

Museum and Schools workshops available from our Island Museums

These can be delivered as part of a museum visit or we may be able to bring the workshop to your school or deliver the lesson virtually.

Beyond 1066

Carisbrooke Castle Museum Contact: estelle.baker@iow.gov.uk		
Key stage	Workshop Title	Description
KS1	Life in a Castle	This workshop takes as its starting-point the story of Sleeping Beauty. The story uses Carisbrooke Castle as its setting but has clear fantasy elements. Through the story and role-play, the children learn that a castle was home to a large community, including royalty, lords and ladies, servants and soldiers and that life included work and leisure. They will hear how the walls and the gatehouse were used for security, the great hall for feasting and the kitchen, with its huge fireplace, for cooking. Children will be able to see and handle replica and original objects such as helmets, swords and household items.
KS1 & KS2	One thousand years in a castle	Pupils will learn the main features of Carisbrooke Castle and understand that the castle has changed over time. They will investigate five significant people that lived at Carisbrooke Castle: matching labels to artefacts and taking part in role-play. They will also learn about armour, longbows, crossbows, and siege weapons by handling replicas and looking at models. After the workshop, pupils will search for features around the castle that relate to each significant person.
KS2	Carisbrooke Castle local study	The castle is a great location for 'a study over time tracing how several aspects of national history are reflected in the locality' or 'a study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066'. This hands-on workshop looks at how the development of the castle mirrors what was happening locally, nationally and internationally. Armour, costume and artefacts help bring the story of the castle to life. The workshop can also be designed to focus on a specific period.
KS3	Carisbrooke Castle: Continuity and Change	This hands-on workshop looks at the changing landscape of the area and how the castle has changed according to national events and the people that have lived there. The workshop will focus on continuity and change within the castle: its use as a residence, as a defensive site and as a power-base for controlling the Isle of Wight. Armour, costume and artefacts will tell the incredible story of the castle's one-thousand years of history.

KS3- A Level	I'm a King get me out of here!	The workshop includes devising escape plans for Charles I, handling replica Civil War armour, exploring the issues of the Civil War, and finding out the real story behind the king's fascinating time at Carisbrooke Castle in 1646. There is also an opportunity to inspect evidence about the 17th Century castle and study original documents.
KS2 – A Level	WW1 and the Isle of Wight	Pupils will learn about soldiers from the Island and the campaigns they were involved in through their photographs, letters, diaries and artefacts. Pupils will try on replica WW1 uniforms, handle original WW1 artefacts and create a classroom museum using the artefacts and the knowledge they have gained during the session. They will also investigate the Castle's Chapel - which is the Island's WW1 memorial. This workshop can also be done at the Classic Boat Museum (in Cowes) where there will be additional links to innovations in boat and aeroplane design.

Dimbola Museums and Galleries

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Key Stage	Workshop Title	Description
KS1	Homes: Then and Now	Explore a fantastic example of a Victorian house and investigate the people who lived there and the different jobs they did. This will be done through role play: deciding which artefacts would have belonged to a maid, a gardener, Julia Margaret Cameron, her husband and one of her children. Pupils will also think about how household items have changed by placing artefacts on a timeline and completing a trail around the house.
KS1 & KS2	Julia Margaret Cameron and the Victorians	Pupils will learn about the pioneer Victorian photographer, Julia Margaret Cameron, the famous people she photographed and the house she lived in through a museum trail. Pupils will create a pop-up Victorian museum using a wide range of original artefacts to bring to life the people who lived in the house. They will also find out about links to Dimbola and Alice in Wonderland.

The Shipwreck Centre and Maritime Museum

Contact: museum@maritimearchaeology.org

KS	Workshop Title	Description
KS1 & KS2	Pirates and Smugglers	We'll discuss pirates and smuggling history in relation to both the Isle of Wight and wider afield. We'll also explore why the Island was the perfect location for smuggling by looking at the geography and hazards at sea. Activities include drawing pieces of eight and finding parrots hidden throughout the museum. This session is designed for our younger audiences, however, is fully adaptable for all age groups with age appropriate activities and learning.

