



Isle of Wight Museums and Schools

Workshops and Resources
2022-23

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About Museums and Schools

The Museums and Schools programme aims to enhance the links between local schools and museums. Since 2018 a partnership of museums and cultural organisations from across the Isle of Wight have engaged with local schools and developed a range of new workshop sessions, activities and resources to support heritage education in museums and schools.

The Museums and Schools programme is supported by Arts Council England and funded through the Department for Education. Currently led by the Isle of Wight Council, the partnership includes Brading Roman Villa, Carisbrooke Castle Museum, the Classic Boat Museum, Dimbola Museum and Gallery, the Museum of Island History, Newport Roman Villa, the Isle of Wight Steam Railway, the Shipwreck Centre and Maritime Museum and the Isle of Wight Cultural Education Partnership.

Museums and Schools has also collaborated with a number of local artists and cultural organisations including The Earth Museum, StoneCrabs Theatre and the New Carnival Company to produce activities, resources and opportunities for schools. Museums and Schools partners have also contributed to recent projects involving schools and young people including Creative Biosphere, Creative Cross Currents and Crossing the Bar.

Find out more or get in touch

For more information about Museums and Schools and to access our growing collection of fun, creative and free online resources, visit: iwcep.co.uk/projects/museums-and-schools/

To receive updates about Museums and Schools including new resources and new opportunities for you and your students, sign up to the IW Museums and Schools newsletter. Visit: tiny.cc/iwms-signup

To contact the Museums and Schools team, email: museums@iow.gov.uk

Details of the current offer from the museum partners are included in this brochure.*

We hope to see you and your school at one of our museums soon!

*All details and prices correct at time of going to print. Please contact organisations to confirm these before booking.



Brading Roman Villa



Isle of Wight Steam Railway



Newport Roman Villa

Activities and Resources

As well as visits to our fascinating museum sites, Museums and Schools and our partners offer a wide, and growing, range of fun, creative, online and hands-on activities and resources. Many of these can be used not only as stand-alone activities in the classroom or at home, but also provide brilliant pre- and post-visit resources to extend the learning opportunities connected to our museums and collections.

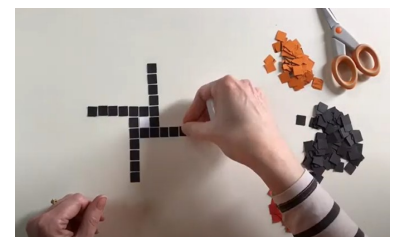
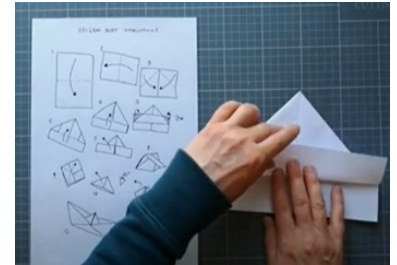
Online Activities

Explore some of the Island's top museum treasures, get creative with artist-led videos or spark your imagination with our storytelling ideas. From making a mosaic to designing a mythical biosphere beast or creating an origami boat, these resources provide activities and ideas to support a wide range of topics connected to our museums, collections and Isle of Wight history.

Go online to find:

- video tours of our museums so you can familiarise yourself with our sites and their history before your visit
- worksheets and guided activities designed by our museum educators to explore some of the island's most fascinating historic artefacts
- artist-led activity videos and artist-designed activity resources
- ideas for activities that support Arts Award, available for anyone to use
- collections of activities linked to specific museum sites

Find all these resources on the Isle of Wight Cultural Education Partnership website: iwcep.co.uk/activities-and-resources/



Online artist-led activity videos



Artist-designed activity resources

The Earth Museum

A partnership with the Earth Museum website has developed online resources based around a number of 'explorer' interactive maps. These feature objects from Isle of Wight museum collections dating from prehistory to the 20th century alongside a learning programme designed for KS2 and KS3 History, Geography, Science, Citizenship and Digital Technology subjects. Current map themes are:

- Before 1066 (Prehistory/Romans/Saxons)
- Beyond 1066 (1700-1900)
- Science Innovation Island
- Global Island
- War and Peace Island (20th century conflict)
- 500 years of Island Childhood

