

# BRANDYWINE BATTLEFIELD

## 2019 Educational Programming Guide



pennsylvania  
HISTORICAL & MUSEUM  
COMMISSION

## *Where history comes alive...*

Brandywine Battlefield offers a variety of programs that actively involve students in order to increase their knowledge of history while ensuring that the students have fun and meet curriculum standards all at once. Our programs are always presented by knowledgeable Brandywine Battlefield Educators & Interpreters dressed in period attire.

### *We offer two easy ways to receive programming:*

#### **Basic Programming Package : Approx. 2-3 hours in length**

- ◆ Your Choice of 2 available Programs (Add more for additional cost)
- ◆ An 18-minute video about the Battle of Brandywine
- ◆ Access to the Brandywine Battlefield Museum
- ◆ A tour of the Ring House (Washington's Headquarters) or Gideon Gilpin Home.
- ◆ Cost: \$8.00 per student

#### **Colonial Day Program Package: Approx. 3-4.5 hours in length**

- ◆ 6-8, 20 minute rotating stations with period interpreters spread throughout the park.
- ◆ Offers students the chance for "hands-on" interaction
- ◆ Colonial Days require at least 50 students
- ◆ Cost: \$12.00 per student



### *Our Mission:*

*"Brandywine Battlefield Park serves the educational needs of the public through the preservation of the cultural landscape and the interpretation of the largest single day battle of the American Revolution. The Brandywine Battlefield Park Associates, a non-profit community-based organization, supports and assists the Pennsylvania Historical and Museum Commission by conducting the daily operations of the site."*

## Our Story:

*Brandywine Battlefield is a 52 acre park that was the epicenter of Washington's Continental encampment before and during the Battle of Brandywine. Owned and operated by the Pennsylvania Historical and Museum Commission (PHMC) the park served as a popular destination for visitors near and far. In 2009, due to budget cuts and financial issues, the PHMC was forced to temporarily close the facilities and grounds until a solution could be found. Ten days later, the Brandywine Park Associates, 501(c)(3) non-profit organization, signed an agreement with the PHMC to take over general operations while they administered the grounds, facilities, and museum. Today, Brandywine Battlefield continues to be a popular destination for visitors and strives to fulfill its mission of educating and preserving its history.*



## Available Programming:

- **“What’s Old, What’s New?”:** Students develop an understanding of George Washington and his times by comparing items from the 18th and 21st centuries. **\*Geared for Ages K-2\***
- **“Life of a Soldier”:** This program brings to life what it meant to be a soldier in the 18th century, the American Revolution, and at the Battle of Brandywine. Learn to march like a soldier and hear the roar of an 18th century firelock or musket!
- **“Life of a Quaker Farmer”:** Learn what it meant to be a Quaker during this time period and the struggles they endured as a result of the Battle of Brandywine.
- **“Read a Letter, Write a Letter”:** Students read firsthand accounts of battle events from a British soldier who fought at Brandywine. They will also write their own letters “home” using writing styles and tools of the 18th century.
- **“Rally Round the Colors!”:** This program dives into the importance of flags in the American Revolution and in general. Students work together in groups to design a flag for an individual regiment that fought at Brandywine.
- **“Early American Medicine –The Soldier’s Experience”:** Students learn about medical procedures and their effectiveness when treating wounds of the 18th century soldier.
- **“Load the Cannon!- Artillery in the American Revolution”:** Students learn the importance of the big guns in 18th century warfare. Students learn about the tasks and act out the roles of a cannon crew.
- **“Blacksmith”:** Our blacksmith will demonstrate the role of the “smithy” in the 18th century and discuss the technology, techniques, and economic importance of this important trade.



## Our Facility



### Available Programming Continued:

- **“Take a Dance”\***: Students get to experience 18th century dance with our Dance Master. Students will be instructed in the fine art and history of the dance. Teachers and Parents are invited to join.
- **“John the Carpenter”\***: Our carpenter will exhibit the tools and the techniques required for 18th century woodworking.

\* Subject to presenter availability. Please ask when booking.

