



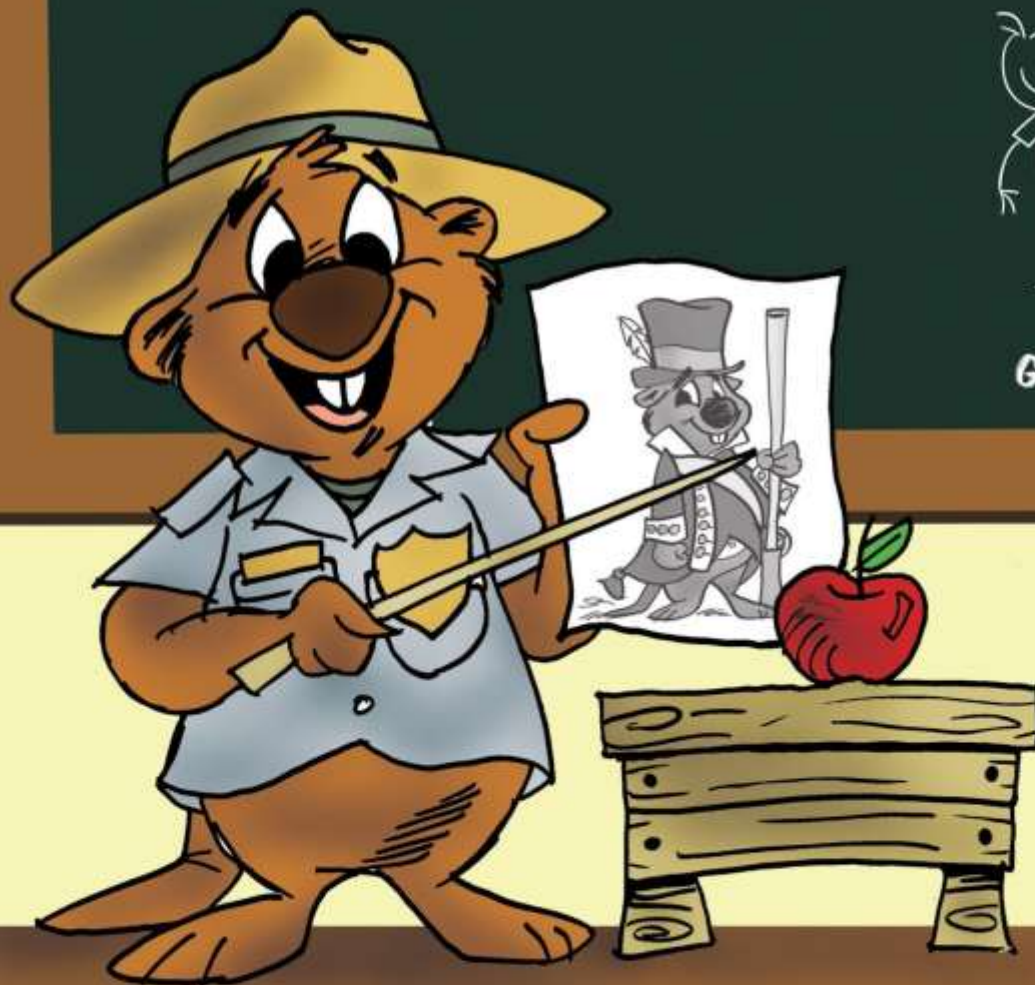
River Raisin National Battlefield Park Presents

THE WAR OF 1812:
BATTLES OF THE RIVER RAISIN

"REMEMBER THE RAISIN!" ADVENTURE



GRADES 6 - 12



WITH
"PROFESSOR"
MAJOR
MUSKRAT

LESSON PLAN



SERVICE
LEADERSHIP
COLLABORATION
EXCELLENCE



River Raisin National Battlefield Park

6th to 12th Grade Lesson Plan

"REMEMBER THE RAISIN!" ADVENTURE



The War of 1812, Battles of the River Raisin

LESSON OVERVIEW:

Decision making can often be difficult, especially during a time of war. After providing an overview of the War of 1812, follow the journey of one young Kentuckian as he faces making many difficult decisions that take him through the River Raisin Battles. The “Remember the Raisin!” Adventure uses historical fiction, maps, prior knowledge, and some friendly competition to help your students critically examine and understand how difficult it can be to make split second decisions and the serious consequences that often accompany these decisions while they learn about the River Raisin Battles and the War of 1812.

This Lesson Plan was made possible by a grant from the National Park Foundation through the generous support of L.L. Bean, Disney, The Anschutz Foundation, and the Ahmanson Foundation.

The Battles of the River Raisin occurred on January 18 and 22, 1813 during the War of 1812. The battles were fought at the Frenchtown settlement on the River Raisin, which is south of Detroit in what was then the Michigan Territory. The River Raisin connects to Lake Erie allowing trade to pass through the area easily. Frenchtown was a small farming community important for its trading posts and availability to supply the United States Army with food as they fought in the Northwest Territory. General Hull’s military road also passed through Frenchtown. General Hull’s road went from Detroit to Maumee making Frenchtown an important area for the American military.

OBJECTIVES:

Students will:

After completing this lesson students will be able to:

1. Identify different groups that participated in the River Raisin Battles.
2. Make inferences based on a map.
3. Hypothesize about decisions made by a participant in the River Raisin Battles.
4. Develop an understanding of the River Raisin Battles.
5. Recognize difficulties American soldiers faced during the War of 1812.

STANDARDS:

Michigan Social Studies Grade Level Content Expectations

8-U4.1.2 **Establishing America's Place in the World**-Explain the changes in America's relationships with other nations by analyzing treaties with American Indian nations, Jay's Treaty (1795), French Revolution, Pinckney's Treaty (1795), Louisiana Purchase, War of 1812, Transcontinental Treaty (1819), and the Monroe Doctrine. (C4) (*National Geography Standard 13, p. 169*)

Michigan ELA Grade Level Content Expectations

R.IT-06-08.04-Respond to individual and multiple texts by finding evidence, discussing, illustrating, and/or writing to reflect, make connections, take a position, and/or show understanding.

P.1.1-Attend to nuance, make connections to prior knowledge, and/or draw inferences.

CE 2.1.2-Make supported inferences and draw conclusions based on informational print and multi-media features...and explain how authors use them to inspire or mislead audiences.

CE 2.1.6-Critically examine the argumentation and conclusions of multi-informational texts.

CE 2.2.2-Examine the ways in which prior knowledge and personal experience affect the understanding of written, spoken or multimedia text.

Common Core Standards

8.W.3 - Write narratives to develop real or imagined experiences or events using effective technique, relevant descriptive details, and well-structured event sequences.

8.W.6 – Use technology, including the internet, to produce and publish writing and present the relationships between information and ideas efficiently as well as to interact and collaborate with peers.

8.W.7 – Conduct short research projects to answer questions (including a self-generated question), drawing on several sources and generating additional related, focused questions that allow for multiple avenues of exploration.

RECOMMENDED GRADE LEVEL(S): Sixth to Twelfth

TOPIC(S): River Raisin Battles, War of 1812, United States soldiers in the War of 1812, the First Kentucky Rifle Volunteer Regiment

ERA: Michigan GLCE USGH ERA 4
National Standard ERA 3-Revolution and the New Nation (1754-1820s)

TIME REQUIRED: One to two class periods depending on the discussion and if extension activities are completed.

