



Somerville, Alabama Educator Resource Packet



The Old Somerville Courthouse

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Introduction

This curriculum packet gives fourth-grade classes the opportunity to learn about the town of Somerville, Alabama, through visual aids, hands-on activities, and out-of-class participation in accordance with the National Curriculum Standards for Social Studies. These resources can be adapted for other age groups. The packet highlights the early settlement and statehood of Alabama during the 1800s and the role Somerville played. This packet also introduces students to the judicial and municipal court systems, religion, and other social components of the nineteenth century such as children's games. Overall, this educational resource packet will raise awareness and educate the students about how Somerville was a prominent and vital town in Alabama, as well as how the city has evolved over time.

Background Information¹

The U.S. Congress created the Mississippi Territory on April 7, 1789, and on March 1, 1817, divided it into separate parcels. Approximately two days later, the Alabama Territory was established. Later in 1817, President James Monroe appointed William Wyatt Bibb governor of the Alabama Territory. Prior to the arrival of white settlers into Alabama, the land was home to Native American tribes. One of the first counties established in the Alabama Territory was Cotaco County (later renamed Morgan County). The Alabama Territorial Legislature created the county on February 6, 1818, from lands the Cherokees and Chickasaws tribes ceded in accordance with the 1818 Treaty of Turkeytown. “Cotaco” was the name of a creek running through the territory and was reputed in Cherokee language to mean “crooked” or “crooked creek.”

White settlers from Georgia, Tennessee, and the Carolinas traveling to the newly established territory recognized the region’s rich fertile soil created by the periodic flooding of the Tennessee River. The population of the territory grew so quickly that Congress admitted the state of Alabama into the United States of America on December 14, 1819, just two years after settlement in the territory officially opened. Congress prescribed dividing the new state into twenty-two counties. Cotaco County was one of those, and the town of Somerville was named as its county seat on December 3, 1819. Somerville was named after Lt. Robert Summerville, of the 39th U. S. Infantry, who died in the Battle of Horseshoe Bend on March 27, 1814. Two years

¹ The information for this section was retrieved from:
-John Knox, *A History of Morgan County, Alabama*. Decatur: The Morgan County Board of Revenue and Control, 1966; David Whitehorn, *Historic Somerville*. Somerville: Somerville Historical Preservation, 1989; Morgan County Archives, “John Knox Collection”.

later, the county name was changed to “Morgan” in honor of American Revolutionary War hero Daniel Morgan, of Virginia. Somerville remained the county seat of Morgan County until 1891.

When the first white settlers arrived in Somerville, they found a community of Native Americans living in the area. Members of the Ferguson family said that “Somerville was a friendly Indian town.” In 1817, the Stuart and Morrow families also reported Native Americans living there.

One of the first official residents in Somerville was John T. Rather and his family. Rather, a veteran of the War of 1812, retired from service and moved to Cotaco County around 1818. He was the first acting postmaster at Somerville. Despite its meager beginnings, Somerville became a prominent and successful town during its seven decades as the Morgan County seat.

The development of religious life in Somerville was vital to the community’s growth. During the late eighteenth and early nineteenth century, a religious movement known as the Second Great Awakening spread across the Southern frontier. The town of Somerville was no exception. Religious denominations such as Presbyterian, Methodist, Baptist, and Christian (Disciples of Christ/Church of Christ) emerged in Somerville during the years of the awakening. Presbyterian Rev. James L. Sloss, known as the Father of Presbyterianism in Alabama, was a minister in Somerville from 1824 to 1830. In 1835, the elders of the Somerville Presbyterian Church built a brick church building with rock foundations. Also, Rev. C. A. Welch, a Methodist minister who came from Kentucky, Rev. Elisha J. Dodson, and F. C. Ferguson started the first Methodist Society in Somerville and established a place of worship about 1830.

In addition to the formation of various religious churches and groups, the establishment of municipal buildings, local businesses, and educational institutions helped Somerville grow into a successful town. During its early years, Morgan County used a log structure as the courthouse. In

1825, the town purchased land in Somerville for a public square. In 1831, officials authorized \$187.37 to build a permanent courthouse, which would become the most well-known and historically important building in the city. The two-story Federal-style brick courthouse was built in 1837, replacing the earlier wooden structure.

In addition to a courthouse, a jail, a post office, a masonic lodge, a cotton gin, and a printing office were established. In fact, Somerville's printing press was the first printing office in Alabama, and there were at least four newspapers printed in the city: *The Somerville Free Press*, *The Somerville Critic*, *The Somerville Times*, and *The Somerville Weekly Critic*. Also during the nineteenth century a tavern, an inn, a hotel, a girl's academy, a boy's academy, and various law offices operated in Somerville.

