



# FOLLOW ALI GATOR THROUGH THE INTERACTION PROGRAMS at HERITAGE VILLAGE!

Team up with Ali Gator and lead your students on a fun self-guided adventure.

- Visit the train depot and load and unload the luggage carts.
- Cast off in an old-fashioned "Sharpie" sailboat.
- Build a wooden cattle pen.
- Explore a historic home and touch vintage household artifacts.

Map



Here are a few important points to get you started:

- Schedule your class visit early for a Wednesday, Thursday or Friday morning by calling (727) 582-2125.
- Plan on about two hours for your visit, more if you bring a lunch to enjoy under the pines.
- Get students involved and rolling up their sleeves for hands-on learning fun. EnterAction is also a great way to build classroom cooperation and team work.
- Pop Into History I features activities at four stations: The train depot, "Sharpie" boat, cattle pen and Plant-Sumner House Curriculum guides are available online.
- Pop Into History II features activities at four stations: The McMullen-Coachman Log Cabin, Lowe House and Barn and Moore Grove House
- Bring at least one teacher or chaperone per 15 students.
- Plan a stop by the gift shop to take memories home!

CLUE  
STATIONS



"SHARPIE"  
SAILBOAT



A Pinellas County Government Program

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