Visit: <https://theearthmuseum.co.uk/>



Before 1066 Explorer Map

Museums and Schools Partners

Brading Roman Villa

Award-winning Visitor Centre and Museum offering a unique insight into Roman life in Britain, from beautifully preserved mosaic floors to an extensive collection of Roman archaeology. Contact: education@bradingromanvilla.org.uk



Carisbrooke Castle

Founded in 1898 by HRH Princess Beatrice, Queen Victoria's youngest daughter and situated within the grounds of Carisbrooke Castle, the museum cares for an extensive collection of objects connected to the history of the Isle of Wight. Contact: estelle.baker@iow.gov.uk



Classic Boat Museum

Situated in Cowes and East Cowes, the Classic Boat Museum consists of the Boat Shed and the gallery and has been telling visitors its wonderful maritime story since 1996. Contact: education@maritimeisle.org



Dimbola Museum and Galleries

Home and workplace of pioneering Victorian photographer Julia Margaret Cameron. Contact: admin@dimbola.co.uk



Isle of Wight Steam Railway

A living, breathing, working museum with an education space, children's play area, woodland walk and 'Train Story', an interactive discovery centre where you can experience the sights, sounds and atmosphere of over 150 years of railway history. Contact: sarah.girling@iwsteamrailway.co.uk



Museum of Island History

Situated within the historic Guildhall on Newport High Street, the museum provides a fascinating exploration of Island history from the time of the dinosaurs to the present day. Contact: estelle.baker@iow.gov.uk



Newport Roman Villa

A late Romano-British farmhouse providing a fascinating insight into country life in third century Britain. The Villa has a superb bath suite with underfloor heating and remnants of mosaic floors. Contact: estelle.baker@iow.gov.uk



Shipwreck Centre and Maritime Museum

Bursting at the seams with thousands of objects recovered from shipwrecks, antique equipment, ship models and prehistoric objects thousands of years old. Contact: polly.buckingham@maritimearchaeologytrust.org



Isle of Wight Cultural Education Partnership

A group of Isle of Wight education, arts, heritage and cultural organisations working together to support children and young people to fulfil their creative potential. Contact: hello@islandcollection.org.uk

Brading Roman Villa



BRADING
ROMAN VILLA

The museum is housed within its own purpose built building with a dedicated education room for visiting schools. Each visit is put together as a package to meet the needs of the school, teacher and class. Teachers can select from our suggested workshops or bespoke activities can be developed in discussion with the education officer. Schools can also make use of the outdoor space to continue their learning.



Tour

Most groups will select our guided museum tour as part of their package. The tour describes the remains and artefact displays, bringing them to life and allowing students to gain an understanding of the Villas development, its situation within the landscape, and the people who lived there.



How we used to live (KS1)

By handling replica and original artefacts students will work out what each object was used for and from this, build up a picture of Roman life. Students will discuss what the objects are made from and deduce which materials the Romans used. They will consolidate their learning by comparing how the Romans lived to life now.

Daily life for the Romans (KS2)

In this workshop students will learn what artefacts are and what they can tell archaeologists about how humans lived in the past. The investigation will examine real and replica Roman artefacts with enquiry questions used to draw out inferences about what each item can tell us about how people lived. This workshop works well as a springboard to completing the Impact of the Romans workshop.

The Impacts of the Romans (KS2 & KS3)

Students will handle real and replica artefacts from the Iron Age and Roman periods. After handling the items from both periods, students will be asked to make comparisons between the items and periods to deduce any differences and similarities in technologies, materials, society and culture. This will lead them to an understanding of how the Romans influenced daily life.

Archaeology

Students will learn from a real archaeologist what archaeology is, the diverse range of things that archaeologists do and why archaeology is carried out. After putting on goggles and gloves, students will excavate a practice trench using the tools of the trade, recording each artefact on a context sheet, just like real archaeologists. Students will discuss what they have excavated, noting which materials have survived and which are absent from the archaeological record. They will then consider what we can learn from archaeology not only about the past but also about the future.

Outdoor learning

A backpack of outdoor learning activities is available to help groups make the most of the outdoor space whilst on site. Bespoke workshops covering science and geography topics can be delivered.