Like most communities in Alabama, Somerville was touched by the American Civil War (1861-1865). During the war, Morgan County played a strategic role because of its access to the Tennessee River. Union and Confederate armies marched through the county numerous times. The city of Decatur switched hands several times during the war. Confederate Gen. John Bell Hood and the Army of Tennessee engaged Federal troops entrenched at Decatur in October of 1864 and lost upwards of 1,500 men in what was known as the Battle of Decatur. Somerville was a crossing place for both Union and Confederate forces over the Tennessee River. On May 10, 1864, Union Gen. Frank Blair moved his forces from Decatur to Somerville on his way to Rome, Georgia. Later in the month, Confederate Maj. James H. Stuart traveled to Somerville and raised a battalion of cavalry, many of whom came from the Somerville area. While an official battle did not occur in the city, Union and Confederate forces skirmished on August 6, 1864, across from the Old Somerville Courthouse on Somerville Road. Two months later, in October of 1864, after the Battle of Atlanta, Hood made his headquarters in Somerville for one day. Union soldiers captured and held Somerville for about half a day in 1864. However, the town did not experience

any destruction and came out of the war unscathed.

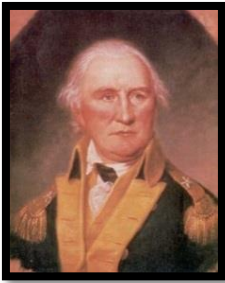
Following the Civil War, Somerville did not experience the economic and population boom that Decatur did. In fact, Decatur was chosen as a location for Louisville and Nashville Railroad car shops, which at one time employed more than two thousand men. Also, due to population growth, the town of New Decatur/Albany was established. As a result of Decatur's growth, many residents in Morgan County believed that the county seat should move from Somerville to Decatur. On February 10, 1891, the General Assembly of Alabama authorized the sheriff of Morgan County to hold an election on the question of removing the seat of justice, and if so, where to. Voters chose Decatur as the new county seat. Residents in the eastern section of Morgan County threatened to separate and form a new county called Cotaco with Somerville continuing as the county seat. Anxious to avoid violence, some residents of Decatur removed county records from Somerville at night rather than risk a confrontation during the day. The story goes that it took fourteen wagons, each with six armed guardsmen, to move the records.

After the county seat was moved to Decatur, Somerville was chosen as the location of Morgan County College due to its remote location and natural surroundings, with the old courthouse as the college campus. In 1897, the board of trustees for Morgan County College consisted of Rev. J. E. Weaver (president) and Judge E. M. Russel (vice president). Many students were Somerville residents. Throughout the twentieth century, Somerville also was the site of a Presbyterian training school and a high school.

Today, Somerville officials and residents are making efforts to preserve and share Somerville's rich history. One of the main projects is renovation of the old courthouse, located on the public square. J. D. Williams, mayor of Somerville from 1962 to 2004, initiated this project. In 1974, a Repair Fund committee was formed to raise money for courthouse renovation, which

began in 1975. Also, the old jail house is being renovated. The Somerville government was awarded a \$90,000 American Treasure Grant, with the help of Congressman Robert Aderholt, for local projects such renovating the courthouse and jail. In addition, people in the community have set up a Somerville Courthouse Restoration Fund.

Significant People and Places



Gen. Daniel Morgan: He was born on July 6, 1736, in New Jersey to James and Eleanor Morgan. As a young man he moved to Virginia, where he became a successful teamster (one who drives wagons of supplies and troops). During the French and Indian War (1754-1763), he served as a teamster for the British. However, after a fist fight with a British officer, Morgan developed a strong hatred for the British. The American Revolution started in 1775, and the Virginia House of Burgess recruited Morgan to command a rifle company as an officer in the Virginia Colonial Militia. He fought in numerous battles, suffered war wounds, and was a prisoner of war. His military tactics played a vital role in the American victories at the Battle of Saratoga and the Battle of Cowpens. He was forced to retire from the army due to a severe case of sciatica. However, he came out of retirement to help President George Washington put down the Whiskey Rebellion in 1794. From 1797 to 1799, he served one term in the House of Representatives. Morgan died on July 6, 1802, in Winchester, Virginia. In 1818, the name “Morgan County” was chosen in honor of his service during the American Revolution and in Congress.

Image Source: <http://www.history.army.mil/books/revwar/ss/ch2.htm>

Lt. Robert M. Somerville: He was born during the late eighteenth century in Clarksburg, Virginia, to Joseph and Eliza Somerville. His uncle, William Somerville, was an American Revolutionary War veteran. Robert wanted to join the army as a young man and asked his uncle to write the secretary of war regarding enlistment. However, William advised Robert to study law. As a result, Robert studied law under Judge Humphreys of Tennessee and was admitted to the bar on August 1, 1812. He enlisted in the army on July 29, 1813, and served as a commander under Gen. Andrew Jackson during the War of 1812. While fighting under Jackson at the Battle of Horse Shoe Bend near Dadeville, Alabama, Somerville was killed on March 27, 1814. Both Somerville, Alabama, and Somerville, Tennessee, are named as a memorial to his service.



Reuben Chapman: He was born on July 15, 1799, in Bowling Green, Virginia, to Reuben and Ann Chapman. As a young man he was educated at an academy and became interested in law. In 1824, he traveled to Huntsville, Alabama, to study law with his brother Samuel Chapman. One year later he was admitted to the bar and opened a law office in Somerville. He was a prominent lawyer, cotton producer, slave owner, and politician in Somerville for seven years. In 1832, he was elected to the state senate as a states’ rights Democrat, which started his political career. After serving in Alabama’s senate, he was elected to Congress and served from 1835 to 1847. He was elected Alabama’s thirteenth governor in 1847, and served one two-year term. After his term as governor, he served in the Alabama House of Representatives in 1855 and was a delegate to the Democratic National Convention during the 1860s. During the American Civil War (1861-1865), he was the Confederate state’s representative to France and at one point was held prisoner by Union troops. He died on May 16, 1882, in Huntsville, Alabama.

