

Scenes of Waterbury

Create the Green

Before Waterbury was called Waterbury, the Algonquins called the area Matetacoke. English settlers thought the Algonquins were saying “Mattatuck,” which became the name for the plot of land where Waterbury began. Before people settled here, the area that is now downtown Waterbury and the Green was open land with rivers running through it.

This activity will introduce children to how the center of a town was developed. It will teach them about which buildings were important in an early town, where those buildings were usually found, and why.



The Waterbury Green, Jared Thompson, 1851, Oil on Canvas, X68.196

Create the Green Project

Duration: 30 minutes

Materials:

- Create the Green Worksheet
- Scissors
- Colored pencils or crayons

Instructions:

1. Print out the Create the Green Worksheet.
2. Color the worksheet and the various buildings, fences, and bridges.
3. Cut out all the buildings, fences, and bridges.
4. Following the tips on the next page, arrange your structures around the Green. Rearrange and design your village however you like and then glue your structures down.
5. Send your masterpiece to heather@mattmuseum.org. We might even share it on social media with our followers!

Where did people settle and why?

- **Town Green:** When the English first settled, they reserved the best land for animal grazing and planting. This would later become the town green.
- **Fences:** Fences were used not only near farms, but also on the green. Animals were kept on the green because it was the best land.
- **Bridges:** Bridges allowed people to cross rivers and brooks to be able to expand the village.
- **Homesteads:** The English settled together around the green and built their homes there.
- **Farms:** The farms would not only be near where the animals are fenced, but also near open land for crops.
- **Schoolhouse:** Towns with more than 70 families needed to have a school. They were normally built near where the families lived.
- **Sawmill/Gristmill:** The sawmill cut trees into wood that could be used for building. The gristmill grinded grain down into flour for food. Water powered the mills, so they need to be near the water.
- **Blacksmith/Carpenter/Milliner/Cooper:** The blacksmith forged items out of metal. The carpenter crafted items out of wood for the village. The milliner made hats for the village. The cooper built barrels and wooden containers for people to store things in. Make sure all these craftsmen are near the center of the village so that they can sell their goods.
- **Meetinghouse/Church:** Meetinghouses were centers of community and could be used for town and religious meetings. Sometimes, they were built on the green. Other times, they were next to it.
- **General Store:** The general store allowed people to buy things that they could not grow or make in the village. They are usually found near where people live.