



Mystery at the No. 2 Mine

2018-2019 Program Details

Locations: Canmore Museum (Part 1), Your Classroom (Part 2), North-West Mounted Police Barracks (Part 3)

Approximate Schedule:

- Welcome to the 1920s in Canmore (Part 1), 120 Minutes at the Canmore Museum
- Investigating the Evidence and preparing (Part 2), Up to two weeks in your classroom
- The Mock Trial (Part 3), 90 Minutes at the North-West Mounted Police Barracks

Curriculum Connection:

Grade 6 Science

- Apply observation and inference skills to recognize and interpret patterns and to distinguish a specific pattern from a group of similar patterns.
- Apply knowledge of the properties and interactions of materials to the investigation and identification of a material sample.
- Recognize evidence of recent human activity, and recognize evidence of animal activity in a natural outdoor setting.
- Observe a set of footprints, and infer the direction and speed of travel.
- Recognize that evidence found at the scene of an activity may have unique characteristics that allow an investigator to make inferences about the participants and the nature of the activity, and give examples of how specific evidence may be used.
- Investigate evidence and link it to a possible source.

Grade 6 Social Studies

- recognize how individuals and governments interact and bring about change within their local and national communities
- value citizens' participation in a democratic society

- How does Canada's justice system help protect your democratic and constitutional rights?
- What are the rights and responsibilities of citizens living in a representative democracy?

Purpose:

This program encourages students to explore life in the 1920s Canmore, while putting their evidence and investigation, and argumentative skills to good use as they investigate a suspicious mining accident that has taken place at the No. 2 Mine.

Detailed Activity Outline:***Part 1: Welcome to the 1920s***

2 Hours, Canmore Museum

This program provides students with an introduction to life in Canmore in the 1920s. Who were they? What did they do? What did life look like? Through roleplaying characters, attempting to solve their characters, and wrapping things up with a 1920s style town meeting, students will gain familiarity with the time period to help assist in their investigating of the mock crime that will be revealed to them at the end of the introduction.

Part 2: Investigating the Evidence

Up to two weeks in your classroom.

In this part, students investigate the evidence left behind from a suspicious mining accident to accuse a suspect of murder! After accusing the suspect, they get their roles for the mock trial and prepare accordingly. *A museum programmer will come to your classroom and assist in investigating for two hours, if requested.*

Part 3: The Mock Trial

90 Minutes, The North-West Mounted Police Barracks

Students come to the Barracks, and assume their roles for the mock trial. After the trial plays out, we wrap things up with a discussion. Was the trial fair? Which side did a better job presenting their case? What made their side more convincing? Then we reveal if the evidence was investigated correctly, and if the students came to the most likely conclusion.