Image Source: http://www.archives.state.al.us/govs_list/g_chapma.html

J. D. Williams: He was born on August 21, 1926, in Morgan County to Alfred and Ida Williams.

He served in the U.S. Army during World War II from 1944 to 1946. After the war, he became involved with local politics in Morgan County. He was a trustee for Priceville School, a board member of Parkway Medical Center, a member of the Somerville Masonic Lodge No. 721, and a member of the Morgan County Industrial Development Board. He was elected mayor of Somerville in 1962, and held the position until he retired in 2004. During his time as mayor he made many improvements to Somerville. For instance, Somerville's first police car, traffic light, and library were introduced under Williams' direction. Williams also initiated the restoration project for the old Somerville courthouse. He died on December 24, 2012, and is buried at the Somerville Church of God Cemetery.

John Taylor Rather: He was born on March 14, 1792, in Prince Edward County, Virginia, to Daniel and Frances Rather. Daniel Rather, a Revolutionary War veteran, moved his family to Madison County, Alabama, in 1811. John was appointed deputy sheriff in 1812. During the War of 1812 he served in the Seventh U.S. Infantry. After the war, he married Barbara McClellan, moved to Somerville in 1819, and built the first house in town. He served in the Alabama Legislature for Morgan County for nearly twenty years and was also a delegate to the Constitutional Convention of 1867. After the Civil War he moved to Tuscumbia, Alabama, where he ran for mayor. He died in 1881 and is buried in the Somerville Cemetery.

The Old Somerville Courthouse: During its first ten years of existence, Morgan County used a



temporary log structure as a courthouse. In 1825, land was purchased in Somerville for a public square. Six years later, Morgan County officials authorized \$187.37 to build the county's first permanent courthouse. The two-story Federal-style brick courthouse was erected in 1837. It was the county's courthouse for approximately fifty-four years, until the county seat was moved to Decatur in early 1891. Later in 1891, the courthouse building was chosen as the location for Morgan County College. During the twentieth century, the building

served a Presbyterian training school and a high school. On December 2, 1955, the municipality of Somerville was reinstated and incorporated by a decree of Probate Judge T. C. Almon, and the courthouse was used to hear municipal cases. More recently, the courthouse has been as a senior citizen center and as a site for community events. The city of Somerville is using an American Treasure Grant and other local funds to renovate the courthouse.

Image Source: http://www.townofsomerville.org/About_Us.html



The Old Jail: The first jail in Somerville was a log structure built by Joseph Cleft in 1818. In 1866, the old Somerville jail burned and a Cape Cod-style home was converted into cells and used as the county's jail for a number of years. Today, this frame house is known within the Somerville community as "the jail" and stands next to the Old Somerville Courthouse. The left-hand room on the first floor has walls studded with nails to prevent prisoners escaping. In all, more than ninety kegs of nails were used to

convert the home into a jail. Since the removal of the county seat from Somerville in 1891, the

building has been used a post office and a residence. Former sheriff M. T. Swift later bought it and then sold it to his sister-in-law, Mrs. Emma Harlan, who operated a post office there. During the 1940s, Dick Ransom purchased the house and used it as a residence. Ransom began renovating the jail in 1975, the same year the town started restoring the courthouse. Ransom owned the old jail until his death in 1987. Rockford Maples owns the building today.

Image Source: David Whitehorn, *Historic Somerville*, page 43

Activity One: People in the Courtroom²

Summary: This activity is a lesson plan to teach the students the basic layout and function of a courtroom.

Material: Print out the worksheet before arrival and pass out to the students when time for activity.

Activity: Pass out the worksheet to the class and discuss. Each student gets one. Ask students to identify the different people in the photo of the courtroom. Discuss the roles of each person as they are recognized by students. Point out any unidentified characters to students. After all of the characters in the courtroom have been identified, tell the students to circle on their worksheet who they think is the most important character in the courtroom. Once all of the students have voted, discuss the results with students. Who received the most votes? Why? Conclude by explaining to students that all of the people in the courtroom are important, and essential for ensuring access to justice.



Characters

- **Judge:** listens to and directs the lawyers and jurors, interprets the law.
- **Jury:** members of the community who help determine if people are guilty or innocent at the end of the trial.
- **Court Reporter:** takes notes so that court proceedings are documented.
- **Lawyers:** represents their client, asks questions to help the jury understand what happened in the case.
- **Parties:** people involved with the case. There are two sides to the case, each party representing one side.
- **Witness stand:** witnesses are called to provide information about the case, and take an oath to tell the truth.
- **Sheriff:** maintain order and escort and assist members of the jury.