KS1 & KS2	The tragedy of the Titanic	<p>This session has been put in place to teach students about The Titanic, through its loss & legacy. It offers work with a range of skills including: English, History and Science as well as basic skills such as speaking and listening. The students will work with a range of different resources such as newspapers, pictures and posters promoting the ship from 1912, which have been replicated for educational uses.</p> <p>The students will each be given a 'Boarding Pass' which is a replica of the original one which would be given to real passengers. They will also receive a work booklet with Titanic related information and different activities. These booklets replicate the information which passengers were given as a means of promoting the ship's maiden voyage. This session is adaptable to any age group. For older students, additional activities examine the wreck site and excavations.</p>
KS1 & KS2	The History of Diving	<p>Most visitors to the Museum are surprised to learn that we've been diving for over 2,000 years! Through the collections, we'll explore how and why diving developed and see how technology has changed over time. We'll compare the historic dive kit in the Museum with the new, and more familiar, dive kit used today. Students will have the opportunity to handle modern dive kit. This session is adaptable to any age group and includes artefact handling.</p>
KS1 & KS2	Forgotten Wrecks of the First World War	<p>With over 1,100 wartime wrecks along England's South coast alone, WW1 has left a rich legacy of bravery & sacrifice. We'll explore this legacy through the Museum's collection and footage of dives in the Solent to view these amazing vestiges of history. We'll look at how we research these wrecks and understand what they can teach us of war. The session will also look at how shipwrecks form and how we use this information to piece together the last moments before a loss. The session will include artefact handling and exploring how objects help us to understand a site.</p>
KS4	The Art of the Museum / Artefact handling	<p>This session is for older students visiting the Museum and is perfect for smaller groups. We'll look at how museums work and explore the work behind the scenes. This will include photographing objects and assessing their condition as part of building a digital archive of the collection. We'll also discuss how an exhibition is developed and the more practical elements involved in the day to day running of a museum.</p> <p>This session has a huge potential for research and development in collaboration with the Museum. The Museum would be happy to consider a museum or gallery 'takeover' as part of this session. Please contact the Education & Outreach Officer to discuss. All equipment will be provided, however, students are more than welcome to bring their own equipment if preferred.</p>

Classic Boat Museum

estelle.baker@iow.gov.uk

Key Stage	Workshop Title	Description
KS1 & KS2	Transport Through Time	<p>This workshop can be adapted for KS1 or KS2. The workshop will be the launching point for a study tracing how several aspects of national history are reflected in the locality - or an aspect of history that is locally significant. Pupils will learn about the Island's maritime innovations over the last 150 years using the Museum's collections and get hands-on with the exhibits.</p> <p>They will also learn about local boat designers and buoyancy through participating in a Lego boat building challenge. They will find out about Marconi's pioneering work on the Island, how Morse Code was used on ships and practice SOS in Morse Code. There will also be the opportunity to sketch museum exhibits.</p>
KS1 & KS2	'S.O.S.' Safety at Sea	<p>At KS1, the pupils will identify what was done to keep people safe at sea in the past and compare it with what is done today. They will also learn about some of the maritime innovations that happened on the Island at the same time that Titanic was being built and about the different jobs on board ship. This will be done through costume, artefacts and roleplay. It will include the role of a wireless officer, using replica equipment to send out an SOS Morse Code message and the use of 'Aldis' signalling lamps.</p> <p>For KS2, the workshop will be developed into how and why safety improved - and pupils will consider the technology that made these developments possible. As part of the workshop pupils will take part in activities to help them learn about safety at sea in the past, including signalling and safety equipment. They will also explore the exhibits in the museum, including interactive exhibits to learn about knots and pulleys.</p> <p>We recommend a visit to the Boat Shed Museum in West Cowes as part of this trip where pupils can see a folding lifeboat similar to the ones on The Titanic, as well as the aerial lifeboat invented in Cowes, the Bembridge lifeboat from the 1930s and a life raft.</p>
KS3	Local Study: Incredible Isle of Wight Innovations	<p>The pupils will explore how inventions developed on the Island helped Britain win World War One. Pupils will assess the importance of these inventions and explore how they were linked to the wider world. They will also find out about four Islanders who were affected by the war, through the use of original artefacts, archives and replica costume.</p>

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