

Lesson 4: Ghosts of Haslar Hospital Trail (Part one)

You will need access to the [C18th-C19th British Expeditions of Empire](#) map for this lesson.

Exercise 1: Introducing the Trail

Teacher notes: 20 minutes

This exercise will introduce students to the basic elements of the trail we are going to create together. There will be six stations located at different places around Gosport – each will consist of a QR (Quick Response) code linked to a web page introducing the story and linked to a film and a map.

Print out the QR code below and place it on the floor somewhere in the classroom/ building/ outside area for them to find. Once they have found it, one of the group should scan it with a mobile phone and play the contents of what they find. This is an example of how a ‘station’ will work on the Trail.

We will spend 4 lessons developing the Ghosts of Haslar QR Trail between now and Easter (interspersed with work on the Summer School Climate Challenge):

Part one	<ul style="list-style-type: none">• Start writing our short ghost story scripts• Planning our preferred station locations for the trail
Part two	<ul style="list-style-type: none">• Work out where we are going to film our ghost story clips• Finalise our station locations and create a digital map for our trail
Part three	<ul style="list-style-type: none">• Visit Gosport Town Centre to film our ghost story clips
Part four	<ul style="list-style-type: none">• Prepare films, webpages and QR codes for trail



Exercise 2a and 2b: Writing our stories and planning our trail

Teacher notes: 55 minutes

Quick reminder: Royal Haslar Hospital was opened in the 1750s to provide medical treatment for naval personnel across Portsmouth Harbour and to research improvements in naval medicine. Patients usually arrived by boat from across the dockyard and from ships anchored offshore at Spithead. As well as caring for people in Portsmouth, Haslar also played a significant role in supplying doctors (or surgeons and assistant surgeons as they were called) on board British Royal Navy vessels travelling the world.

Our map shows the routes of 6 expedition journeys made by British RN vessels in the late C18th and early C19th, 200-250 years ago. All these ships had doctors (or surgeons) on board to look after the health of the crew. They would treat sailors and officers alike for disease, illness, accidents at work, and wounds in battle. The Navy also gave them the role of recording scientific discoveries made in places they visited.

Doctors serving on all these ships, and other expeditions, had a connection with Royal Haslar Hospital. As scientists, many of them brought back samples of rocks, plants, insects and animals they discovered as well as artefacts made by local people they met across the world. A museum was created that eventually contained over 6,000 items. This museum was used to train future doctors so they knew what to expect.

In our last Explorers session you looked at some of the people associated with Haslar and 6 expedition journeys around the world, our 'ghosts of Haslar and empire'. You selected some of these stories to develop in our Ghosts of Haslar QR trail in Gosport:

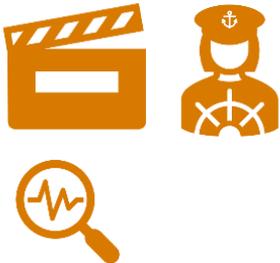
- *Ghost* Doctor Alexander Collie from HMS Blossom
- *Ghost* Doctor Stephen Stanley from HMS Terror and HMS Erebus expeditions to the Arctic
- *Ghost* Captain Robert Fitzroy from HMS Beagle

All these doctors had links with Royal Haslar Hospital and brought objects from people they met and places they visited across the world back to Haslar for display. We are going to add 3 other 'ghosts' to your list who were the makers of some of these objects brought back or display:

- The Torres Strait Arrow Maker who made the arrow sent back to Haslar by surgeon, Dr Frederick Whipple
- The Inupiat Knife Maker who made the knife brought back to Haslar by Alexander Collie
- The Tahitian Stone Carver who made the pounder brought back to Haslar by Dr Thomas Kay

Hand over to the project manager to provide instructions to the project team:

- Remind who is doing what role
- Set the following activities for the rest of the session

	<p>Writer – sub team lead Presenter - Illustrator -</p>	<p><i>Start writing our short ghost story scripts</i></p> <ol style="list-style-type: none"> 1. Write down at least 12 ghost and sea journey type descriptor words you want to use in your stories – use a flip chart (10 mins) 2. Choose 3 of the story sheets so each of you starts with one story sheet 3. Answer the first question then pass to the person next to you who answers the second question, and keep passing around until you have completed the 6 questions for all 3 stories 4. If you have time: <ol style="list-style-type: none"> a) Do the same for the remaining 3 story sheets b) Take a look at the completed story sheets you have produced c) Take a photo of each story sheet to share with The Earth Museum
	<p>Film-maker - Map-maker - Project manager - (who also needs to keep an eye on what other teams are doing and what they have found out)</p>	<p><i>Planning our preferred station locations for the trail</i></p> <ol style="list-style-type: none"> 1. From your knowledge, draw a map of Gosport’s town centre and the waterfront 2. Mark on the map where you think most people walk past and why 3. Discuss who you want to use your trail and how long you would like your trail to be (5 minutes walk, 15 minutes walk, 30 minutes walk) 4. Mark on the map where your preferred station locations might be

		<p>5. In a different colour, mark on the map some good places to film story clips which would have interesting Gosport backgrounds for someone talking to camera</p>
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