^{2 2} This activity and worksheet can be found at:

http://www.americanbar.org/groups/public_education/resources/lesson-plans/elementary/du-process/people-in-the-courtroom.html

Name: _____

Date: _____

Activity One: People in the Courtroom

Courtroom Photograph:



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Activity Two: Mock Trial

Summary: This activity is a lesson plan to teach the students the basic layout and function of a courtroom. The teacher will provide the mock trial script and the students will conduct a mock trial either in class or at the Old Somerville Courthouse. Overall, the activity is designed to give the students an introduction into the how the court system works and the purpose of the Old Somerville Courthouse and Jail.

Material: Print out the worksheet before arrival and pass out to the students when time for activity.

Activity: Pass out the worksheet to each student in the class and discuss. After teaching the children the basics of the court system, inform the students that they are to perform a mock trial. The students are to either be assigned or volunteer for a part as a character.

Mock Trial Activity: Big Bad Wolf vs. Curly Pig³

Summary:

The following scripted mock trial is useful for introducing mock trials to elementary students. There are numerous scripted fairy-tale mock trials available from the American Bar Association, Division for Public Education, www.abanet.org/publiced/youth/home.html. This trial is probably best presented by third grade and older students. However, students as young as kindergartners do well as jurors. Costumes enhance this experience for all students. Prior to conducting this mock trial, introduce the concept of conflicts, trials, jury verdicts in civil trials (typically ten of twelve must agree), vocabulary of the court (plaintiff, defendant, liable, taking an oath, verdict, etc.), damages, and the roles of individuals portrayed in the trial. Read aloud the story of the Three Little Pigs and ask them what happened in the story. Assign students to the roles and use the remaining students to serve as the jury or to present to juries in other classes.

Roles: (Note that the attorney roles can be further divided into plaintiff's attorney 1, 2, 3, etc., and defense attorney into defense attorney 1, 2, 3, etc. It may be helpful to have name tags on each student in the trial, including the jurors.)

-Judge

-B.B. Wolf

-Curly Pig

-Jay Smith

-Plaintiff's Attorney

-Defense Attorney

-Jurors (Generally 12, but can be fewer or more depending upon available jurors. One juror is named presiding juror, who asks for each juror's vote, makes sure that each juror has a chance to participate, and reports the verdict to the court.)

-Bailiff

Scene:

The Courthouse. Wolf is seated with his/her attorney at the plaintiff's table, Pig with his/her attorney at the defendant's table.

Mock Trial Script:

Bailiff: All rise, the Court is now in session, the Honorable Judge _____ (*say Judge's last name*) presiding.

³ This activity can be found at:

http://www.classbrain.com/artteensm/publish/article_67.shtml

Judge: Please be seated. Today's case is that of Wolf versus Pig. Big Bad Wolf is suing Curly Pig for attempted Wolf cooking. Wolf claims that Curly Pig is liable to pay for the damages to Wolf's fur and to the mental pain that Wolf suffered when Curly Pig tried to kill and cook Wolf. Now, are there any opening statements?

Attorney for Wolf: Your Honor, in this case, we will show that last August 19, the defendant, Curly Pig, did indeed attempt to cook the Wolf, the plaintiff in this case. We will show that Curly Pig placed a steaming cauldron of boiling water in a spot where Pig was sure B.B. Wolf would show up, and that Curly's cookbook was found open to the recipe for Cooked Wolf. Thank you, Your Honor.

Judge: Does the attorney for Curly Pig have any opening statement?

Attorney for Pig: Your Honor, B.B. Wolf's charge is ridiculous. We will show that the cauldron was inside Curly Pig's home, a home that B.B. Wolf was trying to enter illegally and with force. We will also show that B.B. Wolf's actions were just the latest in a long series of harassments of the Pig family -- harassments that include the eating of Curly Pig's two brothers, Larry and Moe. We will show that Curly Pig was merely protecting his (or her) home and life.

Judge: Very well, call your first witness.

Attorney for Wolf: I call B.B. Wolf as my first witness.

B.B. Wolf: *(B.B. Wolf gets up and goes to the witness chair to be sworn in.)*

Bailiff: Please raise your right paw. *(B.B. Wolf raises right paw.)* Do you swear or affirm that the evidence that you are about to give is the truth, the whole truth, and nothing but the truth?

B.B. Wolf: I do.

Judge: Please be seated. *(B.B. Wolf sits down.)*

Attorney for Wolf: Please state your name.

Wolf: My name is Big B. Wolf. Most of my friends just call me B.B.

Attorney for Wolf: Where do you live?

Wolf: Oh, I've got a nice little den in the woods outside (name of your city or town). You know, it's got redwood paneling. I've got a pretty nice stereo.

Attorney for Wolf: A kitchen?

Wolf: Well, uh, I uh, eat out a lot, you might say.

Attorney for Wolf: Ah, yes. Well let's move on to the morning of August 19. Do you recall where you were?

Wolf: Yes, I do, quite clearly, actually. I was taking my usual morning stroll and I passed the house of my old pal, Curly Pig. I was admiring Curly's house -- it's quite well built, you know -- and thought I'd pay a visit and tell good old Curly what a fine job he'd (or she'd) done in building that

house.

Attorney for Pig: Objection, your Honor, narration.

