

# Kirkleatham

MUSEUM • REDCAR

## Programmes for schools at Kirkleatham Museum

### Making a Mark programmes

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Where we live and grow up is an important part of our identity. Making a Mark programmes encourage students to understand more about, and feel proud of, their local heritage and identity. Making a Mark supports students to explore culture and heritage through active, enquiry-based and creative learning. Students discover what an amazing region they live in and how they too can achieve.

**All Kirkleatham Museum's Making a Mark programmes can take place over two or three sessions.** Content will depend on number of sessions selected. Students taking part receive a free sticker and badge.

### Making a Mark for Key Stage 1



#### Title: Seaside holidays

**Main curriculum focus:** History

**Cross-curricular opportunities:** Geography, Art

**Key learning outcome:** Students will learn about significant historical events, people and places in their own locality through the Pease Family and the arrival of the railways

**Main learning approaches:**

Active learning

Collaborative learning

**Description:**

The story of how the Pease family created Saltburn is a great way to learn about important people and places locally. In these sessions, children investigate the development of Saltburn and the railways by the Pease family. They meet Mrs. Pease and discover the clothes, costumes and activities that made up a fashionable day out at Saltburn or Redcar 150 years ago. Then dressed in costume, students explore Victorian photography, pose for their portrait and design their own postcards (Also available for Key Stage 2)

## Making a Mark for Key Stages 1 and 2



### Title: Work, rest and play

**Main curriculum focus:** History

**Cross-curricular opportunities:** English, Technology

**Key learning outcome:** Students learn about significant historical events, people and places in their own locality

#### Main leaning approaches:

Active learning

Enquiry based learning

#### Description:

In this exciting hands-on set of workshops students can meet Mr and Mrs Pease to learn about all aspects of Victorian mining families lives. Mr Pease helps students explore the coming of the railways and what working conditions were like for mining families. (This can be explored at Cleveland Ironstone Mining Museum for schools interested in a two-site visit). With Mrs Pease students can discover differences between the lives of rich and poor children through investigating Victorian toys and games. They can also experience life in a Victorian classroom: trying their hand with slates and copybooks.

## Making a Mark for Key Stage 2



### Title: Time travel with Gertrude Bell

**Main curriculum focus:** History

**Cross-curricular opportunities:** Science

**Key learning outcome:** Students gain understanding of history as a coherent, chronological narrative, from the earliest times to the present day. They understand how people's lives have shaped their locality and develop historical enquiry skills, including how evidence is used rigorously to make historical claims.

#### Main leaning approaches:

Active learning

Enquiry based learning

**Description:** Students meet local Victorian Archaeologist, Gertrude Bell, and travel through time with her to discover more about the development of Redcar and Cleveland in one or more historical periods: Romans, Anglo Saxons, Vikings, Tudors, Victorians or WWII. Students take on the role of archeologists, investigating and recording their own discoveries. They explore what life was like growing up in the chosen era through close encounters with the Museum's collections, hands on activities and period crafts and skills.

## Making a Mark for Key Stage 2 (cont)



### Title: Time travel to WWI

**Main curriculum focus:** History

**Cross-curricular opportunities:** English

**Key learning outcome:** Students will learn about an event that is beyond living memory and is significant both nationally and globally. They will look at the challenges that Britain, Europe and the wider world faced and will have the chance to be creative and write their own stories.

**Main leaning approaches:**

Active learning

Creative learning

**Description:**

Combining the dramatic stories of the battle for the skies with the highly personal letters of the day is a great way to explore local identity and build empathy. In these sessions students will take on the role of museum curator; investigating, measuring and recording authentic WWI artefacts from the Museum's collections. Inspired by the genuine letters, postcards and stories about the lives of three real local characters (a PoW, a VC soldier and a young girl), students will produce their own letters or stories. They will also meet with actors in the roles of real WWI characters and role play with them to explore memories and stories of the War.

