



Archeological Context

Arkansas 4-H STEM Kit Curriculum

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OVERVIEW & PURPOSE

Introduce participants to the importance of the context of artifacts in their surroundings when learning about past cultures.

OBJECTIVES

1. Participants gain an understanding of STEM applications
2. Participants can explain why context is important when looking at artifacts.
3. Participants can explain what context is in relation to artifacts..

MATERIALS NEEDED

1. Index cards; Archeology Context cards, pencils

VERIFICATION

1. Can the participant tell what the relation of an artifact to other objects can tell an archeologist?
2. Can the participants apply concepts to a real-world situation?
3. Can the participants use this concept to answer a hypothesis (educated guess)?

ACTIVITY

Pre-Game Questions:

1. List ten things in your bedroom that would tell about you. What do they tell us about you?
 - a. Could we **infer** if you were a boy or girl? Do you share a room? What your interests are?
2. If your items were found in a different location would they mean the same thing? If we found them in the woods? In a store?

Context Game:

1. Divide into groups of 4 or 5 and give each group a 5-6 cards. Assign each group a Number
2. Each group will label their cards with their group number.
3. Select an Archeological Context card to be assigned a room
4. Have group members draw (without words) an artifact that is distinctive to that room. Each card should have one (1) artifact.
5. Exchange cards, with facilitator randomly “Looting” or removing one or more artifacts.
6. Groups will write down their deduction of what the room is and continue passing and looting cards until last group is left with only one artifact to determine the room.

Reflect & Review

1. *Why is it important to leave artifacts in place on an archeological site?*
2. *Does an artifact “tell” the same story if it is in a shoebox than if it is in the field?*
3. *What will your “artifacts” tell us about you?*

RESOURCES

- Smith, Shelley J., J. M. Moe, K. A. Letts and D.M. Paterson. 1993. *Intrigue of the Past: A teacher’s Activity Guide for fourth through seventh grades*. Washington, D.C.: Bureau of Land Management, US Department of Interior.