AMERICAN BATTLEFIELD TRUST: CIVIL WAR 1864 VIRTUAL REALITY WORKSHEET

Name: ____

Date:

1864 Civil War Virtual Reality

Definitions "Primary Source": the raw materials of history—original documents and objects that were created at the time under study (Library of Congress) "Secondary Source": accounts that retell, analyze, or interpret events, usually at a distance of time or place. (Library of Congress)

Directions:

- Decide Virtual Reality segment you are going to research:
 - a. The Trenches
 - b. The Attack
 - c. The Patrol
 - d. The Hospital
- Watch the video/virtual reality and fill out Part 1 of this worksheet.
- Select 1 or 2 Secondary Sources (articles) and fill out Part 2 of this worksheet.
- Select 1 or 2 Primary Sources and fill out Part 3 of this worksheet.

PART 1: Virtual Reality Video

- 1. Which segment are you going to study?
- 2. Does it have any of the following elements?
- Music
- Background Noise
- Dramatizations
- Narration
- Textual Overlays
- User Interaction

3. List the people, objects, and activities you see in the video:

People	Places	Activities

4. Write up to 5 sentences summarizing the video:

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- 5. What did you find out from this video that you have not learned elsewhere?
- 6. What is a question you have after viewing this video? (This can guide your research.)

PART 2: Secondary Source Research

Choose 1 or 2 secondary source articles related to this Virtual Reality Video.

- 1. Which article did you choose?
- 2. List 3 things that you learned from the article:

PART 3: Primary Source Research

Choose 1 or 2 primary sources related to this Virtual Reality Video

- 1. Who wrote this primary source?
- 2. What type of primary sources is it? (letter, newspaper, diary, etc.)
- 3. When was it written?
- 4. Do we know who it was written to or for?

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- 5. Where was this primary source written?
- 6. What is the main idea in this primary source?
- 7. What was happening?
- 8. How was the writer feeling about his/her experience?

9. What did you find out through this primary source that you might not learn elsewhere?

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10. Did this primary source help you better understand something in the virtual reality video?