

Special Needs Therapeutic Self-Guide



Inside, you will find a self-guided and interactive tour of Old Sturbridge Village that will assist both adults and children in experiencing the sights, sounds, smells, and feelings of our living history village. Questions will help guide in the development of motor, sensory, language, literacy, social cognition, and self-care skills. Any questions can be directed to Museum Education at osved@osv.org or 508-347-0287.

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About Old Sturbridge Village

Old Sturbridge Village is an **outdoor, living history museum** and learning resource that invites all visitors to find meaning, pleasure, relevance, and inspiration in the exploration of New England's past. The centerpiece of the museum is a re-created rural New England town of the 1830s set on more than 200 acres of historical landscape, encompassing a Center Village, Mills Area, and Countryside.



When you visit Old Sturbridge Village, you will see **costumed historians** (sometimes called *"interpreters"*) throughout the Village, working in trade shops, on the farm, or cooking in front of a fire. Even though they wear clothing like people wore in the 1830s, they are just like you, but they know a lot about New England history. They are not acting as a character or pretending to be a person from the past. They speak in the present tense and can help you compare life in the 1800s to life in the 21st century. Most of them are paid staff members but also some are volunteers. Don't be afraid to ask them lots of questions! They will help to enrich your experience of the past.

Custom Village Routes

Feel free to visit the museum's buildings in whatever order you choose. If you find that you need more of a focus for your visit, the follow routes will focus on a specific aspect of the Village. They will help you to locate places that best match your own interests.

Crafts and Trades

This route will take you to each of the craft and trade shops throughout the Village. Some craft shops are staffed all day. Others are staffed for just part of the day. The mills are also fun seasonally. Make sure to check the map guide to see what is open.

- Shoe Shop
- Pottery Shop
- Cooper Shop
- Blacksmith Shop
- Carding Mill
- Gristmill
- Sawmill
- Tin Shop
- Print Shop

Cooking

This route will bring you to each of the houses where there is cooking. Cooking generally takes place in the morning and very early afternoon. In the later afternoon, there are generally interpreters doing hand crafts or playing games in each house.

- Small House
- Freeman Farmhouse
- Bixby House
- Towne House
- Fitch House
- Parsonage

Animals

This route takes you to each place there are likely to be animals.

- Fenno Barn (sheep, chickens)
- Freeman Farm (pigs, chickens, cows, sheep)
- Bixby Field (sheep)
- Towne Barn (oxen)
- Fitch Garden (chickens)



Nature Walks

These three walks will get you away from the crowds of the Village and into the nature surrounding you. Note: All of these walks have some steep and uneven terrain. There are also a lot of bugs, which could be overwhelming.

- Woodland Walk (starts in between Center Meetinghouse and the Town Pound)
- Pasture Walk (starts in between Center Meetinghouse and the Town Pound)
- River Walk (starts next to the Sawmill)



Therapeutic Guide through the Village

The last part of this guide includes a list of most locations in the Village. Accompanying each location, there is a list of questions, actions, and possible interactions that are aimed to develop the following skills:

- **Motor**
- **Sensory**
- **Language**
- **Literacy**
- **Social Cognition**

There is also a list of key words (**words to know**) that will help gain a greater understanding of what is happening in each space. This list will take you around the Village or you can use one of the routes listed previously. Feel free to choose your own path and explore at your own pace!

Common and Center Village Buildings and Sites

Small House and Garden

Words to Know:

- Basket Making
- Lashing
- Clothespin
- Reed
- Wood
- Hearth
- Remedies



Listen and Watch: *sensory, fine motor*

- Feel the bed in the back room. What do you think the mattress is made of?
- Look at the ceiling between the beams. What do you notice on the ceiling?
- Is someone cooking in the house? What are they cooking? What do you smell?

Think About: *cognition*

- Why would there be newspapers in the ceiling?
- How is this home different from your house?
- If an interpreter is making baskets, what would the baskets be used for?

Read and Interact: *cognition, literacy, fine motor*

- If there is an interpreter making baskets, ask if you can touch the reeds:

- Feel the dry reed. Try to bend it.
- Feel the wet reed. Try to bend it.
- Go outside and find the water pump.
 - Read the description by the pump and use the model pump.
 - How is the model different from the actual water pump?
 - How is this different to how you get water today?

Friends Meetinghouse

Words to Know:

- Quaker
- Balcony
- Temperance
- Society of Friends

Listen and Watch: *cognition*

- Does this building have 1 or 2 floors?
- What does this building remind you of?

Read: *cognition, literacy*

- Read the sign near the door.
- What was this place used for?
- What year was it built?
- What does Quaker mean?
- Why are there two doors to the inside?



