

To Arrange a Visit

The New England Economic Adventure was created mainly for school groups to visit, but it is also open to other groups at designated times. It is not open to walk-in visitors. All visits must be arranged in advance. There is a limit of 40 visitors at a time.

Class groups may visit the Adventure at the following times:

Monday	Tuesday	Wednesday	Thursday	Friday
10:30 a.m.	9:00 a.m.	9:00 a.m.	closed to	9:00 a.m.
2:30 p.m.	10:30 a.m.	10:30 a.m.	school	10:30 a.m.
	2:30 p.m.	2:30 p.m.	groups	

Other groups may visit the Adventure at the following times:

Monday	Tuesday	Wednesday	Thursday	Friday
			11:30 a.m.	1:00 p.m.
			1:30 p.m.	2:30 p.m.

To schedule a visit: Call **1-800-409-1333**. Press 5 for access to the voice messaging service and leave the requested information. Our scheduler will call you back to confirm dates and work out arrangements.

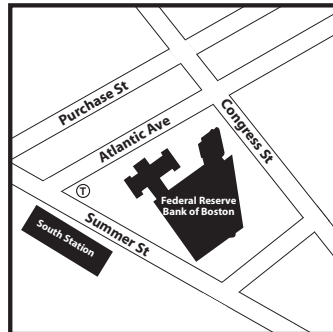
E-mail: adventure.bos@bos.frb.org

Web site: www.economicadventure.org

Location: Federal Reserve Bank of Boston
600 Atlantic Avenue
Boston, Massachusetts 02210

Public transportation: Red Line or commuter rail to South Station

Map:



Visitors may not bring backpacks, cameras, or other metal items into the Bank. Adults need to bring government-issued photo identification.



New England
Economic AdventureSM
Invest yourself in history

Federal Reserve Bank of Boston

What Is the Adventure?

The New England Economic Adventure is a unique educational initiative designed to teach middle and high school students about improvements in living standards. To participate, come to the Adventure at the Boston Fed, visit the web site, or both.

If you come to the Adventure, you will participate in lively interactive games, exhibits, and activities that explore the Adventure's overarching theme: "Improved living standards are based on advances in productivity."

On your own, you can spend time on the Adventure web site, www.economicadventure.org, where you'll find images, explanations, narratives, profiles, and an illustrated timeline.

A typical visit to the Adventure takes about two hours:

Material Life

Material Life is first. Visitors view objects from three time periods, the 1810s, the 1890s, and the 1960s. An ox yoke from 1810, a stove from the 1890s, and CorningWare® from the 1960s are among the objects that form the basis for riddles and activities. You will spend about 15 minutes here.



How is it that we live longer, have more leisure time, and consume a greater quantity and variety of goods and services?



1810
1890
1960

In 1800, nearly 75 percent of working Americans were farmers or farm laborers. Today, less than 3 percent work on farms.



In 1800, only 6 percent of Americans lived in cities. Today, more than 80 percent live in cities.

Invest-in-Growth games

Next you will play our Invest-in-Growth games. Three entrepreneurs — Francis Cabot Lowell from the 1810s, Colonel Albert Pope from the 1890s, and Ken Olsen from the 1960s — grapple with specific investment decisions and ask you to take part. You will explore how technological innovation, investment in physical and human capital, supply-and-demand factors, and supportive institutions interact in promoting economic growth. You will try your hand at investing and learn how Lowell, Pope, and Olsen made decisions that led to economic growth and rising labor productivity. You will spend about 50 minutes here.



Economic education laboratory

A “wrap-up” session in our economic education laboratory ties together what you have learned. Bank staff will flesh out Adventure themes and answer questions your group may have. Allow about 45 minutes for this portion of your visit.

Changing exhibits

The Adventure gallery features changing exhibits chosen to complement Adventure themes. When you schedule your visit, you will learn what will be on display at the time you come.

What about a shorter visit? Or a longer visit?

Both are possible. Our scheduler will be happy to work with you to tailor your visit to your needs. We especially encourage longer visits and more time spent in the economic education laboratory.

The Adventure's activities, exhibits, and web site cover eight of the National Content Standards in Economics and 20 or more of the concepts and skills for grades 8-12 in the Massachusetts History and Social Science Curriculum Framework. Aspects of the program are also relevant to the Mathematics and English Curriculum Frameworks.

The Adventure web site both supports visits to the Adventure and is a stand-alone resource.

The Adventure web site explores standard of living, economic growth, rising labor productivity, and other Adventure concepts from many perspectives. Here is some of what you will find:

- the *Rising Standards Gazette* — a description of the bumpy course of economic growth in New England, providing both an overview and interesting details
- an illustrated timeline of major economic events in New England's history
- profiles of Francis Cabot Lowell, Colonel Albert Pope, and Ken Olsen — the three entrepreneurs featured in the Invest-in-Growth games played by visitors to the Adventure
- terms and theory — explanations of economic growth theory, standard-of-living concepts, and time value of money; glossaries of terms
- lesson plans, student projects, online quiz, classroom activities
- recommended resources — books, other readings, videotapes, other web sites
- information on teacher workshops
- scheduling/directions/contact information for visits to the Adventure
- pre-and post-visit teaching materials
- a place for YOU to tell us how we are doing — we want your comments!



www.economicadventure.org