

## Museums & Schools Lesson Plan

<b>Workshop Title:</b> Isle of Wight 1700 - 1900 Digital Explorer Quiz	<b>Venue:</b> In school.	<b>Key Stage:</b> KS2 <b>Class Size:</b> N/a
<b>Length of Session:</b> 45 – 60 mins	<b>Support Staff Required:</b> N/a	<b>Arrival Details / Risk Assessment:</b> N/a

### Curriculum Links and Skills

<b>History</b>	<ul style="list-style-type: none"> <li>Local history study</li> <li>Understanding how knowledge of the past is constructed from a range of sources, including artefacts</li> <li>Study over time tracing how several aspects of national history are reflected in locality</li> <li>Note connections, contrasts and trends over time and develop appropriate use of historical terms</li> <li>Using online resources to search and find knowledge and information</li> </ul>
<b>Geography</b>	<ul style="list-style-type: none"> <li>Locating places on the Island</li> <li>Types of settlement and land use</li> <li>The Island's different topographical zones and relationship to the mainland</li> <li>Economic activity including trade links</li> <li>Reading digital maps and using Geographical Information Systems (GIS)</li> </ul>
<b>STEM</b>	<ul style="list-style-type: none"> <li>Improving digital literacy and confidence</li> <li>Working scientifically: gathering, recording, classifying and presenting data in a variety of ways to help in answering questions</li> </ul>
<b>English and Art</b>	<ul style="list-style-type: none"> <li>Retrieve and record information from non-fiction information pop-ups</li> <li>Ask relevant questions to extend understanding and knowledge</li> <li>Work and communicate collaboratively if undertaken in groups</li> <li>Observation and drawing of object from a photograph</li> </ul>

### Pre-Session

<b>Prior Learning Required</b>	No prior learning is necessary
<b>Resources Required</b>	<ul style="list-style-type: none"> <li>Isle of Wight 1700 - 1900 Introductory Film</li> <li>Isle of Wight 1700 - 1900 Digital Explorer (interactive map)</li> <li>Isle of Wight 1700 - 1900 Digital Explorer Quiz KS2 (activity sheet)</li> <li>Materials samples – wood, stone, metal (optional)</li> </ul> <p>Access to up-to-date computer hardware, with up-to-date browser, and good broadband/ WiFi connection. (This exercise can be undertaken individually or in groups)</p> <p><i>Card game and physical map version for settings without digital access (pick a card and find the places on a map, undertaken as a class) – from end May 2021</i></p>

<b>Vocabulary to be Introduced</b>	Satellite map, artefacts, documents, governor, suffrage, marriage register, photographic, shipwreck, record, experiments, boat hulls, militia, day-trippers, theatre, entertainment, publicity, earthquake, regiment, souvenir, sociable barouche, timepiece, will, domestic servant, truncheon, enslaved, slavery, customs, smuggling, cargo, protest book, apprenticeship, shipbuilder, regatta
<b>Learning Objectives / Outcomes</b>	
<b>ALL students</b>	<ul style="list-style-type: none"> <li>Evidence for C18th-C19th history can be found on the Isle of Wight</li> <li>Experience working with digital maps and GIS software</li> <li>Use digital resources to help build a picture and understanding of the past and/ or their locality</li> </ul>
<b>MOST students</b>	<ul style="list-style-type: none"> <li>Understand the types of artefacts discovered on the Isle of Wight, what they look like, how old they are, how they were used and who used them</li> <li>Be able to search for locations and places using GIS software</li> </ul>
<b>SOME students</b>	<ul style="list-style-type: none"> <li>Relate the places they have discovered on the map with real places in the landscape</li> <li>Be able to give examples of how the Island developed during this period in terms of trade, leisure, shipbuilding and defence.</li> </ul>
<b>Differentiation / Extension Activities</b>	Have a go at developing their own short quiz using the map for other students to use  Research and propose other items to add to the map, and prepare content for 'pop-up windows'
<b>Provision for Students with Additional Needs:</b>	This lesson plan has been designed to provide active learning that combines both individual and collaborative engagement. Students can work at individual pace and take an active role in small group/ class-based work. Use of technology supports adjustments for visual and hearing impaired. Duration of digital engagement time is focused.
<b>Assessment Strategies</b>	Individual completion of activity quiz sheet, classroom drawing collection, discovering the C18th English word
<b>Learner Activities / Questions &amp; Class Organisation</b>	
<b>Starter</b> 10 mins	Play the introductory film to the Digital Explorer and Quiz
<b>Activities</b> 40 mins	Using the Digital Explorer resource, complete the activity quiz either individually or in pairs.  Optional extra might be to create sketch books to record their drawings and observations, and use them to review and revisit ideas
<b>Plenary</b> 10 mins	<ul style="list-style-type: none"> <li>View the collection of drawings created by the class</li> <li>Invite students to talk about their objects – where were they found, who used it and what was it used for, what materials were they made from and why would this have suited their use? What do they think they would have felt like (use materials samples to help with this)? Perhaps create a tableaux scene or a 1 minute improvised performance about how the object was used</li> <li>What was the C18th English word they discovered?</li> </ul>

	<p>The word is 'fun' (<b>F</b>lag; Bl<b>an</b>ket; T<b>u</b>ck). Gained its modern meaning as enjoyable and amusing in the C18th/C19th, and is probably a variant of earlier words associated with cheating, tricks and to befool ('fonnen')</p> <ul style="list-style-type: none"><li>• Where do they think these objects are now?</li></ul>
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