Judge: Sustained. Please ask more specific questions.

Attorney for Wolf: Yes, your Honor. What did you do next?

Wolf: Well, I knocked on the door and called out Curly's name, but there was no answer. And so I knocked harder and called out louder, but still there was no answer. And then I sat down on the front porch to wait. I figured Curly was probably out at the store or something and would be back in a minute. You see, I really did want to see my old buddy, and I don't get into that neighborhood all that often. And then it hit me: Curly is a real sound sleeper and was probably just sleeping in. I thought if I just left, Curly would be sorry I hadn't tried harder. So I tried to think of a way I could get into the house to wake Curly up. And I thought and I thought and finally it came to me -- I could climb down the chimney.

Attorney for Wolf: And so did you?

Wolf: Well, yes and no. That is, I started to, but when I got almost all the way down, suddenly someone took the lid off this cauldron of water boiling down there. Someone who wanted me to fall into the pot.

Attorney for Pig: Objection! The witness is guessing at my client's motives.

Judge: I agree. Objection sustained. Continue with a new question. The jury will disregard the last statement made by Wolf.

Attorney for Wolf: Then what happened?

Wolf: Well, lucky for me, the steam was so powerful that it just sort of whooshed me right up and out of the chimney. I took off like all get out and decided Curly Pig was no friend of mine.

Attorney for Wolf: Did the steam hurt you?

Wolf: Well, yes, some of my fur burned off and it burned my skin. And of course, I was so upset, I cried for several days.

Attorney for Wolf: Your Honor, no further questions.

Judge: Defense attorney, would you like to question Wolf?

Attorney for Pig: Yes, your Honor. Wolf, isn't it true that you ate Curly's two brothers, Larry and Moe?

Wolf: Absolutely not. I didn't even know Curly had two brothers.

Attorney for Pig: Isn't it also true that you came to Curly's house so that you could eat Curly?

Wolf: No, this is insulting.

Attorney for Pig: One last question, what is your middle name?

Wolf: Bad.

Attorney for Wolf: Objection! The attorney for Pig is badgering my client.

Judge: Overruled. This is cross-examination.

Attorney for Pig: No further questions.

Judge: B.B. Wolf, you may be excused. Please return to your seat. We will now hear Curly Pig's side of the case.

Attorney for Pig: Your Honor, as my first witness, I will call Jay Smith. *(Jay Smith, a middle-aged person in a business suit, gets up and comes forward to the witness chair.)*

Bailiff: Please raise your right hand. Do you swear or affirm that the testimony that you are about to give is the truth, the whole truth, and nothing but the truth?

Jay: I do. *(Sits down)*

Attorney for Pig: What is your name?

Jay: My name is Jay Smith.

Attorney for Pig: What is your occupation?

Jay: I run the J. Smith Building Supply Company.

Attorney for Pig: Jay, are you familiar with the Pig family?

Jay: Well, I've got quite a few Pigs among my customers. There's Porky Pig, and Higgledy Piggledy, and of course, Ms. Piggy.

Attorney for Pig: Let me be more specific. Are you familiar with the Three Little Pigs: Larry, Moe, and Curly?

Jay: Ah, yes. Now there's a sad story for you.

Attorney for Pig: Just how is it that you know the Three Little Pigs?

Jay: Well, when their poor mother sent them out into the world to make their way, they each came to me for building material for their houses. The first brother, Larry, came to me and asked for a bundle of straw to build a house. I told him, "Kid, this isn't going to give you the tightest security." But he insisted on straw, and so I sold him a bundle.

Attorney for Pig: Do you know if that house ever got built?

Jay: Oh, it got built all right. But it didn't last long.

Attorney for Pig: Just what do you mean by that?

Jay: Well, right after he got it built -- I think it was the day after that nice little house-warming party he had -- that old Wolf over there *(points at plaintiff)* he's always up to no good Why it wasn't a week before that he was over on the other side of the forest making trouble for Little

Red Riding Hood and her poor Granny.

Attorney for Wolf: Objection! This testimony about Little Red Riding Hood is completely irrelevant to the case.

Judge: Objection sustained. Mr. Wolf's attorney is correct. Go ahead, Jay, but try to stay on track.

Jay: Harrumph! Well, Wolf came over to the Little Pig's house and said, "Little Pig, Little Pig, let me come in," and the pig said, "Oh no, not by the hair on my chinny chin chin." So the Wolf got mad and said, "Then I'll huff and I'll puff and I'll blow your house in." So, Wolf huffed and he puffed and down came the house and he ate up the little pig.

Judge: Did I hear you correctly, Jay? Did you say the Wolf ate the pig up?

Jay: Yes, indeed, your Honor. We're talking major porkocide.

Attorney for Wolf: Objection! I don't think we need name calling from the witness.

Judge: Sustained. B.B. Wolf's attorney is correct.

Attorney for Pig: Jay, did you not also sell building materials to Curly Pig's other brother, Moe?

Jay: Sure did. He wanted to build with sticks. I tried to talk him out of it. I said, "You know, kiddo, you're going to have a lot of draft problems with a twig house, not to mention wolf problems." But he was set on a twig cabin and so I sold him a load.

