Music in Battle

- View the painting “The Hour of Victory” by Edward Percy Morgan (1914). What do you see? What do you wonder? Locate the drummers in the painting. Think about why there might be drummers in the American Revolution and their importance in battle.

- Watch and listen to different drum commands of the American Revolution. Then, practice these commands around the classroom.

Music was an important tool in the American Revolution. Fifes and drums gave commands that soldiers could hear from across the battlefield. Drummers also told soldiers when to sleep, when to rise, and other daily commands.

Stories of the Revolution

- Watch an Ask Mount Vernon Video about the American Revolution, and generate additional questions in a class discussion. Then, as a class, submit an Ask Mount Vernon video to Mount Vernon.

- Read a picture book about the Revolutionary War, and predict what might happen at the beginning, middle, and towards the end. After reading the book out loud, answer the questions seen in Parts, People, Interactions.

- Learn about the Battle of Yorktown. Then, using this mapping activity to trace where the Continental Army went, and how far they traveled.

American Spies

- Learn about spies of the American Revolution. Brainstorm the dangers of being a spy in the American Revolution and how spies overcame those dangers.

- Make invisible ink. Then, write a letter to your teacher, explaining why invisible ink was important for spies to use in the American Revolution. You can also include any other tools that may have been useful to spies.

Friendship in War

- Examine a picture of the Bastille Key and a lock of hair - or, print out pictures of the objects, so you can see the actual size and shape. Make a list of observations, and read about the stories of the key and the hair. Then, turn to a partner and discuss what makes a good friend.

- Watch a short video about Washington’s friendships. Choose one of Washington’s friends to learn about - George Fairfax, James Craig, the Marquis de Lafayette, Alexander Hamilton, or Elizabeth Powel - and draw a picture of the person you chose.