## Other programmes for schools

### Early Years Foundation Stage

#### Title: Castles and stories

**Main curriculum focus:** Communication and Language

**Cross-curricular opportunities:** Understanding the world

**Description:**

Students can visit our Castles and Saxon Princess exhibitions where there are lots of things to see and do, from dressing up to trying out ancient crafts. All excellent experiences to form the basis of some great traditional story-telling. There are two short, age appropriate led workshops available to support and extend a visit to the hands-on exhibitions. In one, students meet our medieval storyteller and listen to some tales based on our local myths and legends, in the other students design and make a wooden spoon puppet of a character that would be found in a Castle.

## **Key Stage 2**

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### **Title: Mr Darwin: Evolution, adaptation and the art of nature**

**Main curriculum focus:** Science

**Cross-curricular opportunities:** Art, History

**Description:**

In this set of three workshops students explore living things, their habitats, evolution and inheritance with Mr Charles Darwin himself (played by a local actor). Students go on a micro-safari around the Museum gardens to explore different habitats, and use scientific equipment and techniques to safely identify, collect and record a selection of mini-beasts. Through role, play and observation they investigate features, characteristics and adaptation. Students investigate how new discoveries were recorded in the past by looking at beautiful drawings by explorers, naturalists and artists, including those from Captain Cook's voyages. They then create their own work of art, using their new knowledge of adaptation and habitats to design a 'super-bug' adapted for a future habitat.

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### **Title: Map madness and compass confusion**

**Main curriculum focus:** Geography

**Cross-curricular opportunities:** History

**Description:**

This is a great opportunity for student's to experience fieldwork outside of their school setting. Taking part in navigation games, they will use a map and compass to find their way from point to point around the museum grounds. They can hone their map-reading skills by completing the on-site orienteering course. In a complementary workshop students can explore how the local area has changed through the Museum's collection of maps from the 1500s through to the modern day. Where possible the maps chosen will cover the area local to your school.

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### **Title: Forensic apprentice**

**Main curriculum focus:** Science

**Cross-curricular opportunities:**

**Description:**

A crime has been committed at the Museum. Students will become Apprentice Crime Scene Investigators for the day. They will have to devise their own questions, set up and use real forensic tests, make systematic and carefully observed recordings and evaluate all the evidence if they are to find the guilty suspect.

## **Title: Saxon Science**

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**Main curriculum focus:** Science

**Cross-curricular opportunities:** History, Technology

**Description:**

In these hands on workshops, students explore the science behind the everyday tasks that Saxons performed, such as spinning wool for clothes, hauling water from the nearest river and moving goods from the ships up from the sea. All these tasks made use of, or had to overcome, different forces. Experiments will allow students to explore what forces are in operation in each case and investigate how the Saxons could be more efficient. These experiments are extended to include an exploration of air pressure as students make a moving monster, inspired by the famous Saxon story of Beowulf who fought a monster called Grendel and a dragon.

## **Title: Saxon Arts Award: Kennings, riddles and jewels**

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**Main curriculum focus:** Art (Arts Award Discover)

**Cross-curricular opportunities:** English, History

**Description:**

This is a daylong set of activities designed to enable students to achieve Arts Award Discover. Sessions include finding out about different forms of art and creativity through the Saxon Life exhibition (from the Princess jewels to Saxon sagas), creating their own Saxon riddle poems and designing and making their own piece of jewelry, working with a professional craft-maker. Students will share their riddles and exhibit their jewels to complete their Arts Award portfolio.

The cost of these sessions includes:

- a day of exciting, creative session at the Museum
- an Arts Award folder per student
- a certificate per student
- a follow –up visit by the Museum Education Officer to your school to celebrate students' creative achievements

Official validated Trinity Arts Award certificates incur an additional cost (£2.50 per child, at time of printing, but please confirm when booking)

## **At the Museum**

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Workshop lengths vary, with price varying accordingly. Teachers can book up to three sessions to create a whole day at the Museum, or combine led sessions with independent exploration of the exhibitions. A brochure detailing all timings, maximum numbers per workshop, costs and combinations is available from [Elizabeth.Vine@redcar-cleveland.gov.uk](mailto:Elizabeth.Vine@redcar-cleveland.gov.uk). A room for lunch is provided when booking sessions led by the museum staff.