PREPARATION:

Prior to the lesson, the teacher should read and become familiar with the War of 1812. The following link to the River Raisin National Battlefield Park offers a nice overview to help teachers understand the details and importance of the River Raisin battles. <http://www.nps.gov/rira/historyculture/index.htm>

Materials

- ☐ Teacher's copy of the reading packet.
- ☐ Student copies of the reading packet. You may decide to provide one for each student or only provide one for each pair of students.
- ☐ Copies of the answer sheet for each pair of students.
- ☐ Extension Activity Writing Rubric

Resources:

1. The River Raisin National Battlefield Park, www.nps.gov/rira/
2. The River Raisin Battlefield, <http://riverraisinbattlefield.org/>
3. Naveaux, Ralph. *Invaded on All Sides*. Marceline: Walsworth, 2008.

EXTENSION ACTIVITIES:

1. **Defend Your Position Extension Activity:** Have each student select one of their choices from the eight adventures that they believe should have received the most points. Have them write a persuasive essay supported by at least two facts to support their argument on why their choice should have received the most points. Use the rubric provided to score their essay.
2. **Take Command Extension Activity:** With their partner, have the students research and write their own scenario for the American soldier at the Battle of the Thames. Allow them to create their own choices for the soldier to choose from and the outcomes of each decision. Have the partners read their scenario with the class and allow the class to choose their answer. Require the partners to explain and defend each of the decisions they created.

EVALUATION:

- Feedback provided by students to the teacher during the activity.
- The activity answer sheet scored by the students.
- Extension Activity persuasive essay scored using the provided rubric.
- Extension Activity scenario writing and presentation using the provided rubric.

PROCEDURE:

Each section of the lesson plan follows along with all of the necessary documents or where the materials can be obtained. This lesson plan is divided into sections by recommended days, but can be completed in any format that works best for the classroom.



- Step 1: Review the “Remember the Raisin” Activity “Student Instruction Sheet” and Teacher Answer Key. Make a copy of the “Remember the Raisin” Answer Sheet and Map as well as the “Remember the Raisin” Activity with the eight Kentucky Militiaman scenarios. Hand the materials out to the students and read to or with the students the “Student Instruction Sheet” for the “Remember the Raisin” activity.
- Step 2: Review with the students good communicating, cooperating and listening skills. Assign or have students select their partner.
- Step 3: Read to or with the students the first short Kentucky Militiaman Activity scenario. Have the students find the location of the scenario on the Answer Sheet Map and mark it. Allow the students sufficient time to collaborate with their partner reasons one decision is better than the others provided.
- Step 4: Once the students have made their decision instruct them to record their answer on the answer sheet. Read to the students the results for the first scenario for each of the decisions and tell the students the point value attached to each decision. Have the students record the points they earned on their answer sheet. You may want to have the students raise their hands to indicate which answer each team made before reading the outcomes. Make sure the students are listening to each of the outcomes, even if they did not select the outcome, as information provided in some of the outcomes will help them make better decisions in later scenarios.
- Step 5: Repeat steps 3 and 4 for scenario’s 2 through 4 on day one.
- Step 6: At the beginning of Day Two, review the “Student Instruction Sheet,” go over class rules and partner learning guidelines from day one, and ensure each student has a partner. Then have the students repeat steps 3 and 4 above for scenario’s 5 through 8.
- Step 7: Have the students add up their total points earned and find out their ranking on the point chart.
- Step 8: Reflect with students about their decisions. Ask them:
1. Were there any consequences that surprised them?
 2. Were there any outcomes they did not agree with or did not seem logical? If so, why?
 3. Why was the United States fighting with Great Britain? The Native Americans?
 4. Why do many historians believe the biggest loser of the War of 1812 were the Native Americans?
- Step 9: Strongly consider the extension activities.

“Remember the Raisin” Answer Sheet

Partner’s Names: _____

Answers	Points
1. _____	_____
2. _____	_____
3. _____	_____
4. _____	_____
5. _____	_____
6. _____	_____
7. _____	_____
8. _____	_____

TOTAL POINTS= _____

Military Rankings:

40-35pts.= General:



A General typically oversees or plans a specific mission and reports to a commanding general. You may either be one of the smartest people alive or the luckiest! Way to pay attention to the details mentioned!

34-25pts.= Colonel:



A Colonel typically commands a brigade-sized unit (as many as 3,000 to 5,000 soldiers). Congratulations on a job well done! Keep working on paying attention to details and analyzing what they mean if you want to one day be a general.

24-15pts.= Sergeant in Training:



A Sergeant typically commands a squad (9 to 10 soldiers) and oversee their daily tasks. The Sergeant is the example Privates are striving for next in their military career. You did a good job on some of your selections! You may want to work a little harder on paying attention to details to have a chance of getting into Officer Training School.

14-0pts.= Private:



A Private is a trainee who’s primary role is to carry out orders issued to them to the best of his/her ability. You may want to practice working on your listening, marching and cleaning latrine skills! Work on making improvements if you want a shot at getting promoted.

ROUTE OF THE RIVER RAISIN FORCE

Aug. 19, 1812 ~ Jan. 18, 1813

MICHIGAN
TERRITORY

Detroit
Frenchtown
(Monroe)

LAKE ERIE

Toledo

Ft. Defiance

Ft. Wayne

St. Marys River

St. Marys

I N D.

Piqua

O

H

I

O

Dayton

Lebanon

Newport

Maysville

Louisville

Frankfort

Georgetown

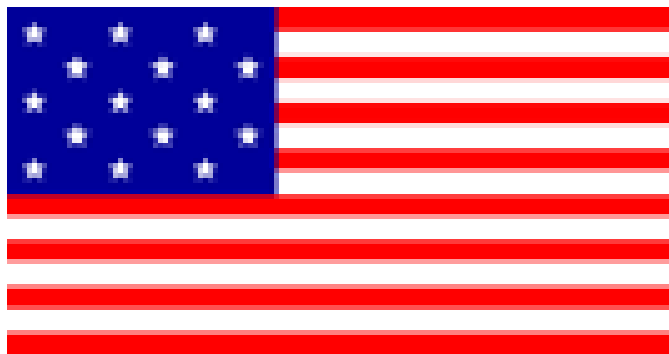
KENTUCKY

“Remember the Raisin” Activity

Student Instruction Sheet

A. Find a partner. As a class read aloud the following:

The year is 1812. The United States and Great Britain have been at odds over Britain's violations of U.S. trading rights on the seas and the impressment of U.S. sailors into the British navy. Many western Americans also believe Great Britain is motivating Native Americans to raid American villages and disrupt the fur trade in the north. The United States finally decides to declare war on Great Britain on June 18, 1812. Many Kentuckians from your hometown of Shelbyville are eager to join Lt. Colonel **John Allen's 1st Rifle Regiment** of Kentucky Volunteers. Lt. Colonel Allen was a former Kentucky Congressman and current Senator from Shelbyville, whom you respect very much. There are rumors that this regiment will be sent to fight the British and Native Americans in the north, probably in the Michigan Territory. The idea of leaving your parent's farm is frightening. Since you are only 15 years old you will have to have signed permission from your parents to join. After listening to a speech given by Henry Clay, you decide to do your patriotic duty and enlist in the 1st Regiment. You will be making a long, hard journey north through the wilderness of Ohio by foot. You will have to make many important decisions to make sure you survive the journey and the war.