Center Meetinghouse

Words to Know:

- Pew
- Minister
- Bible
- Organ
- Steeple
- Service

Listen and Watch: *sensory, cognition*



- Look for the balcony. Why would there be a balcony?
- Where is the organ?
- What does it sound like when you make sound (try speaking or clapping)? Is there an echo?
- Are there any decorations on the wall?
- How many rows of pews can you count?

Think About: *cognition, literacy*

- What does the Center Meetinghouse remind you of?

- What kinds of events could go on at the Center Meetinghouse?

Woodland Walk and Pasture Walk Trails

These are both good places to take a break from the crowds and enjoy nature; however, both include steep and uneven terrain, as well as lots of bugs.

Listen: *sensory, cognition*

- Stand quietly for a minute. What sounds do you hear?

Shoe Shop

Words to Know:

- Leather
- Shoemaker's Bench
- Template
- Knife
- Lasting Pliers
- Water Bucket

Interact: *sensory, social*

- Ask the interpreter to feel the leather and their shoemaking equipment.
 - What does it feel like?

Think About: *cognition, activities of daily living*

- Why would shoes be important?
- How do these shoes compare to the shoes you are wearing?



Towne House

Words to Know:

- Dairy
- Cream
- Churn
- Dasher
- Farmers



Listen and Watch: *visual, sensory, fine motor, social*

- If there are interpreters in the basement kitchen...
 - Listen to the sound of the cream in the butter churn.
 - Ask the interpreters if you may churn the butter.
 - Smell the vinegar and cheese.
 - Watch the colors of the fire in the hearth.
- Look at the colors of the rooms in the rest of the house.
 - What colors do you see?
 - What patterns do you see on the wallpaper?

Think About: *cognition*

- How does this house compare to other houses in the Village?

Read and Write: *literacy, cognition*

- Read about the Towne family on the panels throughout the house.
 - How were they different than the other families you have seen throughout the Village?

Towne Barn and Garden**Words to Know:**

- Oxen
- Wagon
- Trellis

Think About: *cognition, visual*

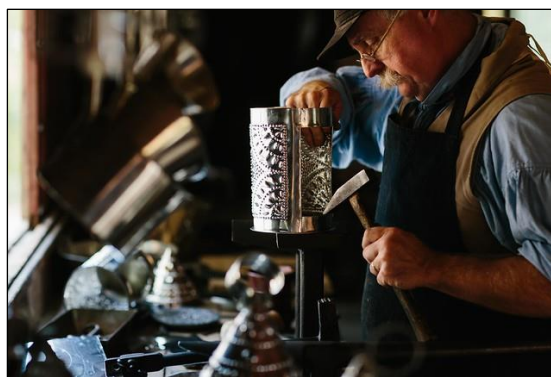
- Look at the cow inside the barn.
 - Is the cow small or big?
 - Is it bigger or smaller than you?

**Listen and Watch:** *sensory*

- Go to the summer house in the garden and look out at the river.
- Listen to the sound of the rushing water from the dam.
- Go the grape arbor in the garden.
 - Look for grapes that have fallen on the ground.
 - Feel them. Are they hard or soft?

Tin Shop (caution area for hypersensitivity)**Words to Know:**

- Burr
- Hand Shears
- Soldering Copper
- Tin
- Charcoal
- Mallet
- Colander
- Lantern
- Measuring Cups

**Talk:** *social*

- Ask the interpreters what they are making in the tin shop.

Listen and Watch: *sensory, cognition*

- Look at the texture of the tin. Does it look rough or smooth?

- What tools do you recognize in the shop?
- Can you recognize any of the items they have already made? What are they?
- Look at the different lanterns they have made. Are the patterns all the same or different?

Parsonage

Words to Know:

- Parsonage
- Minister
- Town Meeting Hall
- Parlor
- Study

Listen and Watch: *cognition*

- What is hanging over the hearth in the kitchen?
- How many bedrooms are in this house?
- How many staircases are in the Parsonage house?
- Find the attic. In the attic, look for the beds.
- Can you smell the herbs hanging in the attic?
 - Are the scents strong or faint?



Read: *literacy, cognition*

- Find the ministers study.
 - What would this room be used for?
 - Do you like the read?

Parsonage Garden

Words to Know:

- Currant
- Herbs
- Remedies
- Weeds

Listen and Watch: *sensory, cognition*

- Is anything growing in the garden now? If so, what do you see growing in the garden?
- What colors do you see in the garden?
- Gently feel some of the plants. Are they rough or smooth?
- What makes this garden different to the other gardens you have seen in the Village?

Law Office

Words to Know:

- Laws
- Attorney
- Apprentice

Think About: *cognition*

- How many rooms are in the law office?
- Who would work here?



