Museums & Schools Lesson Plan

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Workshop Title: War and Peace Island Digital Explorer Game	Venue: In school.	Key Stage: KS2 Class Size: N/a
Length of Session: 60 mins	Support Staff Required: N/a	Arrival Details / Risk Assessment: N/a

Curriculum Links and Skills

STEM	• Improving digital literacy and confidence • Using online resources to search and find knowledge and information • Working scientifically: observing closely, gathering and recording data to help answer questions
Geography	• Locating places on a world map, including on the Isle of Wight • Reading digital maps and using Geographical Information Systems (GIS)
History	• A local history study of an aspect of history dating from a period beyond 1066 that is significant in the locality • A study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066 • Identifying similarities and differences between ways of life in different periods • Understanding how knowledge of the past is constructed from a range of sources, including artefacts • A study over time tracing how several aspects of national history are reflected in the locality • Note connections, contrasts and trends over time and develop appropriate use of historical terms
English and Art	• Retrieve and record information from non-fiction information pop-ups • Ask relevant questions to extend understanding and knowledge • Work and communicate collaboratively if undertaken in groups • Observation and drawing of object from a photograph
Citizenship	• Talk and write about their opinions, and explain their views, on issues that affect themselves and society • Research, discuss and debate topical issues, problems and events • Reflect on spiritual, moral, social and cultural issues, using imagination to understand other people's experiences • Think about the lives of people living in other places and times, and people with different values and customs

Pre-Session

Prior Learning Required	No prior learning is necessary
Resources Required	• C20th global wars of empire chronology • War and Peace Island Explorer Map (online) *or non-digital card version*

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	• War and Peace Island Explorer Game • Dice and counters • Notebook and pencil (recyclable) 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)
Vocabulary to be Introduced	Conflict, war, peace, empires, grief, displaced, civilians, soldiers, sailors, airmen, labourers, battlefront, trauma, war effort, innovation, medical care, military personnel, physical and mental conditions, volunteer, commandeered, manufacture, peace settlement, World War 1, World War 2, Cold War, global north, global south, diplomacy, defence, aggression, submarine warfare, naval ships, merchant ships

Learning Objectives / Outcomes

ALL students	• Understand the Isle of Wight's connection with World War 1 and global wars of empire during the C20th • Experience working with digital maps and GIS software
MOST students	• Understand that artefacts in museum and archive collections are a valuable resource in the study of scientists of the past • Be able to search for locations and places using GIS software
SOME students	• Relate the places they have discovered on the map with real places in the landscape • Be able to recognise and debate the impact of war and conflict in history on our own global lives today
Differentiation / Extension Activities	Have a go at developing their own short game 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'
Provision for Students with Additional Needs:	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.
Assessment Strategies	Successful completion of the game as a collaborative venture, individual creative response session, engagement in plenary discussion

Learner Activities / Questions & Class Organisation

Starter 15 mins	Dynamic timeline exercise. Using the C20th global wars of empire chronology as a reference, talk about the chronology of WW1, WW2 and the Cold War. You may also wish to reference the 2022 conflict in Ukraine in this context. Option: use rolling pins and a long piece of string, with key event/ dates/ date periods as labels tied on with string to give a relative timeline

Activities 35 mins	Play the War and Peace Island Explorer Game: • Play in groups of 3-4 • Each player takes turns to roll the dice and land on a square • Squares have different colours representing the different themes of object stories to be found on the Explorer Map • A player landing on a square follows the instructions on that square, finding an object for the relevant theme – e.g. Impact at Home; Women at War – on either the digital version of the map online or using the non-digital cards; and recording the information requested in their notebook • The group that has the most themes represented in the objects they have researched at the end of 20 minutes is the winner! • Has any group found one of the three objects modelled in 3D? *(hint: look for them in Global War of Empires; Loss and Grief; Submarine Warfare; Manufacturing for the War Effort)* Students work individually to choose an item they have discovered during the game and prepare a creative response to it – perhaps an exhibition label for a museum display or a drawing – what information would they want to share about the item in words/ in picture form?
Plenary 10 mins	• Invite students to talk about: ○ How people living on the Isle of Wight were affected by war in the C20th