



Unlock the door to the literature, life and times of Edgar Allan Poe. Thirteen highly interactive activities provide opportunities to interact with Poe the person and Poe the writer. The Poe Library provides text versions of selected works including poems and letters, video clips, primary source documents, and Internet links for further research. Embedded reading enhancements support struggling students with vocabulary, comprehension and fluency.

KNOWING POE INTERACTIVES

Poe the Person

Poe's Baltimore: a then and now interactive map shows what Baltimore looked like during the time of Poe and today.

203 N. Amity Street: guides visitors on a virtual tour of Poe's Baltimore home.

Interactive Timeline: an activity in which students use an interactive timeline to trace the intersection of events in American history and literature during the Poe years.

It'll Be the Death of Me...: an interactive story that explores the uncertainty that surrounds the death of Edgar Allan Poe. Students research various theories about how Poe died using primary source documents and other credible information. Students are asked at various points to make decisions and eventually attempt to "solve" this mystery.

School Days: an exercise that allows students to see a bill for Poe's schooling and compare those costs with their own. This primary source document is supplemented with guide questions along the left margin of the page to help students identify key facts and themes.

Poe the Writer

Point of View: an interactive that teaches students how a story can be told from various points of view. It demonstrates how different points of view may change the impression of the reader. Using Poe's story "The Cask of Amontillado," students may read the story from the point of view of the antagonist, the protagonist, or the narrator.

The Bells: a section addresses the topics of rhythm and sound in poetry. Interactive buttons allow students to customize how they listen to each stanza of this musical poem by changing the narrator, adding sound effects, changing the pace, or adding emotion.

The Poetic Principle: an interactive exploration of the essential elements of poetry and includes an activity that highlights Poe's theory of poetry and has students study his poem, "Annabelle Lee."

Secret Writing: a section discusses Poe's use of secret codes and ciphers and relates them to his poem "The Gold Bug." Students also work to decode phrases and also can create their own ciphers.

Annotated Poe: an activity that studies the tools that poets use and focuses on Poe's infamous poem, "The Raven." The poem is supplemented with guide questions along the left margin of the page and interactive highlighting assist students in identifying key facts and themes.

Poe the Perfectionist: a section to guide students in an in-depth look at Poe's revision process as they study various drafts of his poem "The Lake."

My Tell-Tale Heart: an interactive for students to create their own personal reading of Poe's famous short story "The Tell-Tale Heart" by adding annotations, or thoughts, questions, ideas, and observations into the story as they read.

Picture This: a section for students to select a picture that most closely represents what they are thinking about as they read Poe's dark tale, "The Black Cat."

<http://knowingpoe.thinkport.org>



Dangerous sea voyages, backbreaking labor and taming the wild land, Exploring Maryland's Roots is a fresh and engaging way for students to dig into colonial history. Twelve highly interactive activities filled with multi-media make the past come alive. Embedded reading supports found throughout the site help struggling readers. Rich teacher resources include reading tips and strategies, standard-based lessons and Internet links for further research.

EXPLORING MARYLAND'S ROOTS INTERACTIVES

The Land and Its People

Explore the Great Shellfish Bay: students discover the Chesapeake Bay region through the eyes of Maryland's first explorers by navigating through an original map of Maryland.

Visit a Woodland Indian Village: a look at what life was like for Maryland's Woodland Indians before the first colonists reached these shores. Students study an engraving of a village made by explorers John White and Thomas Harriot in 1590.

Go on an Archaeological Dig: a virtual archaeological site where visitors can dig for, identify, and piece together bits of history from native Yaocomaco Indians.

Voyage to Marie's Land

Journey to a New Life: a fictional first-person adventure aboard the *Ark* on its historic passage to Maryland. Students interact with the passengers and crew and make choices as the story progresses.

Adding It Up: a math activity that allows students to tally what it cost and what supplies were needed to start out fresh in the New World.

The Colony Begins (1634-1640)

Build Your Plantation: an educational simulation that challenges players to build, plant, harvest, and survive on their very own plantation.