Key information

Contact	Kelly Wetherick education@bradingromanvilla.org.uk 01983 406223
Address	Morton Old Rd, Brading, Sandown, PO36 0PH
Website	bradingromanvilla.org.uk
Open for schools	Monday to Friday, year round
Pupil Numbers	Minimum: 10 / Maximum: 60
Costs	Self-guided Tour (60mins): £5.00 / pupil Tour + 1 activity (half day): £6.00 / pupil Tour + 2 activities (full day): £7.00 / pupil Mosaic coaster making £3



Free activities and resources to support your visit are available online:

iwcep.co.uk/activities-brading-roman-villa/

Carisbrooke Castle Museum

An independent charity located within the former governor's house at the Castle, Carisbrooke Castle Museum was established as a museum of Isle of Wight history in 1898 by Queen Victoria's youngest daughter, Princess Beatrice. The origins of the castle date back over a thousand years and it, most famously, served as 'secure lodgings' for Charles I during the English Civil War. The Education Officer is a trained archaeologist and qualified teacher with over 25 years of teaching experience. Each workshop is designed to match the curriculum needs of each visiting group. Activities are very hands-on and use a variety of approaches to enable all learning styles to be accommodated.



Life In A Castle (KS1)

Taking the story of Sleeping Beauty as a starting point, this workshop uses Carisbrooke Castle as its setting but has clear fantasy elements. Through storytelling and role-play, learn that a castle was home to a large community, including royalty, lords and ladies, servants and soldiers and that life included work and leisure. Hear how the walls and the gatehouse were used for security, the great hall for feasting and the kitchen, with its huge fireplace, for cooking. Children will be able to see and handle replica and original objects such as helmets, swords and household items.



One Thousand Years In A Castle (KS1 and KS2)

Learn the main features of Carisbrooke Castle and understand that the castle has changed over time. Investigate five significant people that lived at Carisbrooke Castle: matching labels to artefacts and taking part in role-play. Learn about armour, longbows, crossbows, and siege weapons by handling replicas and looking at models. After the workshop, pupils will search for features around the castle that relate to each significant person.

Carisbrooke Castle Local Study (KS2)

The castle is a great location for 'a study over time tracing how several aspects of national history are reflected in the locality' or 'a study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066'. This hands-on workshop looks at how the development of the castle mirrors what was happening locally, nationally and internationally. Armour, costume and artefacts help bring the story of the castle to life. The workshop can also be designed to focus on a specific period.



Carisbrooke Castle: Continuity and Change (KS3)

This hands-on workshop looks at the changing landscape of the area and how the castle has changed according to national events and the people that have lived there. Focussing on continuity and change within the castle: its use as a residence, as a defensive site and as a powerbase for controlling the Isle of Wight. Armour, costume and artefacts will tell the incredible story of the castle's one-thousand years of history.

I'm A King Get Me Out Of Here! (KS3 - A-level)

Help devise escape plans for Charles I, handle replica Civil War armour, explore the issues of the Civil War, and discover the real story behind the King's fascinating time at Carisbrooke Castle in 1646. There is also an opportunity to inspect evidence about the 17th Century castle and study original documents.



WWI & The Isle Of Wight (KS2 - A-level)

Learn about soldiers from the Island and the campaigns they were involved in through their photographs, letters, diaries and artefacts. Try on replica WW1 uniforms, handle original WW1 artefacts and create a classroom museum using the artefacts and knowledge gained during the session. Investigate the Castle's Chapel - which is the Island's WW1 memorial.

Key information

Contact	Estelle Baker, Heritage Education Officer estelle.baker@iow.gov.uk 07813021486
Address	Castle Hill, Newport, Isle of Wight, PO30 1XY
Website	carisbrookecastlemuseum.org.uk
Open for schools	Monday to Friday, year round
Pupil Numbers	Minimum: 15 / Maximum: 60
Costs	Self-guided Tour (60mins): Free (must be booked direct with English Heritage) Workshop with facilitator (60-75mins): £4 / pupil
Artefact boxes	The Heritage Education Service can loan items of historical, archaeological and geological interest to schools. Boxes of original artefacts, replicas and models on a range of topics from dinosaurs to the 1970s can support classroom activities before or after a workshop or museum visit. Loans can be delivered and collected direct to your school for just £45 for up-to eight loan boxes.

Please note: The availability of on-site workshops changes seasonally, please enquire for more details. Workshops are available in school all year round and can be followed up by a free visit to the castle site.

Free activities and resources to support your visit are available online:

iwcep.co.uk/activities-carisbrooke-castle-museum/

Classic Boat Museum



Featuring the maritime history of Cowes and the Isle of Wight with over 100 boats and lifeboats on display, the Classic Boat museum has two sites, both a short walk from the Floating Bridge.

