

BiggiE's BrainGame At  
**STORROWTON VILLAGE**



**The Big E BrainGain Number 4**

Let's take a walk back in time with a visit to The Big E's village on the green, Storrowton Village. Did you know that most of the buildings in the Village were built more than a century and a half ago? That's 150 years and a lot of candles on the birthday cake. The buildings were brought here in pieces and then rebuilt so you could know what life was like in early New England, before even your great-great grandparents were born – now that's a long time ago.

**A tour of Storrowton's buildings will help you play game #4**

**BiggiE's BrainGame Number 4**

Look around the village. How many chimneys do you see? \_\_\_\_\_

Why did people in the 19<sup>th</sup> century have so many chimneys? \_\_\_\_\_

What did they burn in their chimneys for cooking and warmth? \_\_\_\_\_

Can you see a building in the Village that doesn't have a chimney? Why do you think there is no chimney? \_\_\_\_\_

- A. How did people stay warm in this building? (Clue: Look next to the pulpit – a high place where the preacher stands.) \_\_\_\_\_
- B. Who owned the pews (seats) in this building in the 19<sup>th</sup> century? (Remember, the costumed guide knows the answer.) \_\_\_\_\_

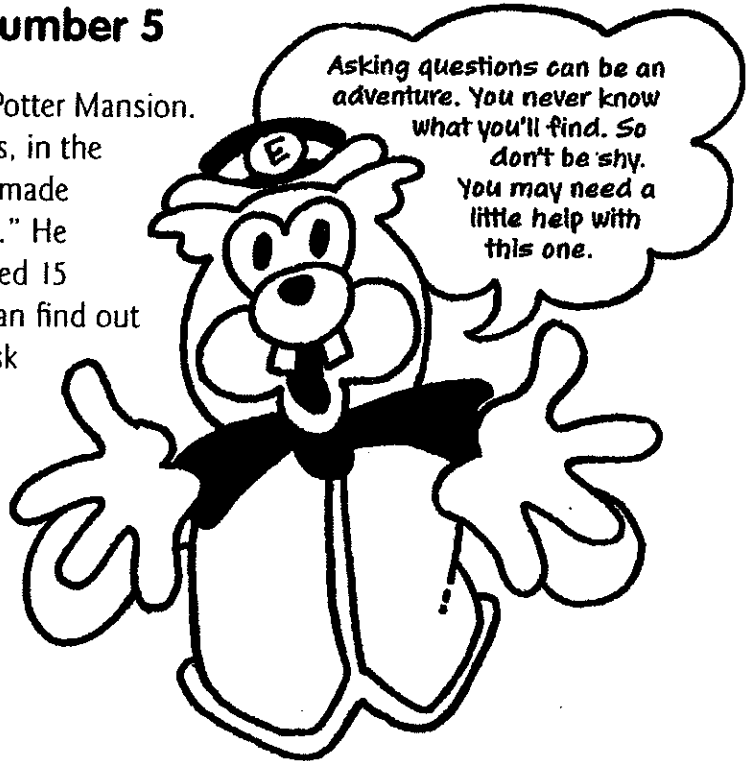
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**The Big E BrainGain Number 5**

The Village's large yellow house is the Potter Mansion. It was built in Brookfield, Massachusetts, in the late 1700s by Captain John Potter, who made what we today call "Grandfather Clocks." He even built his own house where he raised 15 children. Be a detective and see if you can find out what other things Captain Potter did (ask the costumed guides).

The Gilbert Farmstead is the brown house on the side of the Village Green. It belonged to the Gilbert family and was built by two brothers, Levi and Pelitiah, in the late 1790s. The Gilberts were farm families who raised crops like corn and rye that grew in the rocky soil of Central Massachusetts.

The brick schoolhouse is usually called a one-room schoolhouse. But is it? Look carefully and you might discover other rooms.



**BiggiE's BrainGame Number 5**

Choose any room in each of the buildings listed below and, after visiting the house, list what someone your age might have done in these rooms. (The people in the old-fashioned clothing can help. Just ask.)

**POTTER MANSION**

Room \_\_\_\_\_

Activity \_\_\_\_\_

**MEETING HOUSE**

Room \_\_\_\_\_

Activity \_\_\_\_\_

**GILBERT FARM HOUSE**

Room \_\_\_\_\_

Activity \_\_\_\_\_

**SCHOOL HOUSE**

Room \_\_\_\_\_

Activity \_\_\_\_\_

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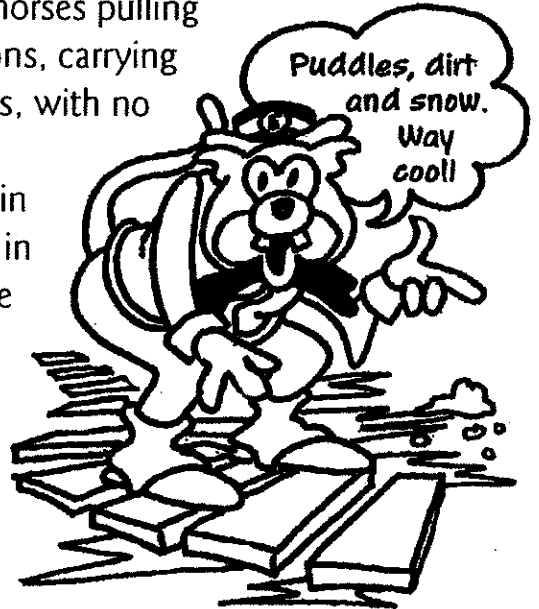


**The Big E BrainGain Number 6**

Imagine having to walk wherever you want to go. Or imagine horses pulling all kinds of wagons, carrying people and products, with no paved roads!

Think about the mud in the Spring, the dust in the Summer, and the snow in the Winter.

Luckily, many 19<sup>th</sup> century villages and towns had walkways made out of brick, cobblestones or wood.



**Find Game #6 on the Village sidewalks**

**BiggiE's BrainGame Number 6**

You'll need your walking shoes for this one.

Take a normal step. How many bricks did you cover in that step? \_\_\_\_\_

Now, take the same size step as you walk from the front door of the Gilbert House (the brown house) to the front door of the Potter Mansion (the yellow house). Count your steps as you walk. How many bricks have you walked over? \_\_\_\_\_