B. With your partner, read your first Kentucky Militiaman Adventure and select the best decision the Kentucky militiaman can make in this scenario. Your decision will have a consequence. You will earn or lose points toward your final military ranking depending on which decision you choose. Discuss with your partner the pros and cons of each decision before you make it. Do not write down your decision until you have both agreed upon the same decision. Vocabulary words are in bold print the first time they are used and can be found on the vocabulary sheet. You may want to look at the sheet before making your decision. Once you have decided, write the letter of your decision on the answer sheet. Changed answers will not be accepted. There will be a five point deduction for answers that have been changed. After selecting your answer, wait for your teacher to read to you the consequences (DO NOT PROCEED UNTIL INSTRUCTED TO DO SO). Clues to making future correct decisions may be provided in some of the consequences so listening is important! You will earn points and a military rank based upon the decisions you have chosen. Proceed to the next Kentucky Militiaman Adventure once instructed to do so by your teacher! Good luck!

Kentucky Militiaman Adventure

Adventure Scenario One:

It is late summer of 1812. You have mustered in Georgetown, Kentucky and are awaiting orders to begin marching north. You decide to check your belongings to make sure you have everything you need for your journey. Your belongings consist of:

- wooden canteen
- shot pouch
- flintlock rifle
- blue knapsack
- haversack
- tomahawk
- long knife and sheath
- playing cards
- tin cup
- cow horn spoon
- sewing kit
- extra horse shoes
- nails to repair wagons
- horse bridle
- a pair of boots
- your entire life's savings=\$18

You realize you have too many items to carry on a long march. Which are the best items for you to leave behind?

- A. The long knife, cow horn spoon and tin cup. After all, who wants to eat out of a cow's horn? You can always get another spoon and cup from the supply wagon.
- B. The horse bridle, extra horse shoes and nails. By getting rid of these items you may not be able to repair the wagons, but they are well built.
- C. The pair of boots, playing cards and the sewing kit. It is in the middle of summer so why carry around a pair of heavy boots?



Haversack



Tin Cup



Tomahawk



Kentucky Militiaman

Kentucky Militiaman Adventure



Adventure Scenario Two:

You have just passed Lebanon, Ohio on your way to Dayton, Ohio. As you march north in the new state of Ohio the land begins to turn swampy and the road becomes impassable. Your regiment is having a difficult time making it through the area. Your commanding officer, Major George Madison, tells you to split into two columns. The left column will take a western route around the swamp land and the right column will take an eastern route. Anyone who wants to try to make it through the impassible road is welcome to try, but everyone needs to make it to Dayton by the next morning. You are marching in the middle of the regiment and could take either route. Look at the map (Route of the River Raisin Forces) on the back of your answer key and decide which route would be less exhausting for you to take.

- A. You are tired and worn out after over a week's worth of marching. You do not want to add on extra miles to your journey by marching either west or east. You decide to take the shortest route and go directly north and try your luck on the swampy road.
- B. After looking at the map you decide to go with the right column and take the eastern route. It will take you six miles out of your way, but the land will be firm and easy to travel on.
- C. You look at the map and see that four miles to your west is the Miami River. Marching along the riverbank could be difficult, especially if the river is overflowing its banks. The many curves in the river would also lengthen your march, but at least you would have beautiful scenery to help pass the time. You decide to go with the left column and follow the Miami River north into Dayton.

Kentucky Militiaman Adventure

Adventure Scenario Three:

The weather has turned cooler. Summer has turned into fall. You still wear your summer uniform as you arrive in Piqua, Ohio. General William Henry Harrison's troops are already there. News arrives by an army scout that Ft. Wayne is under attack by Native Americans. The combined army in Piqua number about 2,200 men. General Harrison tells the troops that as of yet, you have not experienced any fighting, but come morning you will be leaving to help defend Ft. Wayne. There is a good possibility that fighting will take place and some men may lose their lives.

As your regiment prepares for bed that night, John, the young private next to you tells you that he is going to sneak off during the middle of the night. He is too scared to fight. Leaving without permission is considered desertion in the military. This is a big crime and can be punishable by death if one is caught. The commanding officers will surely question if you were involved in his desertion since your tent is next to his. You really like John and do not want him to get in trouble, but do not want him to be forced to fight if he no longer wants to fight. What do you do?

- A. Go to Major Madison and ask the major to speak with John. John and other soldiers will surely be mad at you for ratting him out and not allowing him to return home.
- B. Allow John to desert that night and pretend not to know anything when Major Madison and Colonel Allen question you about his illegal departure. You must hope that John does not get caught.
- C. Tell John that if he leaves you will have to raise an alarm for the sentries to arrest him. He will surely be placed in prison, and maybe killed, for his attempt to desert.



Kentucky Militiaman Adventure



Adventure Scenario Four:

The anticipated battle at Ft. Wayne never took place. The attacking Native Americans left before the North West Army arrived. Your regiment is now part of the Left Wing commanded by General Winchester. You have finished building “Fort Winchester” near the remains of Fort Defiance on the west bank of the Auglaize River and are awaiting your next orders. Winter is approaching and most of the men in your regiment do not have warm clothing. Some do not have shoes. You are better off than most since you just received a warm coat mailed to you by your mother. Every morning you leave the fort in search of firewood to keep the officers and your regiment warm. Each day you are going further and further away from the fort to find the firewood. You must be careful not to be killed by Native Americans allied with the British who are in the area.

One morning, in search of firewood, you realize you are lost. Looking around you do not recognize your surroundings. The sun is just beginning to approach the horizon. The lack of daylight casts many shadows in the woods. You begin to think of ghost stories your older brother used to tell you back home. Suddenly, you hear a moaning and see a dark, shadowy figure of a ghost just ahead! The ghost rises up and moans, then falls to the ground, only to rise up moaning again. You are too scared to move! What will you do?

- A. Run back to the protection of the fort as fast as you can and hope the ghost does not catch you!
- B. Stay perfectly still and hope the ghost will go away without seeing you.
- C. Challenge the ghost and hope it will leave you alone.

Kentucky Militiaman Adventure

Adventure Scenario Five:

Finally, just after Christmas you begin marching north again. You have been told that the Left Wing will be part of a combined force to first attack the British at Fort Malden and then retake Detroit which had fallen to the British at the beginning of the war. Your regiment, the 1st Rifle Regiment of Kentucky Volunteers, begins marching while still lacking the warm clothes, coats and boots needed for winter. Many are still wearing their summer linen shirts and do not have shoes.

