

Buffalo Trace Education Box
Lesson 20
Stagecoach Route and Inns

Purpose: Using a board game with fictional stagecoach situations, students will learn about the history of the stagecoach route and inns along the Buffalo Trace.

Subjects: Indiana history, math

Materials Needed: Stagecoach postcard (in educational box), Stagecoach Line map and background information (below), Stagecoach Situations board game (make copies of the Travel and Numbers flash cards and answer key).

Steps:

1. Provide background about the stagecoach line that provided transportation from New Albany to Vincennes. Display or read information from the Buffalo Trace Trail's interactive story map. (Resources below provide links.)

STAGECOACHES AND INNS

Closed carriages, called stagecoaches, pulled by four or six horses, carried passengers over the paved roads and corduroy roads that were covered with logs or wooden planks. Travelers paid their fares and rode as we do on buses today. The drivers also carried the United States mail and a few boxes of goods or freight. The passengers often carried pistols to protect themselves from highway robbers. The travelers were jolted and tossed about in the stage coach as the horses trotted along the bumpy roads and everybody was covered with dust in dry weather. If the coach mired in the mud, the passengers climbed out to help push or pry the wheels free with fence rails or cut poles. Travelers stayed at roadside inns or taverns overnight.



The drivers were experts at handling the four horses that pulled the heavy coach. As they approached a town they would blow a horn to let people know they were coming in. Then they whipped up the horses and came galloping into town in grand style.

A great cloud of dust usually followed the coach. All the children and grown-ups in the towns ran out to meet the coach and watch the travelers. Sometimes the passengers went into an inn to eat. The mail and boxes of goods were unloaded. The tired horses were changed for fresh horses. The passengers climbed back into the coach, and it was on its way to the next town. By Richard Rumph, April 8, 2008

2. The Stagecoach Situations Game can be played with 2-4 players or partners. Copy the game boards and flash cards. Cut apart the Travel and Numbers flash cards. The answer key is provided for the Numbers Cards. Players need number cubes and playing pieces.

Resources:

- Indianas Historic Pathways site has a map of the stage line, (under Education tab, Early Transportation 1).
- Indianas Historic Pathways site has the link to the Buffalo Trace interactive map, with photos of the stagecoach stops and inns.

Finish in Vincennes		Numbers Card	Travel Card	Stagecoach Situations Game
Numbers Card		Travel Card	Numbers Card	
Rest Station at Washington		Numbers Card	Move Back 3 Spaces	Rest Station at William Proctor House
Travel Card		Rest Station at Paoli		Super Skip Move Ahead
Oh No! Go back to Start		Travel Card		Rest Station at Greenville
Numbers Card		Numbers Card		Move Ahead 3 Spaces
Rest Station at Hindostan Falls		Rest Station at Stagecoach Inn		Travel Card
Travel Card		Oh No! Go Back		Rest Station at Hale's Tavern
Move Ahead 2 Spaces	Numbers Card	Travel Card		Numbers Card
				Start in New Albany

Rules Box

- 1) Roll the number cube and pick up a card.
- 2) Follow the directions on the travel card and answer correctly the numbers card.
- 3) Two or more players can be on the same space.
- 4) Continue to play until someone reaches the finish, then see who will finish second.

Travel: The stagecoach has broken an axle. Stay on the space because you must stay overnight at an inn.

Travel: The stagecoach has been stopped by two robbers. Stay on the space because you must wait until it is safe to travel.

Travel: The stagecoach overturned into a ditch. You are injured and must stay in the inn. Stay on the space.

Travel: The corduroy road is damaged. Until repairs are made, the stagecoach is stuck in the mud. Stay on the space.

Travel: The driver has gotten sick. Stay on the space because a new driver must take over the stagecoach.

Travel: The creek is flooded, but the driver knows a way around. Go to the nearest rest station.

Travel: Stay on the space because there are no fresh horses to replace the exhausted ones. You will have to wait until tomorrow.

Travel: One of the four horses pulling the stagecoach is limping. It isn't far to the next town. Go to the nearest rest station.

Travel: There are ten passengers trying to get into the coach. Fortunately, one of them decides to wait and travel the next day. Go to the nearest rest station.

Travel: One of the children was left at the rest station! You must go back. Stay on the space.

Travel: Oh no! You have lost the money to pay for your ticket. It just so happens your friend loans you the fare. Go to the nearest rest station.

Travel: A mail bag and package just fell off the stagecoach. Go on to the nearest rest station, because a passenger quickly helped.

Travel: One of the passengers gets sick, but you go to the nearest rest station. There is a doctor there.

Numbers (1): The first stagecoach route was made in 1820, 4 years after the paved road was completed. What year was that? If you are correct, go to the nearest rest station.

Travel: A bad windstorm is heading your way. Thank goodness the storm blows in another direction. Go to the nearest rest station.

Numbers (2): A stagecoach could carry 9 passengers. How many passengers could 4 coaches hold? If you are correct, go to the nearest rest station.

Numbers (3): There are 2 dozen horses waiting. If 4 horses are used for one coach, how many coaches can be hitched? If you are correct, go to the nearest rest station.

Numbers (11): The inns charge a quarter for a bed and a meal each night. If you have \$1.25, how many nights can you stay? If you are correct, go to the nearest rest station.

Numbers (4): 9 people arrived at the station. 6 people got off the coach and 5 others got on when the coach left. How many are on the coach now? If you are correct, go to the nearest rest station.

Numbers (12): The stagecoach has rectangle windows that measure 10 in by 12 in. What is the perimeter of each window? If you are correct, go to the nearest rest station.

Numbers (5): The stagecoach left the station at 12:30 and arrived at the next station at 1:45. How much time elapsed? If you are correct, go to the nearest rest station.

Numbers (13): Each horse needs its 4 hooves shod. How many shoes does the blacksmith need for 8 horses? If you are correct, go to the nearest rest station.

Numbers (6): The stagecoach traveled 60 miles in one day. How far did it travel in 4 days? If you are correct, go to the nearest rest station.

Numbers (14): When the trip started, the temperature was 45 degrees. Now it is 32 degrees. How many degrees has the temperature dropped? If you are correct go to the nearest rest station.

Numbers (7): The driver collected \$1.25 for each passenger. How much did he collect for 4? If you are correct, go to the nearest rest station.

Numbers Answers: (1) 1816, (2) 36 people, (3) 6 coaches, (4) 8 people, (5) 1 hr 15 min, (6) 240 miles, (7) \$5.00, (8) 9 pouches, (9) 54 inches, (10) 69 ounces, (11) 5 nights, (12) 44 inches, (13) 32 shoes, (14) 13 degrees.

Numbers (8): The rest station had 45 large pieces of mail, with 5 pieces in each pouch. How many pouches were there? If you are correct, go to the nearest rest station.

Stagecoach Situations Game Cards

Numbers (9): Each log for the road was 4 and a half feet long. How many inches was each log? If you are correct, go to the nearest rest station.

Numbers Cards

Numbers (10): A sack of mail weighed 85 ounces. One pound was taken out of the sack. How much was left? If you are correct, go to the nearest rest station.

Travel Cards