### Advanced Level /Adult Programming

- **“Leadership at Brandywine”**: Students venture into the minds of the major figures who fought at the Battle of Brandywine. Learn about the year 1777, the strategies and decisions of the various leaders who participated, and how this battle and the Philadelphia Campaign played a major role in impacting the outcome of the American Revolution.
- **“Historical Analysis and Interpretation”**: Students will dive deep into the actual study of history. Students will work with primary sources from the local area at the time of the battle and analyze the documents in order to draw conclusions and prove a point.

### Outreach Programming- Can't come to us? We'll come to you!

- We are able to bring our programs to your school or organization
- Call for pricing and information
- Ask about our “Traveling Trunk” Program

## *Our Two Historic Homes*

Each Basic Program Package includes a guided house tour of one of our two historic homes in the park. Each home has a unique story from the Battle of Brandywine that captivates visitors every day.

### *The Benjamin Ring Home*

*(Washington's Headquarters)*

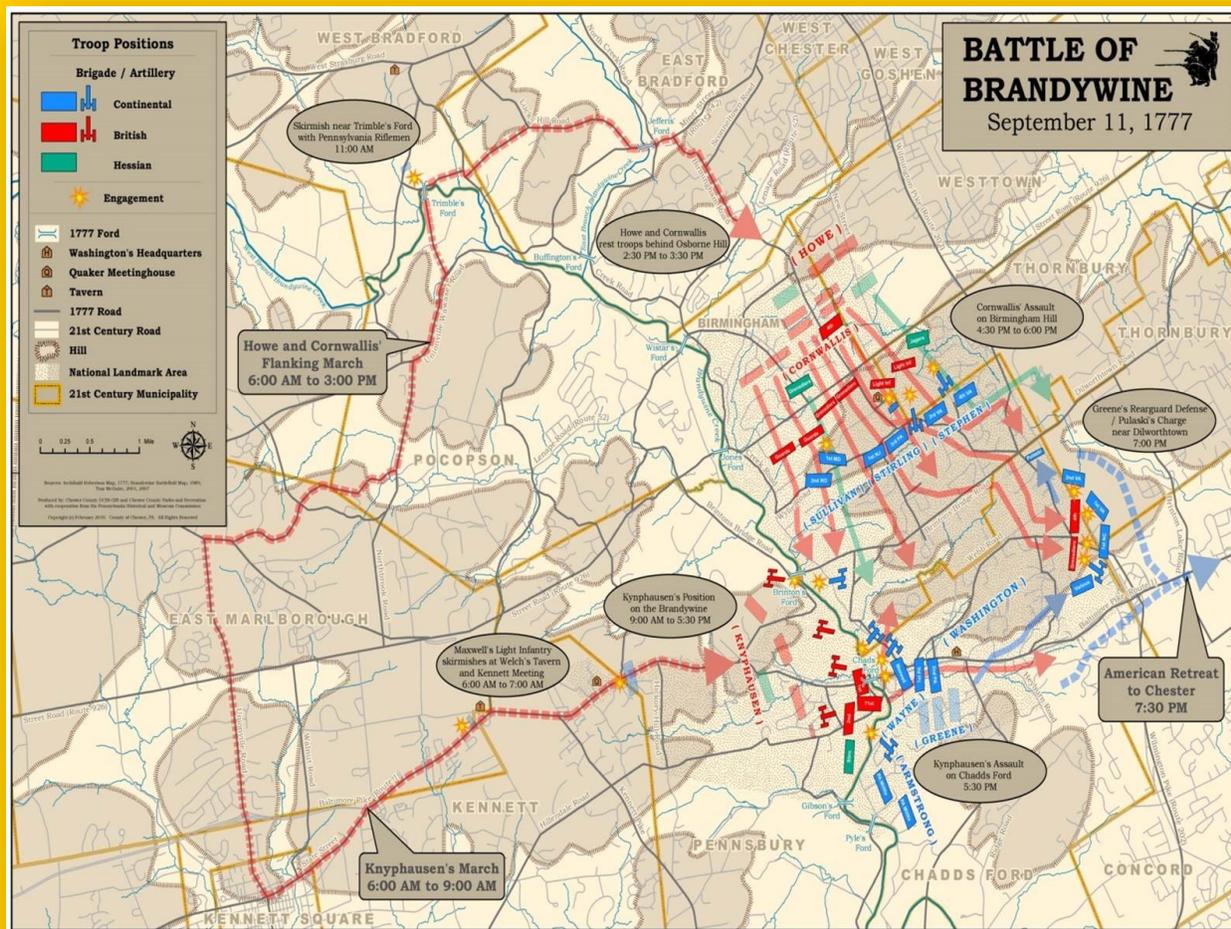
Benjamin Ring was a wealthy Quaker farmer and miller who sided with the cause of the Continental Army. General George Washington used his home as his headquarters to plan the defenses and strategies with his officers from September 9-11, 1777. He held two councils of war in the front parlor of the home and was provided several meals by the Ring family during his stay as well. This tour focuses on details pertaining the battle, Washington and the Rings' role during the Battle of Brandywine, and the impact it had on the family as well as other interesting information.