During the march General Winchester receives word that Frenchtown, a small farming village on the River Raisin, has been taken over by a small group of Native Americans and British troops. The River Raisin flows into Lake Erie and also crosses Hull's Road that leads to Detroit. These transportation routes make Frenchtown an important supply town for the American military. The families living in Frenchtown are worried that the occupiers will burn their homes to the ground leaving them without shelter in the middle of winter. General Winchester is unsure what to do so he asks for your advice. Should he:

- A. Continue with the original plan to march the Left Wing north and unite with other American troops to attack Fort Malden.
- B. Send part of his army to run the British and Native Americans out of Frenchtown and pick up more supplies for his army while the army is in Frenchtown.
- C. Turn around and go back to Fort Winchester until all of the men receive the proper winter clothes and boots with which to fight.



Kentucky Militiaman Adventure



Adventure Scenario Six:

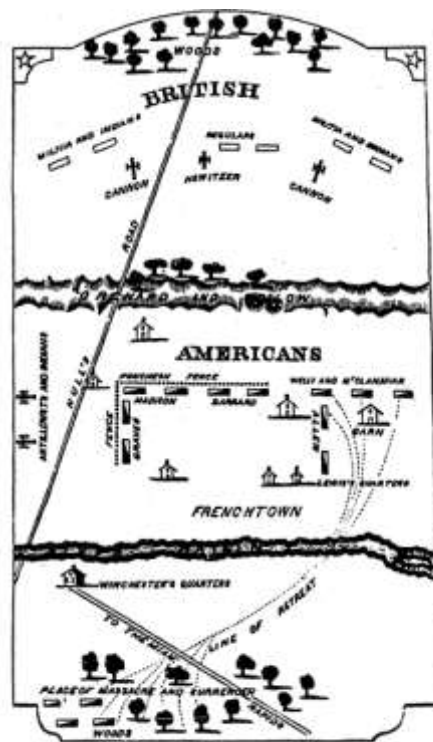
You arrive two days later at Frenchtown, a small farming village on the River Raisin with several trading posts. You join the rest of Lt. Colonel Allen's 1st Rifle Regiment who have positioned themselves to the right of the settlement. On your right wing is the 17th U.S. Infantry who has situated itself in a field. To your left, stationed at a puncheon fence, are the 1st and 5th Kentucky Volunteer Militias.

Despite the cold weather and two feet of snow you feel very optimistic about being in Frenchtown. For the first time in almost five months you eat an apple and drink cider! The villagers, or habitants as they are called in French, have been very welcoming and provide you with all kinds of treats. One young lady, Miss Labadie, is quite attractive and flirts with you all evening!

For two nights you enjoy the hospitality of the Frenchtown habitants when suddenly one morning you awake to the sound of thunder! You quickly realize the thunder is actually the explosion of a British cannon whose discharge has just hit Joseph Robert's house on the south side of the River Raisin. You quickly get out of bed, put on your boots and grab your rifle.

As hard as you and the rest of Lt. Colonel Allen's men try, you cannot resist the attacking British troops and Native Americans. The noise of the cannons and gunfire is so loud you cannot hear Lt. Colonel Allen's orders. You look around and realize that you and a handful of Kentuckians nearby are almost surrounded by the enemy. What do you do?

- A. Allow yourself to be captured and taken prisoner of war.
- B. Continue to shoot until you run out of ammunition and then run away.
- C. Fall back and try to find Lt. Colonel Allen.



This map of the Battle of the River Raisin appears to be an early printed version of the Boesler treated in the previous plate. Loosing, Pictorial Field-Book of the War of 1812

Kentucky Militiaman Adventure



Adventure Scenario Seven:

Once behind the house you survey the men that are with you. You do not know any of them and only recognize the habitant who led the retreat. He points behind you. You turn to see Lt. Colonel Allen trying to stop his men from retreating and turn to fight. Just then a Native American fires a gun and kills Lt. Colonel Allen. The militiamen, who had slowed down their retreat, now break into a panicked run. You realize you must join their retreat and try to get across the River Raisin behind you to even have a chance at safety.

Not long after you begin to run you realize there is a Native American tracking you. You can barely see him off in the distance. As you near the river bank you accidentally break through the ice on the shallow river's edge and your boots are soaked! They quickly begin to rub large blisters all over your feet. You must make a decision quick!

- A. Take off the boots and run barefoot across the Raisin River. You need to get out of here fast!
- B. Leave the boots on and continue to run across the river. The boots at least provide some protection from the snow. You will have to deal with the blisters later if you survive!
- C. Leave the boots on but find some place to hide. If you are lucky the Native American will never find you.

Kentucky Militiaman Adventure

Adventure Scenario Eight:

You have gone quite a distance westward along the River Raisin in your effort to elude the tracking Native American. In the distance you can see what appears to be Americans surrendering to the British Army. You decide to hide in a thicket nearby rather than surrender yourself to the British. It does not take long before you fall asleep out of exhaustion.

You awake the next morning to the smell of smoke and the sounds of people screaming from Frenchtown. You decide to try to get closer to a nearby house to see what is happening. As you sneak closer you can see in a doorway wounded American soldiers in the house being killed by Native Americans. Many of the houses are also on fire. From one burning house you can hear the screams of your fellow wounded Kentuckians inside burning, too wounded to be able to get out of the burning building.

Shocked by what you see, you panic and begin running south to Plum Creek. Once at Plum Creek you stop to catch your breath. It is eerily calm here and something does not seem quite right. Only too late you realize you are being watched! As you turn to see who is watching, you hear a war cry and are knocked to the ground.

You look up just in time to see a tomahawk raised in the air over your head. Before the blade can come down another cry pierces the air and a young Native American knocks the tomahawk to the ground. You look up and recognize Waseonquet, Distant Clouds, the Odawa you bandaged several months before. His father, Otussa, begrudgingly picks up his tomahawk off the ground. The two Native Americans exchange words. Finally, Otussa informs you that in return for the help you provided Distant Clouds they will not harm you. However, they cannot bring you with them when they rejoin the rest of the Native Americans for fear for your safety. Otussa, who is a descendent of the famous Chief Pontiac, has friends in Detroit. He and Waseonquet will take you to Detroit and turn you over as a prisoner to his friends.

You are grateful for not being killed but do not want to become a prisoner of war, especially after seeing what just happened in Frenchtown. What will you do?

- A. Agree to go along peacefully to Detroit and allow yourself to become a prisoner of war. You must hope the U.S. government will exchange British prisoners of war in return for your release.
- B. Agree to go to Detroit but try to escape before you reach the city.
- C. Refuse to become a prisoner of war and attack Otussa.



"REMEMBER THE RAISIN!" VERY IMPORTANT VOCABULARY

allied:	The British and different Native American groups were in allegiance with, cooperating together, and fighting on the same side against the United States.
cow horn spoon:	A spoon made out of a cow's horn.
desertion:	The act of a person serving in the military leaving their post or the military without permission.
enlist:	When a person voluntarily signs up to serve in the military.
habitant:	A French word for people living in a town or village.
haversack:	A bag soldiers used to carry their food and other personal effects.
Henry Clay:	A politician from Kentucky nicknamed the "great orator". He was a "war hawk" who favored going to war against Great Britain in 1812.
impassible:	An area or road that is unable to be traveled on or to get through.
impressment:	Great Britain forcing sailors from the United States, but who had been born in Great Britain, to serve against their will in the British navy after being taken off of U.S. ships.
knapsack:	A bag that is strapped on the back of a marching soldier.
linen:	A light weight fabric made from flax. The Kentucky militias' summer uniforms were made out of it to help keep them cooler in summer temperatures.
Lt. colonel:	A rank in the army that is above a major and below a colonel.
major:	A rank in the army just above a lieutenant and below a lieutenant colonel.
militia:	A group of armed forces that can be gathered quickly. Most in the War of 1812 had little military training or experience.
muster:	The assembling of the militia at a particular place.
puncheon fence:	A fence made out of split logs with one side smooth and the other still naturally round.
regiment:	A large military unit that is made up of several smaller units called battalions.
shot pouch:	A pouch carried by soldiers that contained the lead balls used as bullets in muskets and rifles.
tomahawk:	A small ax that could be used as a weapon or a tool.