Attorney for Pig: And can you tell the court the present state of that house?

Jay: I guess you'd call its present state gone. Pretty much as soon as Moe had that twig cabin finished, old B.B. -- notice how I didn't mention that the middle B stands for Bad -- stopped by with his "Little Pig, Little Pig, Let me come in" routine. And Moe said, "Oh, no, not by the hair on my chinny chin chin." And Wolf said, "Then I'll huff and I'll puff and I'll blow your house in." And he did just that and ate up poor little Moe, same as he did Larry. At this point, everyone was beginning to get the picture that B.B. didn't have any good intentions towards those Little Pigs. And I for one was glad when Curly came to me and wanted to build a place out of bricks -- a nice little Colonial was just what Curly had in mind.

Attorney for Wolf: I really must object to this entire line of questioning, your Honor. The witness' testimony is pure hearsay. Jay never actually saw any of these things happen.

Judge: Sustained. The jury will be instructed to disregard all the answers given by Jay Smith as to what happened to Larry and Moe. Perhaps, attorney for Pig, you could move to another line of questioning.

Attorney for Pig: Actually, your Honor, I'm through with this witness. If Jay Smith could step down, I'd like to call my client, Curly Pig, to the stand. *(Curly Pig rises and comes to stand.)*

Bailiff: Please raise your right hoof. *(Curly Pig raises right hoof.)* Do you swear or affirm that the testimony that you give today is the truth and nothing but the truth?

Pig: I do. *(Sits down.)*

Attorney for Pig: Please state your name.

Pig: Curly Pig.

Attorney for Pig: What is your address, Curly?

Pig: I live at 283 Sty Lane, just off Mud Avenue.

Attorney for Pig: Now, Curly, are you familiar with the plaintiff in this case, B.B. Wolf? And are you, as Wolf has testified, a good friend?

Pig: Oh, yes, I know B.B. Wolf. He's a wolf in sheep's clothing.

Wolf: (*Jumping up.*) Now wait a minute. Just because I'm wearing my sheepskin coat. Is there some law against that?

Pig: Wolf's just trying to look innocent, but Wolf is not. Let me tell you.

Judge: Order! Wolf and Pig, please! If you don't stop this bickering, I'll have to hold you both in contempt of court. Let's continue with the questioning.

Attorney for Pig: Going back a bit then, Curly -- how did you first come to know B.B. Wolf?

Pig: Well, not under the friendliest terms. I started knowing when he huffed and puffed and blew in the houses of my brothers, Larry and Moe. I mean talk about going too far. Nobody told this Wolf that breaking and entering doesn't mean breaking the whole house and then entering it.

Attorney for Pig: When did you come to know B.B. Wolf personally?

Pig: After Wolf had done in my brothers, I guess B.B. thought I'd be next. What Wolf hadn't counted on was that I had built my house out of bricks. And so when Wolf came over one morning with his "Little Pig! Little Pig! Let me come in" trick, I just said, "No way, by the hair of my chinny chin chin." I kept right on watching TV. Wolf said, "Then I'll huff and I'll puff and I'll blow your house in." I laughed. I just went into the kitchen to make myself a snack. Just a small one. I don't like to make a wolf of myself. Anyway, all the while I was in the kitchen, I could hear Wolf out there huffing and puffing. When I went to bed that night, what had frightened the big bad Wolf so much was just me rolling down the hill in a butter churn. I think it might have been right about then that Wolf decided to eat me up.

Attorney for Pig: How did you know this?

Pig: Well, I didn't know it, but Wolf had this look -- a nasty look in that wolfish eye. Then Wolf started climbing up the side of my house. At first I couldn't imagine what Wolf was doing and then it came to me -- the chimney! And so I rushed to the fireplace -- I already had a big pot of water on the boil for my tea -- and took the lid off. I only wanted to warn Wolf off. How was I to know Wolf was already climbing down the chimney?

Attorney for Pig: Then what happened?

Pig: I heard Wolf yell and scream, and then Wolf disappeared.

Attorney for Pig: Thank you, Curly, no further questions. (*Sits down.*)

Attorney for Wolf: *(Stands up.)* I have some questions for Curly Pig, thank you. Curly, I've been listening to this account of your dealing with B.B. Wolf and it seems to me that you were doing an awful lot of teasing and baiting of my client. Wouldn't you say that's true?

Pig: Well, maybe, I was having a little fun with the old Wolf, but seeing as Wolf was trying to eat me, that doesn't seem like such a great crime, does it?

Attorney for Wolf: I'll ask the questions here, if you please. Isn't it true that the cookbook next to your fireplace was found open to the recipe for Cooked Wolf?

Pig: Yes, but it's not how it seems. I had it open to Warm Apple Pie. I was going to bake one with my extra apples. But then, when I took that lid off the cauldron, I guess that a shot of steam must have flipped a few pages forward to Wolf, Cooked.

Attorney for Wolf: You expect the court to believe

Pig: Well it's the truth, by the hair on my chinny chin chin.

Attorney for Wolf: No further questions.

Judge: Curly Pig, you may step down and return to your seat. *(Curly returns to the defense table and sits.)* Are there any closing arguments?