### *The Gideon Gilpin Home*

The Gilpins trace their roots back to Chester County to as early as 1695 when Gideon's grandparents arrived from Oxfordshire, England. Gideon Gilpin and his family were neutral Quakers and tried to stay that way as long as possible at the outbreak of the American Revolution through the Battle of Brandywine. Unfortunately for this cattle and wheat farmer, British forces looted his home after the battle and he was forced to choose sides in favor of the Continental army. This tour focuses on the economic and social aspects of 18th century Chester County and discusses the impact the battle had on the peaceful inhabitants living in the region



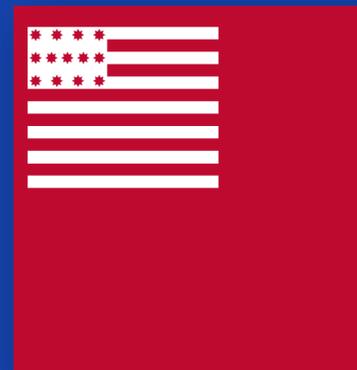


## Staff Rides & Battlefield Tours

Brandywine Battlefield Park is the gateway to understanding the Battle of Brandywine. In fact, this 52 acre park was simply just the epicenter of Washington's Encampment. With that, we offer visitors the ability to receive the FULL battlefield experience and traverse the 35,000 battlefield landscape outside of our park. Let our trained and very knowledgeable docents usher you around the battlefield in your bus or from the front seat of your vehicle.

### Guidelines for Staff Rides & Battlefield Tours

- ◆ You *MUST* provide your own transportation.
- ◆ No more than two vehicles permitted on Battlefield Tour
- ◆ Guided Tours must be reserved at least two weeks in advance
- ◆ Tours are only available subject to guide availability
- ◆ Call for pricing, availability, and other information



## *General Information:*

- School programs are available Monday through Friday.
- Colonial Day groups are limited to 120 students, but special arrangements can be made for larger groups.
- Minimum Group Sizes: Colonial Days: 50 students; Basic Programming Package: 12 students
- One adult chaperone is required for each 10 students. Required chaperones and teachers are not charged. Extra chaperones pay the student rate.
- To ensure a great experience, it is important to arrive on time. If groups arrive late, the Battlefield reserves the right to adjust the program to accommodate the daily schedule.
- Bus or van drivers are expected to transport the students from the Visitors Center to the historic houses. Drivers may join tour groups at no charge.
- No cell phones or headsets are allowed in the building during programming unless permission is given.
- No eating, drinking, smoking, or gum chewing is permitted in the Visitors Center or historic houses.
- Eating facilities include outdoor picnic tables only. Please ask at the Reception Desk for trash bags to keep our picnic areas free from litter. Restrooms are available in the Visitor Center.
- The museum shop with educational toys and books is available to students with time permitting.
- Bringing siblings is not encouraged. If they attend, the usual student rate will be charged. Individuals requiring special assistance should call the Park in advance to discuss their needs.
- Group leaders should check in at the Reception Desk upon arrival for payment of fees and distribution of tour schedules.
- First time groups may be required to pay a down-payment. Bookings must be confirmed in writing.

## *For Bookings and Inquiries*

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