

HISTORIC   
ST. MARY'S CITY

---

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.

