Town Center
Interpreters

• The staff at the Town Center are called *interpreters* – they may tell me about the past and the people who lived here!

• These *interpreters* will be in costumes and may be working hard doing jobs that people in the past would have done.

• I may ask them questions if I have any.
Print House

• I may learn about a *printing press*. A *printing press* is a machine that was used to print text.

• I may not touch the printing press unless I ask.
Calvert House

• The Calvert House has a frame of where Leonard Calvert used to live.

• I might see the bricks that show where his fireplace used to be.
Cordea’s Hope

- Cordea’s Hope is a storehouse. There are lots of goods on the shelves.
- I may look at the items on the shelves.
Smith’s Ordinary

• Smith’s Ordinary shows the type of place people may have stayed in the 1600s.
• It was like a hotel.
• People may have eaten here.
Colonial Games

• I may want to play colonial games.

• There is a game called *quoits*. *Quoits* is like ring toss – I may throw a ring and try to hit the *hob*. The *hob* is a standing wood piece.

• There is another game called *hoop and stick*. I may ask an interpreter how to play.
Places to Rest

- There are picnic tables and benches at the Calvert House area.

- There are also benches inside the Print House and Smith’s Ordinary. Both of those places can be quiet.

- If I am thirsty, I can get a drink at the water barrel in Town Center.
For Help

• If I need help or have a question, I can ask my guardian or a costumed interpreter at the Town Center, and they will be happy to help me.