

What to Expect

- ☞ Three (3) different programs at two (2) different locations along the tour road
- ☞ Programs last appr. 30 minutes
- ☞ Allow 20 - 30 minutes at the Visitor Center for restrooms, shopping and exhibits
- ☞ Recommended time at the battlefield is 3 - 4 hours

Visitor Center

Allow 20 - 30 minutes for this stop. Time at the visitor center is provided for restrooms, bookstore, and exhibits. No educational program is scheduled at the visitor center.

Tour Road Stop - #2 – The RAY House

Allow 60 – 75 minutes for this stop. Each of the programs will last 20 – 30 minutes. Only one group at a time will be permitted at each program. Late (or early) arrivals may have a brief wait before the next program begins.

Program Title: ***Civilians at Risk*** Location: Ray house

Activity: A brief talk followed by a short walking tour of the house. Staff will discuss how civilians are often caught in the middle and learn how their lives are impacted by war.

An activity sheet for the Ray House is available on the battlefield's website which provides teachers with basic information on the family as well as various artifacts discussed during the house tour.

Program Title: ***Civil War Medicine*** Location: Medical tent

Activity: A brief talk on the evolution of medical treatment of casualties during the Civil War. A reproduction medical kit will be used as a prop to help illustrate a few of the unusual life-saving techniques utilized by doctors and nurses during the Civil War.

An activity sheet for the CW Medical talk is available on the battlefield website. Teachers are encouraged to familiarize themselves with the various tools and their use.

Tour Stop #5 – SIGEL'S Final Position

Allow 45 – 60 minutes for this stop. Program typically lasts 30 - 45 minutes.

Program Title: ***Common Soldier*** Location: Seating area under trees

Activity: Program will include a brief talk examining the challenges of daily life for a common soldier during the Civil and will conclude with a musket firing demonstration.