



Creating the Dream

Pre and Post Visit Packet

Introduction:

Thank you for bringing your class to the Coral Gables Museum! Our programs are designed to teach students about their natural and built environments through subject areas, including Art, Architecture, Social Studies, Science and World Languages.

To help you get the most out of your visit, we have created this Pre and Post Visit Packet for you and your class. The pre visit material is designed to prepare and excite your students about the field trip, and to engage them in discussions. After your visit to the Museum, the post visit material will help you to reinforce the concepts that the children explored while they were here.

Program Title: Creating the Dream

Grades: 4

Focus: History

Program Objectives:

Students will be able to:

- Identify physical features of Florida, with a focus on South Florida and Coral Gables.
- Understand Florida's Spanish Heritage from Ponce de Leon's discovery to local architecture and Hispanic populations.
- Recognize George Merrick, his Family, and his Dream Team as being leading figures in Florida history responsible for the development of Coral Gables.
- Recognize the environmental, social and economic contributions of George Merrick in Florida history.
- Identify major events and their importance to Florida history: including the Homestead Act of 1862, Florida Land Boom of the 1920s, incorporation of the City of Coral Gables in 1925, Great Miami Hurricane of 1926, and The Great Depression of the 1930s.

Standards:

SS.4.G.1.1: Identify physical features of Florida.

SS.4.G.1.3: Explain how weather impacts Florida.

SS.4.A.1.1: Analyze primary and secondary resources to identify significant individuals and events throughout Florida history.

SS.4.A.1.2: Synthesize information related to Florida history through print and electronic media.

SS.4.A.3.6: Identify the effects of Spanish rule in Florida.

SS.4.A.4.1: Explain the effects of technological advances on Florida.

SS.4.A.4.2: Describe pioneer life in Florida.

SS.4.A.6.1: Describe the economic development of Florida's major industries.

SS.4.A.6.3: Describe the contributions of significant individuals to Florida.

SS.4.A.7.1: Describe the causes and effects of the 1920's Florida land boom and bust.

SS.4.A.7.2: Summarize challenges Floridians faced during the Great Depression.

SS.4.E.1.1: Identify entrepreneurs from various social and ethnic backgrounds who have influenced Florida and local economy.

SS.4.E.1.2: Explain Florida's role in the national and international economy and conditions that attract businesses to the state.

PRE VISIT MATERIALS

If you have 5-15 minutes:

- Explore and discuss the location, mission, and history of the Coral Gables Museum with your students. Where is the Coral Gables Museum? Have you been to Coral Gables? How would you describe Coral Gables? (See *Coral Gables Museum Fact Sheet - page 3*)

If you have 15-30 minutes:

- Cover the information above

And

- Activity 1: City Cluster/Word Web
 - o Think about the City of Coral Gables and the city you live in. What kinds of things make up a City? Create a Cluster/Word Web to help you list your thoughts. (See *Cluster/Word Web - page 4*)

If you have 30 minutes or more:

- Cover the information above

And

- Activity 2: Discuss/define the Important Terms and Vocabulary with your students. (See *Terms and Vocabulary - page 5*)

POST VISIT MATERIALS

If you have 5-15 minutes:

- Engage in Q&A discussion with your students by reinforcing important topics discussed during their visit.

For Example:

- o Who was the founder and developer of Coral Gables?
- o What kinds of professionals were involved in the early development of the City? What kinds of jobs were they responsible for?
- o What kinds of historical event shaped Coral Gables? Why?
- o What makes Coral Gables a special place in South Florida? How is it different from other cities?

If you have 15-30 minutes:

- Cover the information above

And

- Activity 1: Creating the Dream Crossword Puzzle (See *Crossword Puzzle - page 6/Answer Key - page 7*)

If you have 30 minutes or more:

- Cover the information above

And

- Activity 2: Daily Life: Then and Now Venn Diagram (See *Venn Diagram - page 8*)
 - o Think about George Merrick's childhood daily life on the plantation. Think about the ways he kept himself entertained, the forms of transportation, and what his home and school was like? How do these aspects of daily life compare and contrast to your life now? Use the Venn diagram to write your thoughts.

And

- Activity 3: Reflective Writing
 - o What did you see, hear, touch, and/or do during the tour?
 - o What was your favorite part of the tour? Why?
 - o What interesting fact do you remember the most?
 - o Did you learn something new that changed the way you view the world?

MUSEUM FACT SHEET

WHAT IS THE CORAL GABLES MUSEUM?

The Museum's mission is to celebrate, investigate and explore the civic arts of architecture, urban design, sustainable development, and historic and environmental preservation. We are the only Museum in Miami-Dade County dedicated to the civic arts.