Asa Knight Store

Words to Know:

- Merchant
- Trade Routes
- Credit
- Commodities
- Fabric
- China
- Paper
- Spices

Listen and Watch: *cognition*

- What colors of fabrics do you see?
- Do you recognize anything on the shelves?

Talk: *social*

- Ask the storekeeper about items you do not recognize.

Think About: *cognition, activities of daily living*

- How is this store different than the stores you visit today?
- What items do you think are the most popular in the store? Why?
- What items would you use...
 - In the kitchen?
 - At the farm?
 - For sewing?
 - As a soldier?
- Why do you think there are so many things sold here?
- What would the fabric you buy here be used for?



Fenno House

Words to Know:

- Weaving
- Yarn
- Thread
- Wool
- Dyes
- Textiles
- Spinning
- Spinning Wheel
- Loom



Think About: *cognition*

- Where do your clothes come from?
- Do you buy or make your clothes?
- If there is an interpreter at the spinning wheel, watch how they spin the wool into yarn.

Read: *literacy*

- Look at the different materials used in the dyeing process in the entrance.
 - Read what materials are used for the different colors.
 - Do you have a favorite color of all the dyes?

Listen and Watch: *sensory*

- Go outside by the barn.
 - If the sheep are outside, listen to the different sounds they make.
 - Can you make those sounds?

Fitch House and Garden

Words to Know:

- | | |
|-------------|------------------|
| • Tradesmen | • Ironing Settle |
| • Quilting | • Trivets |
| • Arbor | |

Listen and Watch: *sensory, social*

- If there are interpreters in the kitchen...
 - What are they making in the kitchen?
 - Ask them if you can look in the ironing settle. What do you see?
 - Find the broom. Does it look different to a modern broom?



- Go into the parlor.
 - What kinds of toys do you see? Try them out.
 - If an interpreter is playing a game or making a craft, ask if you can try it out.

Thompson Bank

Words to Know:

- Money
- Coins
- Credit
- Transaction
- Vault
- Loan



Think About: *cognition, activities of daily living*

- Is this bigger or smaller than the bank you go to?
- How is this bank different than the bank you go to?
- Look at all the different types of coins on display...
 - How do these coins compare to coins used today?
- Look for the bank's vault. What do you think the vault was used for?

Print Shop

Words to Know:

- Printing Press
- Ink
- Bookbinding
- Communication
- Broadside

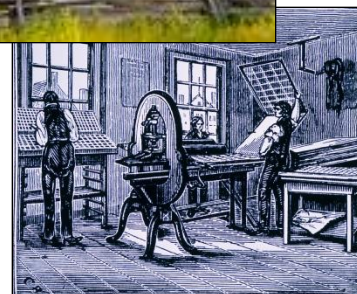


Talk: *social, sensory, language*

- Is the ink wet or dry when it is used on the printing press?
- What does the middle part of the printing press remind you of?

Listen and Watch: *visual*

- What color are the printing presses in the print shop?
- Look for the 13 stars on the main printing press.



Think About: *cognition, sensory*

- If there is an interpreter, ask to feel the difference in the weight of the letters in the print shop.
- Why would they need to print on paper?



Countryside Buildings and Sites

District School

Words to Know:

- School Keeper
- One Room Schoolhouse
- Recitation
- Arithmetic
- Penmanship
- Woodstove

Interact: *sensory*

- Sit in one of the desks. Are the seats comfortable?
- Feel the desks. Notice the different engravings carved into them.



Think About: *cognition*

- How is this school different than the school you attend?

Pottery Shop

Words to Know:

- Potter
- Clay
- Pottery wheel
- Kiln
- Firing
- Pottery
- Glaze

Talk: *social, sensory*

- What is the potter currently making?

- How does the potter change the shape of the clay?
- Ask the potter if you can feel one of the dry pottery pieces or the wet clay they are working with.

Listen and Watch: *sensory*

- What color is the clay?
- What different pottery items do you see around the shop?



Interact: *sensory*

- Go outside to the kiln.
 - Look inside the kiln.
 - Feel the outside of the kiln. What is it made out of?

Freeman Farmhouse (caution area for hypersensitivity)

Words to Know:

- | | |
|---------------|-----------------|
| • Kitchen | • Bake Day |
| • Parlor | • Preservatives |
| • Bake Kettle | • Buttery |
| • Bake Oven | |



Listen and Watch: *sensory, social, activities of everyday living*

- What are the interpreters making in the kitchen?
- Is the fire in the hearth going?
- Do you help cook at home?
- How is this way of cooking different to today?
- Ask the interpreters if there is anything in the kitchen you can touch.

