

HOME INDUSTRIES

Domestic industries provided a community with food, clothing, and light. There were four very important jobs: cooking, baking, spinning, and weaving. Each job was done by hand, so it was not a quick process. For example, bread was not kneaded in a bread maker, it was kneaded by hand and sweaters were not bought, but rather sewn by hand. Women completed all of these tasks and it took them from the crack of dawn to dusk to complete all of these tasks.



This sewing machine is on display in the textiles room of the Fultz House Museum.

THE HARNESS MAKER

Horses were depended on by people for aid while working and travelling. Work horses that would pull wagons over crops, needed harnesses to attach them to the wagon. Horses used for travelling needed both a harness and a saddle. The craftsman who made the harness and saddle was known as a harness maker.

Both saddles and harnesses were made from leather. Each item was carefully stitched together to ensure that it would not fall apart after its first use. A harness maker would work with leather that was thick and heavy. This type of leather came from a large animal, normally a cow or buffalo.



The picture opposite is of two harnesses hanging on the wall in the summer kitchen at the Fultz House.

THE SHOEMAKER

A shoemaker provided footwear for an entire community. In a twelve-hour day, they could complete two pairs of shoes. Before a shoe was made, it was the shoemaker's responsibility to carve out multiple lasts. Lasts were blocks of wood shaped into the size of a foot, each one whittled by hand. Their sizes could vary from small, medium and large.

After the last was carved, a leather upper was stretched over the last. These remained attached until the sole was ready to be sewn on. To attach the sole it was cut, then pounded on. The shoemaker then made holes in the thick leather using a tool known as an awl. These holes allowed waxed thread to pass through. The heel of the shoe was attached with small nails, and then the finished shoe was polished with wax or oil.



This is a picture of the shoemakers display located in the W. J. Grace Cooperage.

THE WHEELWRIGHT

A wheelwright's trade involved the construction of wheels for diverse types of wagons and carriages. A wheelwright was also known as a local carpenter. They had the ability to perform jobs with precise expertise at various locations, because not everything was done in their shop.

In the community of Sackville, being a wheelwright was a traditional family trade. Bennett Fultz (first owner of the Fultz House Museum) worked as a wheelwright for some time but did not pursue the career after that. His father, Anthony Fultz, did work as a wheelwright in 1838.



CRAFTSPEOPLE IN THE COMMUNITY

The picture found below is of two shoe jacks from the shoemakers display in the W. J. Grace Cooperage.



FULTZ HOUSE MUSEUM



COMMUNITY BUILDERS

Before there were factories, communities were formed by craftspeople. Everything was handmade. These craftsmen were also known as artisans. Each one was skilled at a different trade.

When craftsmen settled in an area, people would come to live near them so they could acquire goods from a shorter distance. The goods were sold for the amount it cost the craftsman to build it, plus a small amount so they could make a profit off of it. Few customers paid cash up front. Most left a signed note promising cash at a later date. Some shopkeepers would sell their goods for farm produce such as eggs. This exchange was known as the barter system.

Unlike nowadays, the skills a craftsman learned were not taught in school, but rather from working as an apprentice for four to seven years. The age of an apprentice would vary between the ages of ten and fifteen for both boys and girls.



This spinning wheel is on display in the textiles room of the Fultz House Museum.

TRAINING: A LONG PROCESS

Boys when under apprenticeship were taught a specific trade whether it was coopering or wheelwright. If a boy's father was skilled in a trade, the son would normally follow in the father's footsteps and continue on with the same trade.

Girls who were under an apprenticeship would learn all the home trades. These trades would include: spinning, weaving, sewing, and candle making. Girls would rarely work outside of the home, as their job was to tend to the home and family.

During the first and sometimes second years of an apprenticeship, the tasks performed would be simple. The most common tasks would have included: sweeping, running errands, and collecting payments. After these two years, the apprentice would learn about and how to use the tools and equipment of their future trade.

Master craftsmen, who would be training the apprentice, would teach them all the skills, secrets and talents of their trade. He would refer to his knowledge as his "mystery". Other skills an apprentice learned were how to read and write along with how to make a simple math calculation known as "ciphering". The apprentice was also provided with clean clothing, a secure shelter and food. In return for their training, apprentices would work long hours without pay.



The blacksmith shop located on the Fultz House Museum property.

At the end of an apprentice's term, they would have had to craft a finished piece of work presented to the master craftsman for judging. This piece was called a "master-piece" because the master craftsman judged it. If the piece were well made, the apprentice would pass and become a journeyman. A journeyman would work in the countryside until they had earned enough money to open their own shop and practice their trade in a community.

THE BLACKSMITH

A blacksmith's name derived from the colour of the metal and the word "smite". Smite meant to "hit or pound". When put together, a blacksmith was a man who would pound black metal.

Iron was not very expensive, but any pieces of ironwork were greatly valued. Most blacksmiths made important tools and equipment for the community such as: guns, nails, plows, pots, knives, padlocks, and horseshoes. To make these items, a blacksmith depended on his forge and anvil, the two most important pieces of equipment in a blacksmith's shop.

Herman Fultz (seen opposite) worked as a blacksmith in the area.

