

# Schools Workshop

## Introduction to Pier History and Construction

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 use scientific ideas and evidence to consider why the pier was built as it was and apply this understanding
- To consider the strength, attractiveness and cost of their pier design

### 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	Looking at the Pier structure – Why were particular materials chosen. Looking at the different shapes used to build the Pier.
Activity 4	Build a Pier competition using knowledge acquired during the session, The 'materials' will be costed

### 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	Looking at the Pier
11.25 – 11.55	Build a Pier challenge
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.
- Forces

### **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.

### **DESIGN TECHNOLOGY:**

- Identify and solve design problems
- Build structures, explaining how they can be made stronger and more stable.