“Remember the Raisin” Activity Teachers Answer Key

Adventure Scenario One:

If you answered:

- A. Ugh! At the end of the first day of marching you are exhausted and want nothing to do but get something to eat and go to sleep. The regiment cook has prepared a thick bean soup with bacon for dinner. You do not have a tin cup for the cook to put the soup in or a spoon to eat. Luckily, Private Tim Hardin has an extra cup and spoon he is willing to sell you for \$1. You only earn 3 points for making a decision **that cost you some of your precious life’s savings.**
- B. Congratulations! You recognized you are marching on foot so you will not need items for a horse or wagon. You have lightened your load allowing you to march farther with less effort. You earn 5 points for a good decision!
- C. Oh no! This war is bound to last for a while. There will be many days, and possibly weeks, without any fighting. You will need your boots to protect your feet against the cold Michigan winter and playing cards to help pass the time. Since you will be marching through the wilderness you will need to have a sewing kit to repair your uniform. Your mom will not be there to sew it for you. You only receive 1 point for making this decision.



Adventure Scenario Two:

If you answered:

- A. You begin to go straight north on the swampy road. After just 100 yards you become stuck in gooey muck! Luckily, Private Tim Hardin is there to pull you out! Now you must select a new route around the swamp so you decide to go east. Eventually, you catch up with the right column. You miserably march in your wet, dirty uniform with the right column to Dayton. You only earn 2 points for making this decision.
- B. You make your way slowly around the swamp and arrive in Dayton early the next morning. Cannon fire by the townspeople greets you to celebrate your safe arrival! You are tired but have safely arrived! You have earned 3 points.
- C. You head west with the left column and arrive at the Miami River. The regiment begins to follow the river bank north toward Dayton. As you **come around a bend you see a trader’s cabin on the river just ahead.** You are in luck! The trader is a patriotic American who is willing to allow the regiment to use his flat bottom boat and canoe to transport the left column to Dayton. You arrive in Dayton later that evening and are able to rest the entire night while you wait for the right column to arrive. You earn 5 points for making this lucky decision!



“Remember the Raisin” Activity Teachers Answer Key

Adventure Scenario Three:

If you answered:

- A. You felt awful but went to Major Madison and informed him of John’s plan to desert. Major Madison brought John to his tent and discussed with John the penalties for desertion. He made a deal with John that he would discharge John from the regiment and allow him to return home once the troops arrived in Ft. Wayne. John agreed and did not desert; however, he now has to collect firewood for the officer’s fire each day. Major Madison wants you to go with him to make sure John doesn’t try to desert. Major Madison awarded you with 3 points for following orders and telling an officer about a planned desertion.
- B. You keep quiet about John’s plan to desert. The next morning you awake to discover that John has indeed deserted. Unfortunately, a sentry heard him when he became entangled in a dense thicket. The sentry shot John thinking he was a Native American attacking the camp. John was wounded and will be sent home. The army doctor is unsure if he will live. Unfortunately for you, he told Colonel Allen that you knew of his plan to desert. As punishment for not telling an officer of John’s plan you have been assigned to find firewood each day for the officer’s campfire. You can only hope you do not accidentally run into any Native Americans allied with the British while out searching for wood. You do not earn any points for not following orders and informing an officer of John’s plan to desert.
- C. John does not believe you would raise an alarm to get him in trouble. He waits for you to fall asleep and then begins to leave the camp. He quietly slips into the surrounding forest where he accidentally sees a Native American trying to steal one of the officers’ horses! Surprised, he gives out a short cry that immediately awakens you! You jump up and begin running toward John’s cry. You are determined not to let him desert! Coming up on him at a full sprint you lower your shoulders and tackle him to the ground. Unknown to you, however, was that John was leading two other soldiers to the thief! By tackling John you have allowed the Native American to take off with Major Madison’s horse! As punishment for losing Major Madison’s horse you have been assigned to find firewood each day for the officer’s campfire. You can only hope you do not accidentally run into any Native Americans while out searching for wood. You earn only 1 point for not allowing John to desert while losing Major Madison’s horse.



“Remember the Raisin” Activity Teachers Answer Key

Adventure Scenario Four:

If you answered:



- A. You begin to run back to the fort as fast as you can! Unfortunately, you look back to see if the ghost is following you and forget to watch where you are going. You smack right into a tree and knock yourself out! It is daylight when you awake and look back at the ghost. You can now plainly see what you had thought was a ghost is actually a Native American. The Native American is lying barefoot on the ground holding his head. You cautiously approach him and realize he, too, is passed out. His head is bleeding and swollen. You decide to bandage the head to stop the bleeding. Just as you finish wrapping the wound the Native American awakes. He speaks limited English but you are able to exchange names. His name is Waseonquet, which means Distant Clouds. He is an Odawa (Ottawa) from **Presqu'isle**, near the mouth of the Maumee River. He says he was perched in a tree hunting for deer when he slipped and fell to the ground where he hit his head. You doubt his truthfulness, but he says that you have saved his life and he will always be grateful. You peacefully part ways but never tell anyone in the fort how you helped Distant Clouds since the Odawas are allies of the British. You earn only 3 points for running away from a ghost!
- B. You stand perfectly still for what seems like hours and pray the ghost will not see you! You watch as the ghost figure rises and falls two more times, each time coming closer than the last. As morning approaches, the sky grows brighter and brighter, allowing you to see that what you thought was a ghost is actually a Native American! Feeling extremely foolish you cautiously approach the Native American lying barefoot on the ground. He has not moved for several minutes. Getting closer you can see that his head is bleeding and swollen. You decide to bandage the head to stop the bleeding. Just as you finish wrapping the wound the Native American awakes. He speaks limited English but you are able to exchange names. His name is Waseonquet, which means Distant Cloud. He is an Odawa from **Presqu'isle**, near the mouth of the Maumee River. He says he was perched in a tree hunting for deer when he slipped and fell to the ground where he hit his head. You doubt his truthfulness, but he says that you have saved his life and he will always be grateful. You peacefully part ways but never tell anyone in the fort how you helped Distant Cloud since the Odawas are allies of the British. You earn only 3 points for being scared of a ghost!
- C. You bravely pull out the long knife from its sheath and begin to wave the knife in the air as you yell at the ghost. The ghost rises into the air moaning several more times coming closer and closer. Eventually, you are successful in scaring it and it remains on the ground. Feeling very victorious you turn to leave when the thought crosses your mind that it may not really have been a ghost. Curiosity gets the better of you and you turn back around. The sun is higher in the sky now allowing you to clearly see that what you thought was a ghost is really a Native American. Feeling extremely foolish you cautiously approach the Native American lying barefoot on the ground. He has not moved for several minutes. Getting closer you can see that his head is bleeding and swollen. You decide to bandage the head to stop the bleeding. Just as you finish wrapping the wound the Native American awakes. He speaks limited English but you are able to exchange names. His name is Waseonquet, which means Distant Clouds. He is an Odawa from **Presqu'isle**, near the mouth of the Maumee River. He says he was perched in a tree hunting for deer when he slipped and fell to the ground where he hit his head. You doubt his truthfulness, but he says that you have saved his life and he will always be grateful. You peacefully part ways but never tell anyone in the fort how you helped Distant Cloud since the Odawas are allies of the British. You earn 5 points for your bravery.