WHERE IS IT?

285 Aragon Avenue, Coral Gables, FL 33134

Located in the heart of downtown Coral Gables (right next to Books & Books)

HOW DID IT ALL BEGIN?

The Coral Gables Museum has been the dream of many Coral Gables leaders for over a decade. By 2005 it became evident that the Gables' Municipal Building, better known as the Old Police and Fire Station had deteriorated to a point where major renovation was needed. The building, a 1939 Deco and Mediterranean Revival coral stone structure designed and constructed as a WPA project, is listed on the National Register of Historic Places. Holding true to Coral Gables' vision of historic preservation in The City Beautiful, City officials and the newly formed Coral Gables Museum Corp. began a partnership to renovate the building, add a state-of-the-art exhibition gallery in an adjacent parking lot and create a new museum in the heart of the City's downtown. The Museum, with its beautiful gallery spaces, community meeting room, courtyard and plaza, serves as the cultural center of the City Beautiful.

WHAT CAN I EXPECT TO SEE?

The Coral Gables Museum offers a permanent exhibit that presents the story of founder George Merrick and the early development of the City of Coral Gables, as well as several temporary exhibits that address issues in architecture, urban design, sustainable development, and historic and environmental preservation. The Museum offers adult, family and school educational programs that reflect these disciplines.

DOES THE MUSEUM OFFER SCHOOL PROGRAMS?

YES! The Coral Gables Museum offers a variety of educational experiences for K-12 and College students, including city tours and exhibition tours. School programs are designed to teach students about their natural and built environment through subject areas, including Art, Architecture, Social Studies, Science and World Languages. Tours may be customized to support teachers' curricula. Coral Gables Museum also offers professional development opportunities for teachers. Teacher workshops are available throughout the year and are appropriate for teachers of all subject areas and grade levels.

WHEN CAN I VISIT?

Museum hours:

Tuesday – Friday: 12:00pm-6:00pm

Saturday: 11:00am-5:00pm

Sunday: 12:00pm-5:00pm.

Business hours:

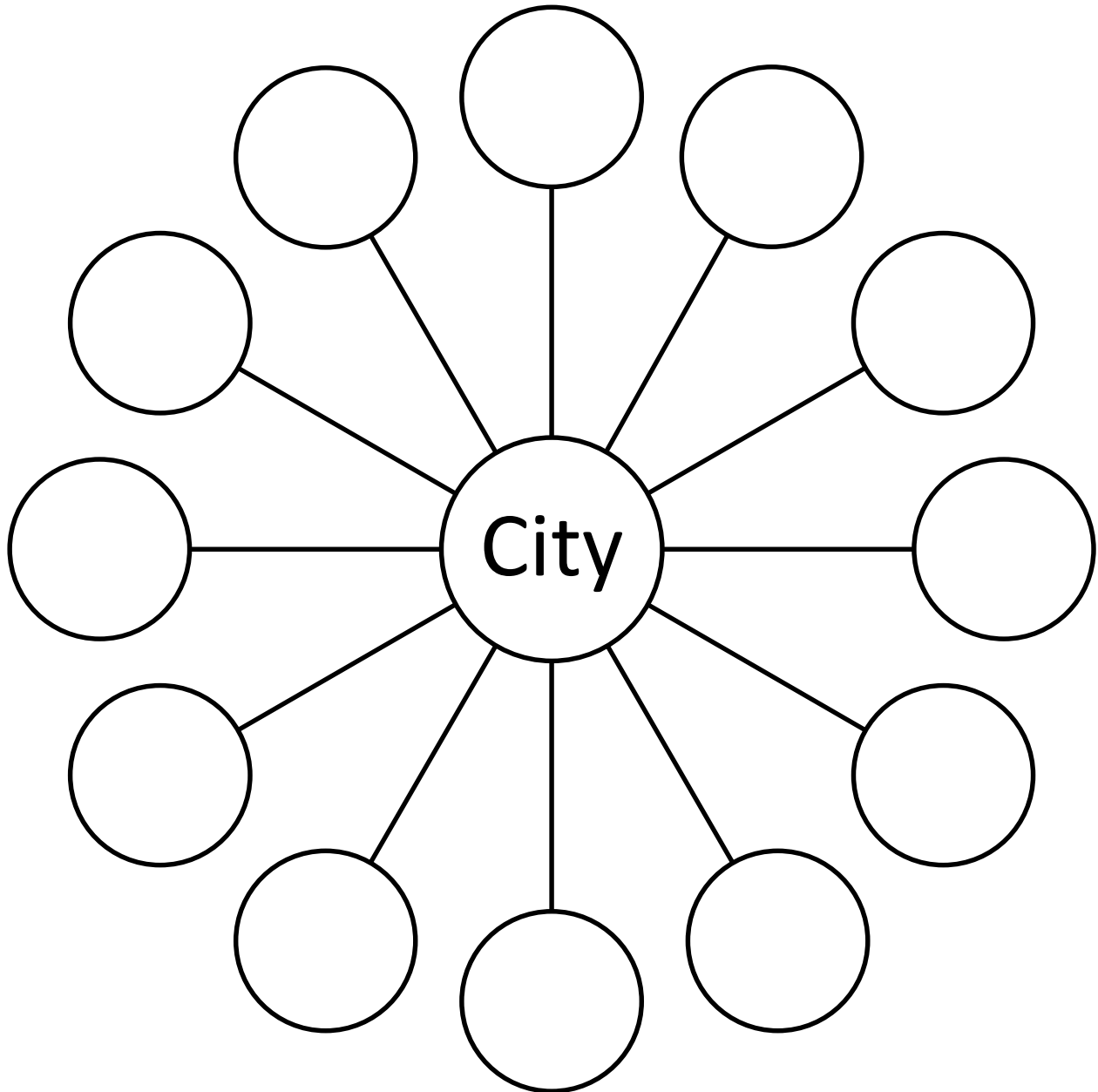
Monday – Friday: 9:00am-5:00pm

For more information regarding the Coral Gables Museum, please visit www.CoralGablesMuseum.org or call 305.603.8067.

Name: _____

Cluster/Word Web

Instructions: Think about the City of Coral Gables and the city you live in. How do cities get started? What kinds of things make up a City? Use the Cluster/Word Web to help you list your thoughts.



Important Terms & Vocabulary

Pioneer: a person who is among the first to explore or settle a new country or area

Founder: a person who starts something or someplace

Developer: a person that develops something – for example a city, a neighborhood, a building, etc.

Artist: a person who produces art work such as paintings or drawings as a profession or hobby

Architect: a person who designs buildings and often supervises their construction

Landscape Architect: a person who arranges features of the landscape or garden attractively

Environment: the surroundings or conditions in which a person, animal, or plant lives or operates

Florida Slash Pine: a pine tree native to the southeastern United States

Coral Rock: a kind of rock also known as Keystone or oolitic limestone that is the bedrock or “foundation” of South Florida

Landscape: all the visible features of an area of countryside or land, often considered in terms of their aesthetic appeal

Plantation: a settlement that grows crops or a large group of plants, trees or other flora

Grapefruit: a large, round, yellow citrus fruit with an acid, juicy pulp

Coral Gables Plantation: the name given to the Merrick Family’s thriving citrus and vegetable business.

Urban Design: the process of designing and shaping cities, towns and villages

Planned Community: a community that was carefully planned from the beginning

Rural: characteristic of the country, country life, or country people

Urban: characteristic of the city or city life

Suburban: characteristic of areas that surround major cities; are typically made up of residences and smaller populations

Landmark: an important building or object that helps you identify a location or the boundary of a piece of land

Architecture: The art or practice of designing and constructing buildings

George Merrick: founder and Real Estate developer of Coral Gables.

Frank Button: landscape architect who was hired to layout the streets and help with the master plan

George Fink: George Merrick’s cousin; architect who translated Denman Fink’s drawings into architectural plans

Denman Fink: George Merrick’s uncle; artist and illustrator who shared George’s dream of a Spanish-themed suburb with grand entrances and plazas

Spain: a country in southwestern Europe

Mediterranean style: a prominent style of architecture found in Coral Gables; established in the 1920’s; inspired by architectural features found in Mediterranean countries that incorporate stucco, spiral columns, archways, colonnades, Spanish tile roofs, open courtyards, etc.

