

The 1620 Experience Project Overview

Restoring Depth, Context, and Critical Thinking Through Early American History

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A Moment of Opportunity

Across the country, families, educators, and institutions are asking a similar question: How do we help students truly understand history – not just remember it?

Students today have access to more information than ever before. Yet many are taught history as a sequence of outcomes – dates, names, and summaries – without the opportunity to explore the decisions, uncertainties, and consequences that shaped those outcomes.

The result is a gap. Not in content – but in understanding.

The 1620 Experience is designed to address that gap.



What It's About

Our goal is to show how faith, conviction, courage and tenacity was used by Providence and unlikely allies that allowed the pilgrims to plant the seeds of a new nation in the midst of disease, racial and socio-political turmoil, and cultural conflicts.

The 1620 Experience uses the Mayflower Compact and the 1621 peace treaty between the Pilgrims and the Wampanoag tribe as interactive historical case studies to help children and families explore character, self-government, leadership, peacemaking, perseverance, and community responsibility in moments of crisis. Unfamiliar parts of the story make the people and their challenges real and engaging.

Today in America we face new oppressions that challenge our hope for the future. Our fight is digital, and we need information for ammunition. Our goal is to tell the neglected story about character and conviction, and how the Pilgrims choices shaped 400 years of American culture. A video retelling of critical challenges, threats and opportunities offer worthy role models for all Americans and their families.

Our mission is to restore depth and context to the study of history by creating resources that support critical thinking, analytical reasoning, and engagement with primary source material. We believe students benefit most when they are equipped not only with information, but with visuals and tools that bring a forgotten world back to life with the ability to evaluate decisions, understand consequences, and engage thoughtfully with complex ideas.

This video mini-series is specifically designed to reach students who are more familiar with YouTube shorts, TikTok content and Facebook Reels. By using dramatic re-creations, we make history immersive so that reading it has visual context. Drawing on primary source material and staying as true as possible to events and conversations, we eliminate agenda-based interpretations and misinterpretations. Expert guests bridge the gap between the Shakespearean world of Elizabethan England, a wild new world of allies and enemies, and our modern understanding of countries, cultures and religious practices. All of this is designed to make the pilgrims of 1620 and their choices tangible and relatable.



The Problem: What's Missing in History Education

Traditional approaches to history education often prioritize coverage over comprehension.

Students are asked to memorize timelines, recall key figures, and summarize outcomes. But they are rarely asked to evaluate incomplete information, consider competing perspectives, and analyze decisions made under pressure.

These are not abstract skills. They are the same skills required in leadership, business, civic engagement and real-world problem solving. Most importantly, they are the skills required to develop character and self-discipline in a way that builds and sustains relationships and communities.

When students are not given the opportunity to develop these skills, history becomes something to complete—not something to understand and glean from.

The Story of The Pilgrims: A Study in Decision-Making

The story of the Pilgrims is not simply a historical milestone. It is a case study in:

- risk
- leadership
- belief
- uncertainty

Through primary sources such as the journals of William Bradford and Edward Winslow, we see individuals making decisions without the benefit of hindsight. They faced:

- exile from their homeland
- financial and logistical uncertainty
- a dangerous transatlantic journey
- disease, loss, and fragile survival
- complex relationships with native populations
- the formation of early governance structures

These were not inevitable outcomes. They were decisions made in real time—with incomplete information. History is not a series of conclusions. It is a record of decisions. This is what makes the story so valuable as an educational framework.



The 1620 Experience Solution

The 1620 Experience is a curriculum-based educational program designed to help students engage with history through narrative, context, and structured analysis. It integrates two parts:

Part 1: An 8-Part Video Series

- narrative-driven storytelling
- historical reenactment
- expert commentary

Part 2: Structured Curriculum (Grades 6-12)

- middle school and high school tracks
- guided questions and analysis
- primary source engagement

Each episode functions as a complete learning unit to watch, analyze, reflect and discuss.

This is not a film with a study guide. It is a complete educational system designed to entertain and engage audiences of all ages. The study guide component isn't merely for school-aged children. It is designed to not merely to ask questions, but to articulate the types of questions we should all be asking.

The goal is not simply to deliver information. It is to develop critical thinking skills.

Why It Works: Designed for Real Learning Environments

Education today is no longer confined to a single setting. Students learn across homeschool environments, classrooms, co-ops, libraries, museums and community programs.

The 1620 Experience is intentionally designed to function across all of these environments. It is structured but flexible, academically grounded, easy to implement, fully digital and publicly accessible.

Through narrative and primary sources, students learn to:

- evaluate information
- identify gaps
- analyze decisions
- understand consequences

Distribution: How It Reaches Students

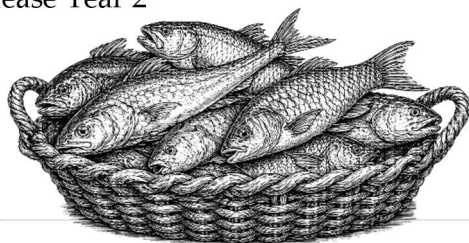
The 1620 Experience is designed as a distributed educational resource, not a closed system. It will be made available through key distribution partnerships who regularly interact with students and families.

Distribution Partnerships

- homeschool conventions and networks
- schools and co-ops
- public libraries
- museums and historical organizations
- digital platforms and direct access

Projected Impact

- 40,000+ families reached
- 850-2,800 students engaged in Release Year 1
- 5,000-8,500 students in Release Year 2



Impact does not come from content alone. It comes from access. By removing all paywalls, we are removing all barriers to entry possible. This puts the entire program into the hands of every student, family and educator that is looking for a way to bring timeless truth into the modern era. A smartphone, a tablet or a free library computer are the gateways to engagement.

Production & Funding: Building a System That Works

The 1620 Experience is being developed with a disciplined production and delivery model, including:

- efficient location clustering
- reusable set systems
- controlled production environments
- integrated curriculum development
- streamlined post-production

This allows for high production value while maintaining cost discipline.

Funding Objective

- \$1.5M Core Production Goal
- \$2.25M Expanded Resource Goal

Funding Outcomes

- video production
- curriculum development
- post-production
- distribution and access
- long-term educational deployment

Every dollar invested expands access to structured, meaningful learning. A president may be able to restore economic and military sovereignty – but only individuals can restore character. Without role models, critical thinking and verifiable, primary resources, how can an individual learn to recognize and utilize truth?



Why You Matter to the Outcome

This is not simply a project to produce content. It is an effort to restore context in education, depth in historical understanding and critical thinking in students and audiences. Re-enactors who have studied this period in time become living models who walk through the fears, worries and heartaches of a group

of true pilgrims who dedicated their lives to freedom. These re-enactments make those very real moments come alive to students and viewers, showing the depth of the pilgrim's reality and the stakes upon which every early decision was balanced. Expert narrators and guest speakers help us understand the greater context within which these tensions and considerations existed and the ripple effect that choices had. Cause and effect had long term repercussions - far beyond the imagination of those early settlers.

As a donor or distribution partner, you are not simply supporting a program. You are helping to:

- make high-quality education accessible
- equip students with analytical tools
- extend learning across communities
- build a system designed for long-term impact
- recover gripping details that can inform modern decisions in difficult times



Next Steps

We invite you to:

- support the development and distribution of the program
- explore partnership opportunities
- help expand access through your network

Donate Today

<https://moviebank.tv/product/the-1620-experience/>

Become a Distribution Partner

Ask to see our Distribution Partner Overview document for your school, homeschool, library, museum or community program.

Contact Us

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