Think About: *cognition*

- Find the small room off the kitchen. This is the buttery.
 - What do you see?
 - What do you think this room is used for?

Talk: *social*

- Ask the interpreters what they are doing today at the Freeman Farm.

Freeman Barn (caution area for hypersensitivity)

Words to Know:

- Tamper
- Haying
- Heifer
- Oxen
- Draw Horse
- Ladder
- Scythe
- Sickle
- Hayfork
- Kindling

Listen and Watch: *cognition, sensory, social*

- Find the hay in the barn. What does it smell like?
- Count how many different tools you see in the barn.
- Ask the farmer what the different tools are used for.
- Look for any animals in the barn. What are they doing?



Bixby House and Garden

Words to Know:

- Hearth
- Straw Braiding
- Dry Herbs
- Dairy
- Cheese Making

Talk: *social, cognition, activities of daily living*

- Ask an interpreter what they are making in the kitchen.
- Do you recognize any of the ingredients or tools in the kitchen?
- If they are straw braiding, ask if you can touch the straw.
- Ask an interpreter what straw braiding was for.



Listen and Watch: *sensory, cognition*

- Go into the Bixby Garden behind the house.
 - What different plants do you recognize?
 - Smell some of the plants. What smells stand out to you?

Blacksmith Shop (caution area for hypersensitivity)

Words to Know:

- Forge
- Anvil
- Bellows
- Iron
- Hammer
- Tools

Talk: *social, sensory, cognition*

- What is the blacksmith making?

- Ask the blacksmith if you can feel the different tools they are using.
- What is coming out of the bellows by the fireplace?

Listen and Watch: *visual motor, sensory*

- What color is the iron when it is in the fire?
- Listen to the sounds of the blacksmith shop. What do you hear?



Mill Neighborhood Buildings and Sites (caution areas for hypersensitivity when machines are running)

Carding Mill

Words to Know:

- | | |
|-----------|--------------|
| • Carding | • Padding |
| • Wool | • Waterpower |
| • Mill | • Batting |

Listen and Watch: *sensory*

- Count how many big machines you see in the mill.
- What material is on the machines?
- Does the material look...
 - Soft or hard?
 - Rough or smooth?

Interact: *fine motor, cognition*

- Try the carding paddles by the window.
- Feel the wool material on the paddles. Is it rough or smooth?
- Why would carding be necessary before making anything out of the wool?

Gristmill



Words to Know:

- | | |
|-------------|--------------|
| • Flour | • Grist |
| • Wheat | • Waterpower |
| • Corn Meal | |

Think About: *cognition*

- What kinds of materials are taken to the gristmill?

Listen and Watch: *sensory, visual motor*

- Look for the giant wheel outside the gristmill.
 - Is it moving?
 - What is making it move?

Sawmill**Words to Know:**

- Logs
- Saw
- Mill
- Rushing
- Ticking
- Lever
- Blade

**Listen and Watch:** *sensory, visual*

- Listen to the sound of the rushing water.
- Listen to the sound of the wood being cut by the saw.
- Watch the saw as it makes its way through the wood.
- Watch the wheel slowly move. Listen to the sound the lever is making on the wheel.

Think About: *cognition, social, language*

- Ask the interpreters why they would be cutting wood.
- What else could the wood be used for?

River Walk

This is a good place to take a break from the crowds and enjoy nature; however, it includes steep and uneven terrain, as well as lots of bugs.

Exhibits and Galleries

These exhibits are a good place to cool down, get away from the crowds, and recharge.

- The Glasshouse Gallery
- *Armed and Equipped: Firearms and the Militia in New England, 1790-1840*
- *A Child's World*
- Early Lighting Exhibit
- Cabinetmaking Shop

Herb Garden

Words to Know:

- Herbs
- Flowers
- Trees
- Medicinal
- Soil
- Sunlight
- Plants

Read: *literacy, cognition*

- Read some of the small panels around the garden.
 - Do you recognize any of the plant names?
 - What are different uses for some of these plants? Did you notice the small symbols on the plaques?

Interact: *sensory*

- Try to find these herbs in the garden:
 - Mint
 - Spearmint
 - Woodland Strawberry
 - Rhubarb
 - White Mustard
- Gently feel the leaves of some of the plants.
 - How do they feel? Rough or smooth?
- Smell some of the plants. What do you smell?



Listen and Watch: *sensory*

- What different colors do you see in the garden?
- Look at the leaves of the plants.
 - How are these leaves different than other plants' leaves?

Clock Gallery



Words to Know:

- Gears
- Pendulum
- Collection
- Curator

Interact: *sensory*

- Sit quietly in the gallery and listen. What do you hear?
- What are some of the different designs you see on the clocks?