Fur Trade Game Snack	Garage	PSEC Teachers/Chaperones
10:30 am	Fur Trade Game (in action)	Grounds	PSEC Teachers/Chaperones
11:50 am	Wrap up the action, gather in Garage		
<b>12:00 pm</b>	<b>Lunch (packed from home)</b>	<b>Garage</b>	Teachers/Chaperones
12:30 pm	Fur Trade Game (review/debrief)	Garage	PSEC Teachers/Chaperones
1:00 pm	<b>Voyageurs in the Fur Trade</b> Voyageur Challenge (use canoes, paddles, travois, gear bundles, tarps, etc. to make camp)	Grounds	PSEC Teachers/Chaperones
1:45 pm	Prepare for departure	Garage	Teachers/Chaperones
2:00 pm	Depart Palisades (adjust for travel time)	Bus	Teachers/Chaperones

Ed team office 780 852-6192x225, Cell coverage at the Palisades is poor.

## NATIVE LEADER - TRADE

- ☺ *Wear your badge to identify yourself as "Native Leader".*
- ☺ *Be in character the whole time.*
- ☺ *Welcome traveling merchants to the trade post. Ask them how their journey was.*
- ☺ *Tell them how your trapping season has been.*
- ☺ *Give them one or two fur cards for them to trade items for.*
- ☺ *Ask them what trade items they give for your furs.*
- ☺ *Tell them to plan for their trade (away from your table).*
- ☺ *Refer to the Fur Values and Trade Item Values charts for them to plan their offer.*
- ☺ *When the traveling merchants are ready to trade, see what they want to offer for your two fur cards. Perhaps you recognize the item, perhaps not. Let them explain what the item is for, if you want.*
- ☺ *Give them a bit of a hard time for their trade. You can haggle a bit, but make sure that they are getting a 'deal' (i.e. a profit).*
- ☺ *Accept their item cards.*
- ☺ *Wish them a safe journey.*
- ☺ *Have them fill out their Assignment Sheet: Furs Values Obtained and Objects Value Traded.*

## INTERPRETER / GUIDE

- ❖ *Wear your badge to identify yourself as "Interpreter".*
- ❖ *Be in character the whole time.*
- ❖ *Be available by roaming around. Introduce yourself as "Interpreter" and ask if participants need help with anything.*
- ❖ *Assist participants in understanding the written materials, if needed.*
- ❖ *Read written text to participants, if needed.*
- ❖ *Help participants understand the map, if needed.*