

# Schools Workshop

## History Detectives

KS2 (Y3-6) 2hours



### AIMS

- To find out more about a significant local landmark.
- To look for clues using primary and secondary evidence to date a variety of items.
- To think about similarities and differences over time and relate then / now.
- To understand and use chronology to organise a series of items, using appropriate timescale language.
- To take part in a variety of era based practical activities.
- To become aware of the music heritage of the Pier.

### BRIEF OUTLINE OF ACTIVITIES

Activity 1	Timeline Game Children will work as groups to create a timeline first using dated general events eg landing on the moon then exploring how to date pictures using images from the Pier digital memory and adding these.
Activity 2	Identifying and exploring artefacts related to the heritage of the Pier and what activities people were doing on the Pier.  Children will work as groups handling and identifying themed groups of objects and images from the Pier digital memory and organise them chronologically.
Activity 3	Music heritage team game - this will involve children listening to and identifying music from different eras.
Activity 4	Practical activities – such as writing a Victorian postcard using an ink pen and designing a lolly wrapper

### TIMETABLE

10.00 - 10.10	Welcome and introductions, snack, toilets
10.10 – 10.35	Timeline Game
10.35 – 11.05	Exploring artefacts and images
11.05 – 11.25	Music heritage team game
11.25 – 11.55	Practical activities
11.55 – 12.00	Getting ready to leave

**If you would like the education room for lunch please arrange this before your visit with the learning team so we can check the availability of the space.**

**We also have some trails you could do independently after your session – we will send a suggested trail out with your booking confirmation information. These will be also available from our website.**

## **CONTACT DETAILS**

For more information please contact Susan Kent, the Learning and Education manager or Francesca Piacentini, the Education and Learning assistant. Email: [learning@hpcharity.co.uk](mailto:learning@hpcharity.co.uk) Tel: **01424 445566**.

## **TO BOOK**

Please complete a Booking Enquiry form on the schools area of our website: [www.hastingspier.org.uk](http://www.hastingspier.org.uk).

## **CURRICULUM LINKS**

### **ENGLISH**

- Listen, understand and respond appropriately to others.
- Ask questions and make relevant contributions to discussion and group work.
- Imaginative / creative writing stimulated by heritage information, physical environment and visual imagery.

### **SCIENCE**

- Material qualities and uses.
- Looking closely at the natural and humanly constructed world.

### **HISTORY**

- Understanding of historical concepts – change/continuity, similarity/difference.
- Significant local places and people – introduction to the engineer Eugenius Birch and the Pier's history.
- Use evidence to make deductions and identify artefacts.

### **GEOGRAPHY**

- Understanding about why seaside resorts like Hastings developed.

### **ART**

- Produce creative response to heritage information and visual imagery.

### **DT**

- Explore packaging design examples, consider the product and develop a suitable design in response.

### **MUSIC**

- Listen to music across a range of historical eras