The purpose of this thesis is to determine how to make archaeology more accessible to teachers and students as well as how best to relay realistic information about archaeology to students in a fun and engaging way while de-emphasizing the digging aspect of the discipline. There has been much discussion within the archaeological community as to whether simulated or school-yard digs are appropriate for students as they often walk away with the impression that archaeology equals digging. While many within the archaeological community agree that archaeology should be covered within the school curricula, most want the archaeological process involving method and theory emphasized. However, teachers are unfamiliar with the archaeological process and often focus on the digging aspect as it provides a hands-on learning experience for their students.