“Remember the Raisin” Activity Teachers Answer Key

Adventure Scenario Five:

If you answered:

- A. You are indeed a true soldier! You are able to focus on the main objectives which are to take Ft. Malden and then Detroit. Perhaps you would make a great general one day! Unfortunately, you have ignored that Frenchtown is an important supply town for the American Army and that there are unprotected women and children there since their husbands are off fighting in the war. You will need supplies from Frenchtown to resupply your army after attacking Ft. Malden. If you let it get burned down you may have difficulty getting enough supplies to attack Detroit. General Winchester realizes this and decides not to take your advice. He sends part of his army to Frenchtown where they successfully push out the British and Native Americans. You earn 3 points for recommending to follow orders.
- B. Good job looking at the map! The provided map shows you that General Winchester sent some of his army to Frenchtown, which is present day Monroe. The American Army, led by Lt. Colonel William Lewis, is successful in running the British and Native American occupiers out of Frenchtown. He has now sent a request to General Winchester for reinforcements in order to keep Frenchtown safe from a counterattack. General Winchester will go to Frenchtown himself. You and most of the remaining Kentucky militias head off to Frenchtown also. You earn 5 points for paying attention and making the correct decision!
- C. This may seem like the logical choice but sometimes logic does not make sense! The U.S. military is having difficulty obtaining the necessary supplies to outfit all of the military in the War of 1812 correctly. It may be next spring or summer before the winter uniforms arrive at Fort Winchester! On top of it, the spring thaw would make the roads impassable. The troops must move during the winter while the ice on the lakes and rivers allow them to move over them freely and prohibit the British from using their ships on Lake Erie to stop the advancing American Army. General Winchester decides not to take your advice. He knows he will need Frenchtown for supplies after the attack on Ft. Malden and feels he needs to defend the women and children living in the area. He sends part of his army to Frenchtown where they successfully push out the British and Native Americans. You only earn 1 point.



“Remember the Raisin” Activity Teachers Answer Key

Adventure Scenario Six:

If you answered:

- A. The fight is not over yet and you have not heard a commanding officer give the order to surrender! Just as you were about to surrender to an approaching British officer a hand reaches out and pulls you back. A young habitant you do not recognize motions to follow him in retreat. You earn only 1 point for almost making an awful mistake!
- B. You decide to continue shooting until your ammunition runs out in order to protect the handful of Kentuckians nearby as they retreat. As you are shooting you are unaware of a young habitant approaching you from behind. Before you use up your remaining ammunition the young man pulls you back and motions for you to retreat with him. You earn 3 points for your valor and trying to protect fellow soldiers.
- C. You look around and get the attention of the few remaining Kentucky militiamen. A young habitant who is with them motions for all of you to retreat with him while you all continue to fire. The habitants plan to fall back works perfectly and you all arrive safely behind a house. You earn 5 points for a coordinated retreat!



“Remember the Raisin” Activity Teachers Answer Key

Adventure Scenario Seven:

If you answered:

- A. You quickly sit down and tie the boots together with their laces. In one motion you sling the boots over your shoulder and begin your run again. The snow feels cold on your feet but soothes the blisters that have already formed. The pursuing Native American suddenly stops and turns around when he reaches the bare footprints. He falsely assumes that the bare footprints in the snow belong to a Native American since many Native Americans do not wear shoes. You earn 5 points for your great luck!
- B. You try to continue to run with the boots on but eventually the pain from the boots rubbing your feet becomes unbearable. You quickly sit down and tie the boots together with their laces. In one motion you sling the boots over your shoulder and begin your run again. The snow feels cold on your feet but soothes the blisters that have already formed. The pursuing Native American suddenly stops and turns around when he reaches the bare footprints. He falsely assumes that the bare footprints in the snow belong to a Native American since many Native Americans do not wear shoes. You earn only 3 points for not taking the boots off sooner.
- C. **You leave the boots on and continue to run toward the river looking for a place to hide. There doesn't seem to be any good place nearby. As you continue to run the pain from the boots rubbing your feet becomes unbearable. You quickly sit down and tie the boots together with their laces. In one motion you sling the boots over your shoulder and begin your run again. The snow feels cold on your feet but soothes the blisters that have already formed. The pursuing Native American suddenly stops and turns around when he reaches the bare footprints. He falsely assumes that the bare footprints in the snow belong to a Native American since many Native Americans do not wear shoes. You earn only 3 points for not taking the boots off sooner.**



“Remember the Raisin” Activity Teachers Answer Key

Adventure Scenario Eight:

If you answered:

A. or B.

You leave Plum Creek with the two Native Americans heading north towards Detroit. Your boots have dried out so you put them back on. The next day, while on a small trail, you get the feeling you are being followed, but cannot see anyone. That night, as the two Native Americans are sleeping, a young boy sneaks near you and motions for you **to follow. It is Joseph Robert’s son. He leads you to his father who hides you in his wagon.** Joseph is on his way to Detroit with his family. The next two days you ride hidden in the wagon. Just before reaching Detroit Joseph stops the wagon and tells you to follow a small trail that will take you to a river. If you follow the river you will eventually run into U.S. scouts patrolling the area.

You thank Joseph and do as he instructs. Eventually, you run across a small scouting party of Americans who take you to General Harrison. You continue to fight in the War of 1812. You gain considerable fame by leading the yell, **“Remember the Raisin” at your next battle, the Battle of the Thames,** in order to rally the U.S. troops. You earn 5 points for surviving the war!

C.

You give a loud war whoop and try to knock Otussa to the ground! He just laughs and tells you that you are lucky his son likes you! You realize that it is useless to try to fight. You leave Plum Creek with the two Native Americans heading north towards Detroit. Your boots have dried out so you put them back on. The next day, while on a small trail, you get the feeling you are being followed, but cannot see anyone. That night, as the two Native Americans are sleeping, a young boy sneaks near you and motions for you **to follow. It is Joseph Robert’s son. He leads you to his father who hides you in his wagon.** Joseph is on his way to Detroit with his family. The next two days you ride hidden in the wagon. Just before reaching Detroit Joseph stops the wagon and tells you to follow a small trail that will take you to a river. If you follow the river you will eventually run into U.S. scouts patrolling the area.

