Supported using public funding by Museums & Schools Lesson Plan Supported using public funding by ARTS COUNCIDED COUNCIDE COUNC		
Workshop Title:	Venue:	Key Stage: KS3
Isle of Wight 1700 - 1900	In school.	Class Size: N/a
Digital Explorer Quiz		
(Ideas, Political Power and		
Empire)		
Length of Session:	Support Staff Required:	Arrival Details / Risk
45 – 60 mins	N/a	Assessment:
		N/a

Curriculum Links and Skills

History

- Extend and deepen chronologically secure knowledge and understanding of British, local and world history
- Understand historical concepts such as continuity and change, cause and consequence, similarity, difference and significance
- Use them to make connections, draw contrasts, analyse trends, frame historicallyvalid questions and create their own structured accounts, including written narratives and analyses
- Understand the methods of historical enquiry, including how different types of historical sources and evidence is used rigorously to make historical claims, and discern how and why contrasting arguments and interpretations of the past have been constructed
- Gain historical perspective by placing their growing knowledge into different contexts, understanding the connections between local, national and international history; between cultural, economic, military, political, religious and social history
- A study of a significant issue in world history (the transatlantic trade in tobacco, rice, rum and enslaved African people) and its interconnections with other world developments

Pre-Session

Prior Learning Required	No prior learning is necessary
Resources Required	 Isle of Wight 1700 - 1900 Introductory Film Isle of Wight 1700 - 1900 Digital Explorer (interactive map) Isle of Wight 1700 - 1900 Digital Explorer Quiz KS3 (activity sheet) Isle of Wight 1700 - 1900 Chronology 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)
	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





Vocabulary to be Introduced	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	
Learning Objecti	ves / Outcomes	
ALL students	 Practice studying objects and documents as historical evidence Experience working with digital maps and GIS software Use digital resources to help build a picture and understanding of the past and/ or their locality 	
MOST students	 Use the objects and documents to make connections between everyday life on the Isle of Wight and themes of empire concerned with global trade, emergence of a political and leisured Island class, shipbuilding and empire, and military defence 	
SOME students	Understand how to write an effective short narrative for a particular audience	
Differentiation	Have a go at developing their own short quiz using the map for other students to use	
/ Extension		
Activities	Research and propose other items to add to the map, and prepare content for 'pop-	
Provision for	up windows'	
Students with	This lesson plan has been designed to provide active learning that combines both individual and collaborative engagement. Students can work at individual pace and	
Additional	take an active role in small group/ class-based work. Use of technology supports	
Needs:	adjustments for visual and hearing impaired. Duration of digital engagement time is focused.	
Assessment Strategies	Individual completion of activity quiz sheet	
	Choose two objects you have found on the map.	
	Write your own label about this object for the map. Your target audience is a chosen member of your family group. Using 100 words, tell them what the object is, why you have chosen it, and how it might relate to any of our themes of trade, leisured classes, defence and shipbuilding.	
Learner Activitie	s / Questions & Class Organisation	
Starter 10 mins	Play the introductory film to the Digital Explorer and Quiz	
Activities 40 mins	Explore the Digital Explorer using the Quiz	
Plenary 10 mins	Quiz word answer is Thompson: Elizabeth Thompson biography	
	Elizabeth lived in Bonchurch and Ventnor on the Isle of Wight in the 1860s and 1870s. She became a well-known artist painting military subjects, and one of her paintings (The Roll Call) was purchased by Queen Victoria. Elizabeth had West African ancestry. Her grandfather, Thomas, was born in Jamaica to a mother of West African	





descent and a father who was a sugar plantation owner. Wealth from this plantation business was left to her grandfather.

https://www.rct.uk/collection/405915/the-roll-call

Are there other clues/ evidence they can think of from their own knowledge of the Island and their home (buildings, statues, street names...) that fit into the themes of trade, leisured classes, defence and shipbuilding? Sometimes the past is staring us in the face every day but we need help to spot it?