Attorney for Wolf: Your Honor, ladies and gentlemen of the jury, we have proved that Curly Pig did, on several occasions, taunt and tease B.B. Wolf. We proved that Curly did lift the lid on the cauldron just as B.B. Wolf was coming down the chimney to pay a visit. We proved that Curly's cookbook was open to the recipe for Cooked Wolf. I am sure that there is only one reasonable conclusion that you the jury can decide: that Curly Pig intended to harm B.B. Wolf. We ask you to make Curly Pig pay for the damages to Wolf's fur and to his emotional well-being that were caused by the defendant, Curly Pig. Thank you for your attention in our case.

Attorney for Pig: Your Honor, we have shown that B.B. Wolf had it in for the entire Pig family. Clearly, Wolf was up to no good all of the times that Wolf came over to Curly Pig's house. Curly is a law-abiding citizen who was minding his (or her) own business when B.B. Wolf began harassing Curly. If Curly teased Wolf, well, Wolf certainly encouraged it. I'm sure the jury will agree that Curly lifting the lid on the pot and having the cookbook open to the wolf recipe were mere coincidences. Curly did not mean any harm to come to B.B. Wolf. Please find my client, Curly Pig, not liable to Wolf.

Judge: *(Turning to jury)* Jury members, you have now heard the evidence. Now it is your job to decide whether Curly Pig was trying to cook B.B. Wolf. Will you please go with the bailiff to the jury room? Because this is a civil case, there must be at least ten of the twelve jurors voting to find Curly Pig liable to B.B. Wolf. The presiding juror will make sure that each of you has a chance to give your ideas and to take your vote. When you have decided, the bailiff will bring you back to tell us what you decided. *(Bailiff takes the jurors to the jury room. Alternatively, the jury deliberates in front of the class. After the jury reaches a verdict, they will come back and give their verdict for the plaintiff or the defendant.)*

Judge: Have you reached a verdict?

Presiding Juror: Yes, we have, your Honor.

Judge: What is the verdict?

Presiding Juror: We the jury voted and decided that (*Presiding juror reports the decision of the jury.*)

Judge: Thank you, jury members.

Bailiff: Court is adjourned.

Activity Three: Game Time

Summary: This activity is designed to give students a visual and offer experiences of games that American children played during the 1800s, which was when Somerville was the center of Morgan County.

Materials: Please print out the following directions and cut the sections apart properly. In order to play the games each is needed:

Cup-and-Ball -- one to four cup-and-ball toys (a wooden handle and cup with a string and ball attached) Jacks -- one rubber ball, a set of ten jacks made of metal or plastic

Checkers -- one game board, twelve red pieces, twelve black pieces

Pick-up-Sticks -- a set of forty-one sticks (can be of a variation of colors) Yo-Yo -- one to four yo-yos

Activity: Set up five stations, each with a game assigned to it in the classroom or at the Somerville Public Library. Explain to the students that they are about to play games that were popular during the 1800s. Divide the students into groups and have them spend time at each game station. The students are to read the narratives and directions before playing the games. After the students spend around five minutes at a station, have them move to the next station. Once the each group has played each game, get the class's attention and have a class discussion on what the children thought of the games and how the games were different from the games that they play today.

Activity Three: Game Time

Cup-and-Ball

Direction: The main goal of the game is to get the ball into the cup. Hold the cup by the handle and let the ball hang freely. Toss the ball upward by jerking the arm holding the toy, attempting to catch the ball in the cup. If you succeed at getting the ball in the cup, you get one point. Do it again and again to see how many points you can get in a row.

Jacks

Scattered the jacks loosely. Bounce the ball off the ground, pick up jacks, and then catch the ball before it bounces for a second time. The number of jacks to be picked up is pre-ordained and sequential; first you must pick up one ("onesies"), next two ("twosies"), and so on, depending on the total number of jacks included. The number may not divide evenly and there may be jacks left over. The winning player is the one to pick up the largest number of jacks

Checkers

Checkers is played by two opponents, on opposite sides of the board. One player has the black pieces and the other has the red pieces. Players alternate turns. A player may not move an opponent's piece. The player with the red pieces moves first. A move consists of moving a piece diagonally to an adjacent unoccupied square. If the adjacent square contains an opponent's piece and the square immediately beyond it is vacant, the piece may be captured and removed from the game by jumping over it. Only the dark squares of the checker board are used. A piece may move only diagonally into an unoccupied square. The player without pieces remaining or who cannot move due to being blocked loses the game.

Pick-up-Sticks

The object of the game is to pick up the most sticks. To begin, randomly distributed the sticks so that they end up in a tangled pile. The players attempt to remove a single stick without moving any other stick. Use your hands to move the stick away from the pile. You must not move any other things while attempting to remove the stick; if any other stick moves, your turn ends immediately. If you successfully pick up a stick, then you have another turn. Keep removing sticks until you cause a secondary stick to move. The game is over when the last stick is removed. The winner is the player who picks up the highest number of sticks.