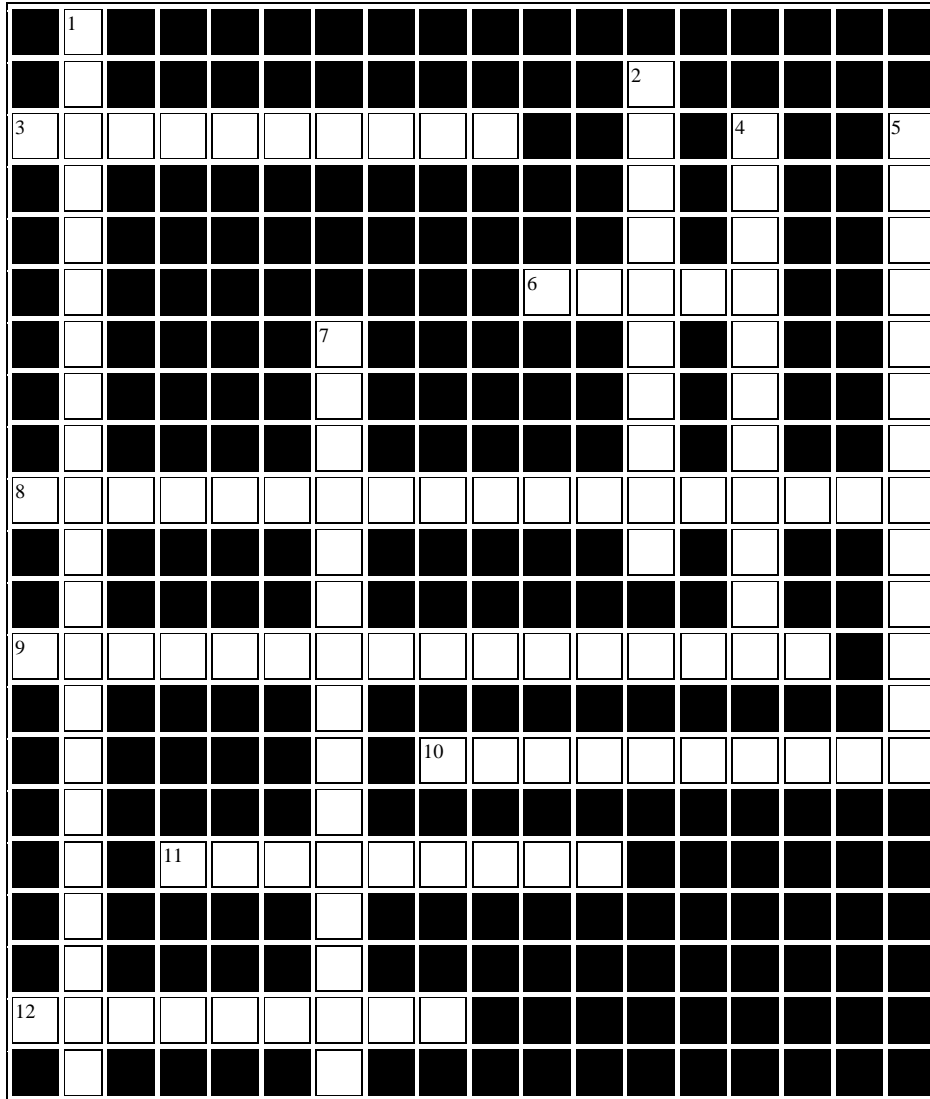
Roaring 20’s: a term sometimes used to refer to the 1920s characterizing a period of sustained economic prosperity in most of the world’s major cities

Florida Land Boom: By the 1920s, the economic prosperity had set the conditions for real estate growth in Florida. Miami had an image as a tropical paradise and outside investors across the United States began taking an interest in Miami real estate.

Name: _____

Creating the Dream Crossword Puzzle

Instructions: Refer to the important terms and vocabulary to complete the crossword puzzle. Answers have no spaces between words.



Across

Down

- | | |
|--|--|
| <ul style="list-style-type: none"> 3. Citrus fruit that grew on the Merrick family farm 6. Country that inspired George Merrick's vision of Coral Gables 8. Prominent style of architecture found in Coral Gables (2 Words) 9. Type of pine tree that George Merrick and his family encountered when they first arrived to their new home in South Florida (3 Words) 10. George Merrick's cousin; architect for Coral Gables (2 Words) 11. Inspired George Merrick to write poetry 12. The name "Coral Gables" was inspired by this natural resource which forms the bedrock or foundation of South Florida (2 Words) | <ul style="list-style-type: none"> 1. Merrick's thriving citrus and vegetable plantation (3 Words) 2. George Merrick's uncle; artist and illustrator for Coral Gables (2 Words) 4. Landscape architect for Coral Gables (2 Words) 5. Founder of Coral Gables (2 Words) 7. caused by the many Americans that travelled to Florida to invest in Real Estate (3 Words) |
|--|--|

Creating the Dream Crossword Puzzle

Answer Key

Across

3. Grapefruit
6. Spain
8. Mediterranean Style
9. Florida Slash Pine
10. George Fink
11. Landscape
12. Coral Rock

Down

1. Coral Gables Plantation
2. Denman Fink
4. Frank Button
5. George Merrick
7. Florida Land Boom

Name: _____

Daily Life, Then and Now

Directions: Think about George Merrick's childhood on the plantation. Think about the ways he kept himself entertained, the forms of transportation and what his home and school was like? How do these aspects of daily life then compare and contrast to your daily life now? Use the Venn diagram to help you list your thoughts.

