Places With Stories

Identify historic places and explain why they matter.

SS24.1.12d "Identify sites of historical importance in the community and describe their significance."

NAME _____ DATE _____

Teacher: this page is run aloud. The script and answers are on the guide page.

1 FIND THE PLACE

a	Store	Depot	Park
b	Hall	School	Pool
c	Library	Store	Museum

2 WHY IT MATTERS

Depot	•	•	Objects
Hall	•	•	Trains
Museum	•	•	Rules

ANSWER KEY

Places With Stories

GRADE 1 · SS24.1.12d

HOW TO RUN THIS PAGE

Before class, choose one real historic site in your community and verify a fact about its past. Tell students about that site before using this sheet, then read the prompts and choices aloud. Listen to each child's explanation of why a place matters and record any support you give separately.

Students never read directions on this sheet. Read each part's script aloud, then each prompt, giving think time before students mark.

PART 1 · FIND THE PLACE

SAY "Maple Town is a pretend community. Listen to each clue about its past, then circle the place that fits."

ROW	SAY	STUDENTS CIRCLE
a	The choices are store, depot, and park. Long ago, trains brought people and goods to town. Which place helped people travel by train?	**Depot**
b	The choices are hall, school, and pool. Long ago, neighbors met to decide town rules. Which place helped them make those choices together?	**Hall**
c	The choices are library, store, and museum. People saved old tools and clothes so others could see how families once lived. Which place keeps those old things for people to see?	**Museum**

PART 2 · WHY IT MATTERS

SAY "Draw a line from each Maple Town place to the word that shows why it mattered long ago. Then tell me why one Maple Town place mattered. Tell me the name of the real old place we talked about in our community and why it matters."

- **Depot** matches **Trains**
- **Hall** matches **Rules**
- **Museum** matches **Objects**

WHAT TO ACCEPT

Circle Depot, Hall, Museum. Match Depot to Trains, Hall to Rules, and Museum to Objects. Accept a spoken explanation that connects a Maple Town place to its past use, plus the name of the real local site and a true reason it matters.