Yo-Yo

Slip the ring on your yo-yo's string onto your middle finger. Turn your hand palm-side up with the yo-yo in your palm. Now hold onto it. This is the position you'll return to almost always. Thrust your arm down, releasing the yo-yo and spreading your fingers. Point them a bit downward while you throw your yo-yo down, rotating your palm to the floor to snap the yo-yo back up. Then with an upward movement of your arm and an extension of your fingers, release the yo-yo. Give it a sharp tug when the yo-yo is fully extended to bring it back. Your hand should just give a slight twitch. The yo-yo will then land in your hand.

Activity Four: Diary Homework

Summary: This activity is designed for the children to engage in historical learning by introducing the material to their family members.

Materials: Print out the following worksheet and distribute to students.

Activity: Inform students that their homework for the night is a take-home diary entry. Students are to read the diary entries on the town of Somerville and write down their own entry about their experiences on the tour. If the class is unable to take a trip to Somerville, have the class write a diary entry about their hometown. Be prepared to talk about your entries tomorrow in class. The following day, go over and share answers to the assignment.

Ferguson Family, around 1817:⁴

“Somerville was a friendly Indian town.”

Stuart family, around 1817:⁵

“Only one log cabin of a white settler there at the time.”

Diary of William Joseph Camp on October 5, 1860:⁶

“This morning we continued our journey and found a very rough road. It was a swampy area ... A 15-mile drive brought us to Somerville, Alabama, situated on the side of a hill, having for its foundation almost a solid limestone rock. There was nothing grand about this place. It was nothing more than a cotton-country village. The most complete building I saw was the jail, which is a large brick house picketed in with post 12 feet high and has an iron cage in the side of the wall.”

⁴ John Knox, *A History of Morgan County, Alabama*, 86.

⁵ John Knox, *A History of Morgan County, Alabama*, 86.

⁶ David Whitehorn, *Historic Somerville*, 9.

Name: _____

Date: _____

Activity Four: Diary Worksheet

Instructions: Please read the three diary entries about Somerville. Write down your own diary entry about your experiences on the field trip to Somerville on a separate piece of paper.

Ferguson family around 1817: “Somerville was a friendly Indian town.”

Stuart family around 1817:

“Only one log cabin of a white settler there at the time.”

Diary of William Joseph Camp on October 5, 1860:

“This morning we continued our journey and found a very rough road. It was a swampy area ... A 15-mile drive brought us to Somerville, Alabama, situated on the side of a hill, having for its foundation almost a solid limestone rock. There was nothing grand about this place. It was nothing more than a cotton-country village. The most complete building I saw was the jail, which is a large brick house picketed in with post 12 feet high and has an iron cage in the side of the wall.”

For More Information

Each of the websites and books listed below has information on either municipal courts, children's games during the nineteenth century, the history of Morgan County, or details on the town of Somerville.

Websites

http://www.townofsomerville.org/About_Us.html

http://www.ushist.com/19th-century_toys-and-games.shtml

<http://www.encyclopediaofalabama.org/article/h-3507>

Archives

Morgan County Archives

Books:

Knox, John. *A History of Morgan County, Alabama*. Decatur: The Morgan County Board of Revenue and Control, 1966.

Whitehorn, David W. *Historic Somerville*. Somerville: Somerville Historical Preservation, 1989.

Somerville Public Library and Courthouse Information

Today, The Old Somerville Courthouse is open for tours and public visits. For more information or to schedule a class fieldtrip contact the Somerville Public Library or the Old Somerville Courthouse.

Somerville Public Library

Address

192 Broad Street

Somerville, AL

35670 Hours

Monday-Wednesday: noon-

6 p.m. Thursday: 11 a.m.-6

p.m.

Friday: 11 a.m.-5p.m.

Saturday: 10 a.m. - 1

p.m. Contact

256-778-9779

<http://www.somervillelibrary.org/index.html>

Old Somerville Courthouse

Address

24 Courthouse Square

Somerville, AL

35670 Contact

(256) 778-8282

<http://www.northalabama.org/do/museums-historic-places/detail/old-somerville-courthouse>

Curriculum Standards⁷

Alabama Course of Study: Social Studies

Standard 4th Grade: Alabama Studies

Students will:

- Describe Alabama's entry into statehood and the establishment of government at a county level, and recognize prominent political leaders during Alabama's early statehood.

Students will:

- Describe cultural, economic, and political aspects of the lifestyles of early nineteenth-century farmers, plantation owners, slaves, and townspeople (Economics, Geography, History, Civics and Government).

⁷ 2010 Alabama Course of Study

http://r.search.yahoo.com/_ylt=A0LEVib47IRVWe0AIKsnnlIQ;_ylu=X3oDMTEycXN2dTI2BGNvbG8D YmYxBHBvcwMyBHZ0aWQDQjAxMjdfMQRzZWMDc3I-/RV=2/RE=1431658360/RO=10/RU=http%3a%2f%2fwww.alsde.edu%2fsec%2fscf%2fCOS%2f2010%2f520Alabama%2f20Social%2f20Studies%2f20Course%2f20of%2f20Study.pdf/RK=0/RS=9FS6zjaw5zzRi2niT6rXXytaIWQ-

Special Thanks

Dewain Clemens

Joel Hannah

Morgan County Archives

Muscle Shoals National Heritage Area