

## 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.

### Science Island

<b>Brading Roman Villa</b> Contact: <a href="mailto:education@bradingromanvilla.org.uk">education@bradingromanvilla.org.uk</a>		
Key stage	Workshop Title	Description
KS2 & 3	<b>Archaeology Digging</b>	The pupils get an introduction to what Archaeology is, how it is done, and, why. The pupils then put on goggles and gloves to excavate a practice trench. The contents of the practice trench can be altered to meet the needs of the visiting class. For example, fossils can be included in order that the pupils might differentiate between them and Roman artefacts (the re-excavations of 2006-09, for example, brought up many things that were not Roman). The addition of such objects allows the pupils to see that some things that are excavated are neither Roman nor valuable. When they have found their artefact, students complete an archaeologist's report. In the plenary, pupils are asked to say a little about what they have excavated and which materials survive and which ones do not. From this they can consider what types of people we can learn about from the past and who is largely invisible.
KS4 & 5	<b>Archaeology Digging - advanced</b>	This workshop is aimed at KS4 and KS5. Pupils handle genuine finds from the archaeological digs at Brading Roman Villa. They identify types of pottery, what part of the item they are looking at and work out how large the original object would have been. Because this workshop uses priceless finds, it is only available to small groups who can be trusted to handle the artefacts with care.

## Classic Boat Museum

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Key stage	Workshop Title	Description
KS1 & 2	<b>Transport through time</b>	<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	<b>'S.O.S.' Safety at Sea</b>	<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	<b>Local Study: Incredible Isle of Wight Innovations</b>	<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>

KS2&3	<b>Prepare to sail!</b>	The Classic Boat Museum is the only organisation on the Island to have a dinghy simulator: this teaches you how to sail without getting your feet wet. The controls in the simulator are set out just like a real dinghy. When you move the controls, the simulator moves as a dinghy would. Individual pupils will sit in the simulator and are guided by an RYA qualified instructor. The session in the simulator will help the pupils learn more quickly when they get out on the water. This session is suitable for small groups and can be incorporated into a visit and workshop at the Classic Boat Museum.
<p><b>The Shipwreck Centre and Maritime Museum</b>  Contact: <a href="mailto:museum@maritimearchaeology.org">museum@maritimearchaeology.org</a></p>		
Key stage	Workshop Title	Description
KS1 & KS2	<b>Maritime Archaeology</b>	This session explores the work of the maritime archaeologist and looks at how maritime archaeology has developed. Students will be able to handle equipment used on excavations underwater and will explore the science behind diving. The session can be adapted for any age group.
KS1 & KS2	<b>History of Diving</b>	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.
KS4	<b>The Art of the Museum / Artefact handling</b>	This session is for older students and is perfect for smaller groups. We will look at how museums work and explore the work behind the scenes. This will include photographing objects and assessing their conditions as part of building a digital archive of the collection. We will also discuss how an exhibition is developed and the more practical elements involved in the day to day running of a museum.

Supported using public funding by



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