

CARVING OUT COMMERCE

SUMMARY

This program is intended to exhibit examples of how Lost River Cave was an important economic contribution to Bowling Green over time. Mills, Quarries, and Recreation all played an important part in developing Bowling Green.

GRADE LEVEL: 3-5, 8-12

ACTIVITY DURATION: 1 hour

SETTING: Classroom

SUBJECT AREAS: Questioning, Migration and Movement, Kentucky Economics, Human Environment Interaction, Geographic Reasoning, Microeconomics

NGSS: 3.1.Q.1, 3.G.MM.1, 4.E.KE.1, 4.G.HE.1, 4.G.GR.1, 5.G.HE.1, 5.G.GR.1, 8.E.MI.2, HS.G.HE.2

SUBJECT AREAS:

Questioning, Migration and Movement, Kentucky Economics, Human Environment Interaction, Graphic Reasoning, Microeconomics

OBJECTIVES: This program uses historical images, artifacts, and hands-on examples to introduce students to commerce in Bowling Green that happened at Lost River Cave. By the end of the program, students will be able to:

- Know the difference between a grist mill and saw mill
- Learn some of the economic value of limestone
- Discover how a natural feature becomes an attraction for both business and recreation

COOPERATIVE APPROACH: This program works well with the *Cave Boat Tour* by providing the real life setting of the historic milling operations and Nite Club at Lost River Cave. Students can make real life connections with past structures and businesses and gain a greater appreciation for the success of these businesses despite the difficult terrain and setting.

MAKING CONNECTIONS: Students will learn that natural features can lead to unique connections to industry that are beneficial to communities. Even as the needs of the community change, these connections can be beneficial over time. This may inspire more students to pursue science as a career. In addition, students become more attached to the local ecosystem, by experiencing it in a unique way, and therefore become advocates for its health and safety.

ALTERATIONS:

GRADES K-2

Without changes, this program may be too intense for a K-2 audience. Therefore to provide a K-2 group with the *Carving Out Commerce* program, several alterations would be required. Changes would include:

-Shortening the classroom portion and have a guided walk to the Cavern Nite Club, Tourist Cabins, and Quarry

GRADES 6-7

- This program is acceptable to teach to grades 6-7. However, it will not hit any Core Content Standards.

EXTENSIONS:

The *Carving Out Commerce* program can be extended into a longer program which includes a hands on activity.

-Add Butter Making to the program for an additional half hour of programming with no additional cost.

VOCABULARY: Grist, Quarry, Commerce, Recreation, Era