You thank Joseph and do as he instructs. Eventually, you run across a small scouting party of Americans who take you to General Harrison. You continue to fight in the War of 1812. You gain considerable fame by leading the yell, **“Remember the Raisin” at your next battle, the Battle of the Thames,** in order to rally the U.S. troops. You earn 5 points for surviving the war!





- Step 1: Photocopy the two extension activities for students and explain the assignments. Allow the students to have at least two class periods to work on their assignments.
- Step 2: Have the students present their “Take Command” project to the class and turn in their “Defend Your Position” assignment for grading.
- Step 3: Schedule a field trip to River Raisin National Battlefield Park! History is brought alive in the hearts and minds of students in the places it happened...

DEFEND YOUR POSITION!

Select one of your choices from the eight adventures that you believe should have received the most points. Write a persuasive essay supported by at least two facts to support your argument on why your selected choice should have received the most points. The scoring rubric below will be used to grade your essay.

Essay Scoring Rubric			
4	3	2	1
The student’s writing is clear and well developed. It includes at least two relevant facts to support their argument.	The student’s writing is well developed. It includes at least two facts to support their argument but only one is relevant.	The student’s writing is somewhat well developed. It includes at least one relevant fact.	The student’s writing is poorly developed and may or may not include at least one relevant fact.



TAKE COMMAND!

With your partner, research more about the Battles of the River Raisin and write your own scenario for an American soldier. Create your own choices for the soldier to choose from and write the outcomes of each decision. Once completed, your team will present your scenario to the class and allow the class to choose their answer by voting on your choices. You will then explain and defend each of the decisions you created in class.

Take Command Scoring Rubric

4	3	2	1
The student’s scenario is clear and well developed. It includes three choices that are relevant and well defended.	The student’s scenario is clear and well developed. It includes three choices, but only two are relevant and well defended.	The student’s scenario is somewhat clear and developed. It includes three choices, but only one is relevant and well defended.	The student’s scenario is poorly developed and may or may not include relevant choices that may or may not be well defended.
The presentation is exceptionally delivered in terms of voice, use of terms, and flow. The audience is captivated!	The presentation is delivered very well in terms of voice, use of terms, and flow. The audience is interested.	The presentation is acceptable in terms of voice, use of terms and flow, but the audience is not captivated or interested.	The presentation is hard to hear, uses inappropriate terminology and lacks flow. The audience has a hard time following the scenario and choices.





RIVER RAISIN NATIONAL BATTLEFIELD PARK

SCHOOL FIELD TRIP RESERVATION FORM

FAX Completed forms to: 734-244-5501



Today's Date: _____

School Name and District: _____

Contact Person: _____ Phone: _____

Email: _____

City: _____ State: _____ Zip Code: _____

Depending on the goals you have for your fieldtrip, you should plan on a minimum of 3 hours at the Battlefield. Your group is welcome to plan to bring sack lunches and eat them at the battlefield, but please let us know as the number of picnic tables and benches are limited.

Number of Students: _____ Number of Adults: _____

Field Trip Date: _____ Alternate Date: _____

	<u>Arrival Time:</u>	<u>Departure Time:</u>	<u># In Group:</u>	<u>Grade:</u>	<u>Special Needs:</u>
Group One:	_____	_____	_____	_____	_____
Group Two:	_____	_____	_____	_____	_____
Group Three:	_____	_____	_____	_____	_____
Group Four:	_____	_____	_____	_____	_____

Are groups planning to eat their sack lunches at the Battlefield. YES NO

School fieldtrip transportation scholarships are available to students in the 3rd through 8th grades that attend schools identified as "Ticket to Ride" program eligible schools who agree to: (see back for eligible schools)

1. Use and provide feed back on one of the pre-visit Curriculum Guides/Units specified below:
 - "Letters from the Grave" - A 6-day lesson plan for grades 3 to 5
 - "A Soldier's Notes from Michigan's Big Battle" - A 5 to 10 day lesson plan for grades 6 to 8
 - "Analyzing a Battlefield Map & Corresponding Image" - A 2-day lesson plan for grades 7 and 8
 - "Remember the Raisin Adventure" - A 2-day lesson plan for grades 6 to 12
 - "Battle of the River Raisin Pen Pal Project" - a 2 to 3 week lesson plan for grade 8 and up

2. Complete a short post fieldtrip evaluation

Fieldtrip scholarship of up to \$150.00 are available per full-size school fully occupied school buses. To maximize the number of students able to benefit from this program we ask that you only request the amount of scholarship funding necessary for your fieldtrip to be possible.

Number of Buses Required: _____ Number of Students Per Bus: _____

Funding Requested per Bus: \$ _____ x the number of buses =

Total Funding Requested: \$ _____

You will be notified within 5 business days of submitting your reservation about availability and scholarship funding.

**MAJOR
THANKS...**



Ticket to Ride Eligible Schools

Ticket to Ride schools include select 3rd through 8th grade classrooms in Monroe and Wayne Counties, Michigan schools. To determine if your school/classroom is eligible please contact the Battlefield at 734-243-7136. Ticket to Ride scholarships have been funded by many generous supporters of the Battlefield.

Reservation Forms may be returned to the Battlefield by:

Fax: 734-244-5501

Email: daniel_downing@nps.gov

Phone: 734-243-7136

Preparing Students...

Before you visit River Raisin National Battlefield Park, prepare your students for what they will experience and provide them some background information using the curriculums that were developed by fellow teachers. Curriculums available include:

1. "Letters from the Grave" - A 6-day lesson plan for grades 3 to 5
2. "A Soldier's Notes from Michigan's Big Battle" - A 5 to 10 day lesson plan for grades 6 to 8
3. "Analyzing a Battlefield Map & Corresponding Image" - A 2-day lesson plan for grades 7 and 8
4. "Remember the Raisin Adventure" - A 2-day lesson plan for grades 6 to 12
5. "Battle of the River Raisin Pen Pal Project" - a 2 to 3 week lesson plan for grade 8 and up

While the curriculums have been designed for specific grades based upon state and national education standards, you are welcome to utilize any of the curriculums that work best for your students. Below are a few other questions you might discuss with them and vocabulary words you might have them look up! There are also some suggestions for possible activities while traveling to the Battlefield and while at the Battlefield!

Questions:

1. What events or actions might lead a country to go to war? If they struggle with this or have a limited background you could ask what people fight about and then expand on their answers.
2. Is it common or uncommon for citizens to agree on the reasons for going to war?
3. Ask the students if they know who the United States went to war with in 1812?
4. Ask the students if they know why the United States went to war in 1812?
5. Ask the students if they would have supported the United States going to war in 1812? (why or why not)

Vocabulary:

- ☐ Captive
- ☐ Commerce
- ☐ Constrained
- ☐ Conquer
- ☐ Detention
- ☐ Embargo
- ☐ Foreign
- ☐ Harass
- ☐ Hostile
- ☐ Impressment
- ☐ Jurisdiction
- ☐ Maritime
- ☐ Plundered
- ☐ Port
- ☐ Pretensions
- ☐ Provocation
- ☐ Ravage
- ☐ Seizures



Important information for you and your students...