Read a Colonist's Diary: students can read through the actual diary of Father Andrew White, a priest on the first voyage to the new colony. This primary source document is supplemented with guide questions, hints, and pop-ups to help students identify key facts and themes

The Colony Grows (1640-1700)

Tour the Growing Colony: an interactive activity that allows students to visit the buildings, streets, and people of Maryland's original capital, St. Mary's City.

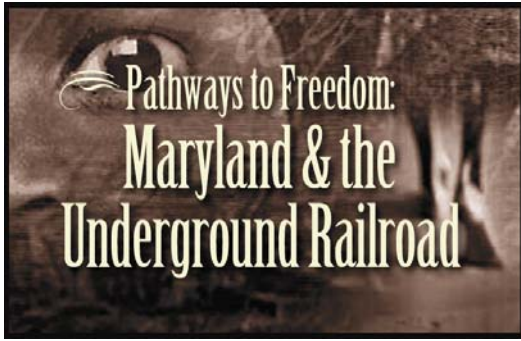
Investigate a Slavery Timeline: students use an interactive timeline to trace the history of slavery in Maryland. Links are provided to primary source documents, such as laws and court proceedings.

Solve the Mystery of the Three Lead Coffins: an interactive adventure that explores the science, archaeology, and research behind the real-life discovery and mystery of three lead coffins found in 1990 under an abandoned chapel in historic St. Mary's City.

Create Your Own Museum: students study artifacts and decide which ones best represent 17th century Maryland. Once students research and choose their artifacts, they place the items in a virtual museum and write explanations for why they chose each one.

Ask an Expert: a collection of over 60 video responses from archaeologists, historians, and historical interpreters. Each clip answers a commonly asked question about colonial Maryland. Printable scripts of all Q & A are online.

<http://mdroots.thinkport.org>



The incredible story of the Underground Railroad and Maryland's unique role is told through nine media-rich interactives. Students learn about the people, stories and events that surrounded this important endeavor in our nation's history. Embedded reading supports found throughout the site include narration, highlighted vocabulary, and strategies for understanding primary source documents. Rich teacher resources include reading tips and strategies to use with struggling readers.

PATHWAYS TO FREEDOM: MARYLAND & THE UNDERGROUND RAILROAD INTERACTIVES

About the Underground Railroad: a basic overview of the Underground Railroad – what it was, why it was needed, who ran it, who used it, primary routes that were used, and other background information.

Following the Footsteps: a first-person narrative that uses high-end graphics and still photographs to portray the perspective of a young slave living in Maryland. The students “become” this young slave and must decide whether to stay or attempt to escape to freedom.

Eyewitness to History: contains primary source documents such as autobiographies, biographies, and journal entries and first-person narrative accounts of historical figures and former slaves. Each document is supplemented with guide questions along the left margin of the page to help students identify key facts and themes.

Figure It Out: an interactive timeline of aggregated data from the years 1790 to 1860 to answer specific questions related to slavery and Maryland.

Mapping It Out: an interactive map to help students further explore places in Maryland that are linked to the Underground Railroad. Students are able to see historic sites and important places from the 19th Century that exist today, three routes Maryland slaves followed to freedom, and investigate the role of geography in the institution of slavery.

Secrets: Signs and Symbols: discusses key events, codes, language, music, and other aspects of the time that relate to the slaves and other people who lived at the time of the Underground Railroad. An interactive activity called “**Create a Quilt Block**” allows students to use different shapes and colors to create their own quilt block to communicate “secret messages” to other slaves.

Living History: includes current information about the Underground Railroad, such as recent research and a place to store your own “story.”

Underground Railroad Library: supplemental resources about the people, events, and sites that are associated with Maryland and its role in the Underground Railroad. There are short biographical sketches, listings of sites and museums by regions of Maryland, and other primary source documents to help students further explore and research the Underground Railroad.

<http://pathways.thinkport.org>