Writing surface and utensils

If your students will be completing the Muskrat Militia March, Blaze the River Raisin Heritage Trail VISA, or Battlefield Scavenger Hunt please make sure they bring a pencil. We suggest that each participant also bring a crayon if doing the VISA program.

Bathroom and Drink Breaks

Accessible restrooms and a water fountains are available in the Visitor Center. These restrooms are single stall restrooms so be sure to schedule ample time for breaks. There are no other restrooms or drinking fountains at the Battlefield. Restrooms and drinking fountains are available at Sterling State Park and the Monroe County Historical Museum if traveling the River Raisin Heritage Trail.

Picnic Areas

The Boy Scouts of America built a picnic area for the Battlefield in 2011. This area will seat 33 adults and 2 wheel chairs. The picnic area may not be reserved, but is available for use if not occupied. You may also find other outdoor areas to sit on the ground to eat picnic lunches. It is possible to reserve the visitor center map room for short periods of time to eat meals during the winter months when it is too cold to go outside. Even if reserved, if the weather permits groups are asked to eat outdoors. At no time is any food or beverages allowed outside the map room when indoors. Please remember to have the students pick up all trash and put it in the proper receptacles, or bring along a large trash bag to dispose of the trash.

Souvenir Shopping

The Battlefield store stocks an array of items – books, postcards, pens, period toys and articles, and etc. at a broad range of prices. If your students will be souvenir shopping in the Battlefield store they must be closely chaperoned at all times. **100 percent of the store's proceeds benefit the Battlefield and educational programming.**

Inclement Weather Planning

Please require your students to dress for the outdoors and for the forecasted weather. This means that they should have sturdy walking shoes or good sneakers and should avoid sandals. Additional preparation includes sunblock, bug spray and water bottles. It is important to make sure the students are comfortable, as uncomfortable students do not learn well.

“Hanging Out” Time

Some free exploration time is a good thing, but please provide options to the chaperones and students for this time – such as doing the Battlefield Scavenger Hunt, souvenir shopping, trying period games or circle-group discussions. Please avoid allowing students to congregate or lounge in the visitor center or on the porches of the visitor center as it may disrupt other visitors.

The Best Chaperone Ever!

Dynamic Small Group Activities

The students in your small group will learn the most, behave the best, and will be safest on a field trip where they are continually engaged in fun learning experiences. Below are activity ideas for students of every age, that will help to make you the best chaperone ever!

On the way to and from the Battlefield...

Sit together on the bus, and establish a partner system (battle buddy) for bathroom breaks and on-site activities. Make sure each of your students has read, signed and understands the Field Trip Enlistment Contract for Students. Share some of your ideas for the day and ask the students for some of theirs.

Challenge the students to occupy their free time on the way to the River Raisin with only those activities that would have been available to them as War of 1812 soldiers (i.e. no cell phones, iPods, gaming systems). Some soldiers passed time like this:

- ❖ DICE – Each player takes an equal number of rolls on a pair of dice, and then totals the points from the rolls to determine a winner. Or a game board is made with a square containing each number, 2 through 12. Each player places a marker inside a box of his or her choice, and then the dice are rolled. The player who guesses the correct number receives all of the markers or is declared the winner.
- ❖ SKETCHING – Sketch a War of 1812 camp scene as you imagine it. A great deal has been learned about the life of a soldier from the sketches that the soldiers and artists made during wars.
- ❖ LETTER WRITING – Write a letter to a friend or family member, describing your experiences as a “soldier.” **What do you miss about home? What is the hardest part about being a soldier? Etc.**
- ❖ CARD PLAYING – Many card games were popular. What games do you like to play?
- ❖ DOMINOES, CHECKERS, or CHESS – Follow the directions given with your set as these games have not really changed since the soldiers played them around a campfire.
- ❖ SINGING – Soldiers would sing a variety of songs – hymns, melancholy (sad) songs about home, or rousing patriotic songs. For starters, lead a sing-along of “The Star Spangle Banner” which was written during the War of 1812 as the British bombarded Fort McHenry (copy of words are included in this packet).

As you get close to the Battlefield review the itinerary and rules for the day with students. Familiarity will decrease trip anxiety and orientation time, and will increase excitement for the day as well as knowledge retention. If any of the students have been to the Battlefield before, ask them to share their experience with others in the group.



The Best Chaperone Ever!

Dynamic Small Groups

While at River Raisin National Battlefield Park...

- ❖ Immediately upon arrival, establish an emergency meeting location (rally point) – an easy place to find from all directions, such as a flagpole or obvious landmark.
- ❖ Be sure to have plenty of copies of the Battlefield Scavenger Hunt if your group is doing this. No pens in the visitor center please... only pencils.
- ❖ Assign each student a role for the day, and remind them that they are to become experts by the end of the day on their role, write down 5-10 interesting facts or stories about that role. Some roles to choose from include:
 - Native American, 18th Infantry soldier, Kentucky Militia, British soldier, Frenchtown civilian, Michigan Militiamen, Colonel Lewis, Colonel Allen, General Winchester, General Proctor, Roundhead, Walk-in-the-Water, Waindaway, or Split Log.
- ❖ Brainstorm questions for your Park Ranger or Park Guide. Make sure each student has a possible question. Listen and look throughout the day for the answers; those that are not answered by the end of the tour or day can ask the leader, or send it to a Park Ranger at the Battlefield.
- ❖ Encourage exploration of the entire visitor center and loop trail, and not just for answers.
- ❖ Assist students, but be sure that they are working together and doing the work themselves.
- ❖ Promote discussion if the students express opinions.
- ❖ Praise a found answer or earnest attempt.
- ❖ Provide direction for difficult segments and encouragement.

Remind students to leave no trace of their visit...



The Star Spangled Banner Lyrics

By Francis Scott Key 1814



Oh, say can you see by the dawn's early light
What so proudly we hailed at the twilight's last gleaming?
Whose broad stripes and bright stars thru the perilous fight,
O'er the ramparts we watched were so gallantly streaming?

And the rocket's red glare, the bombs bursting in air,
Gave proof through the night that our flag was still there.

Oh, say does that star-spangled banner yet wave
O'er the land of the free and the home of the brave?

On the shore, dimly seen through the mists of the deep,
Where the foe's haughty host in dread silence reposes,
What is that which the breeze, o'er the towering steep,
As it fitfully blows, half conceals, half discloses?

Now it catches the gleam of the morning's first beam,

In full glory reflected now shines in the stream:

'Tis the star-spangled banner! Oh long may it wave
O'er the land of the free and the home of the brave!

And where is that band who so vauntingly swore
That the havoc of war and the battle's confusion,
A home and a country should leave us no more!
Their blood has washed out their foul footsteps' pollution.

No refuge could save the hireling and slave
From the terror of flight, or the gloom of the grave:
And the star-spangled banner in triumph doth wave
O'er the land of the free and the home of the brave!

Oh! thus be it ever, when freemen shall stand
Between their loved home and the war's desolation!
Blest with victory and peace, may the heav'n rescued land
Praise the Power that hath made and preserved us a nation.

Then conquer we must, when our cause it is just,

And this be our motto: "In God is our trust."

And the star-spangled banner in triumph shall wave
O'er the land of the free and the home of the brave!