The East Cowes side tells the history of sailing through models and artefacts. The West Cowes side has the real boats! It is recommended that schools visit both sites.

Transport Through Time (KS1 and KS2)

This workshop is a launching point for tracing how several aspects of national history are reflected locally. Learn about the Island's maritime innovations over the last 150 years using the Museum's collections and get hands-on with the exhibits. Find out about local boat designers and buoyancy in a Lego boat building challenge, learn about Marconi's pioneering work on the Island, how Morse Code was used on ships and practice SOS in Morse Code.



SOS: Safety at Sea (KS1 and KS2)



At KS1, pupils identify what was done to keep people safe at sea in the past and compare it with what is done today. They learn about some of the maritime innovations that happened on the Island at the same time that Titanic was being built and what happened to five people who were on board. Using costume, artefacts and roleplay they learn about the role of a wireless officer, using replica equipment to send out an SOS Morse Code message.

At KS2, the workshop will also look at how and why safety improved, including Isle of Wight links to Marconi, and they will learn how to send an SOS message using a torch.

We recommend a visit to the Boat Shed Museum in West Cowes as part of this trip where pupils can see a folding lifeboat similar to the ones on The Titanic, as well as the aerial lifeboat invented in Cowes, the Bembridge lifeboat from the 1930s and a life raft.



Prepare to Sail! Dinghy Simulator (KS1 - KS3)

The Classic Boat Museum is the only organisation on the Island to have a dinghy simulator: this teaches you how to sail without getting cold and wet! The controls in the simulator are set out just like a real dinghy. When you move the controls, the simulator moves as a dinghy would. Individual pupils will sit in the simulator and are guided by an RYA qualified instructor. The session in the simulator will help the pupils learn more quickly when they get out on the water.

This session is suitable for small groups (5-6 students) and can be offered outside of school hours to those with a particular interest. Keen students can be put in contact with their local yacht club.



Key information

Contact education@maritimeisle.org

Address East Cowes Gallery: Columbine Building, Columbine Road, East Cowes, PO32 6EZ
West Cowes Boat Shed: 117a Medina Yard, Thetis Road, Cowes, PO31 7DJ

Website www.classicboatmuseum.com

Open for schools Tuesday and Friday (other days by prior arrangement)

Pupil Numbers Tours and Workshops: Minimum: 15 / Maximum: 32
Dinghy Simulator: groups of 5-6

Costs Self-guided tour of one site (60mins): £2.00 / pupil
Self-guided tour of two sites (60mins per site, plus travel): £4.00 / pupil
One workshop with facilitator and tour of one site (120mins): £2.00 / pupil (£95 min)
One workshop with facilitator and tour of two sites (half day): £6.50 / pupil (£95 min)
Dingy simulator: £4.50 / pupil

Free activities and resources to support your visit are available online:

iwcep.co.uk/activities-classic-boat-museum/

Dimbola Museum & Galleries

For fifteen years, between 1860 to 1875, Dimbola Lodge was the home and workplace of the celebrated Victorian photographer Julia Margaret Cameron. Now preserved by the Julia Margaret Cameron Trust, the house is a fascinating museum dedicated to her life and work which also showcases contemporary exhibitions from artists and photographers around the world. Inside the house are many original features including Gothic carvings, William Morris wallpaper, Julia's personally designed stairway, Victorian glass, 19th century artefacts and a re-creation of her bedroom.



Julia Margaret Cameron and the Victorians

(Upper KS1 and KS2)

Explore a fantastic example of a Victorian house and learn about the pioneer Victorian photographer, Julia Margaret Cameron and the famous people she photographed. Pupils will create a pop-up Victorian museum using a wide range of original artefacts to bring to life four people that lived in the house and make links to Queen Victoria.

Students will complete a museum trail that will help them explore the house and the photographs of Julia Margaret Cameron.



Key information

Contact	admin@dimbola.co.uk
Address	Terrace Lane, Freshwater Bay, PO40 9QE
Website	www.dimbola.co.uk
Open for schools	Year round by prior arrangement
Pupil Numbers	Minimum: 15 / Maximum: 32
Costs	Self-guided Tour (60mins): £2.00 / pupil Workshop with facilitator (120mins): £150 flat fee

Free activities and resources to support your visit are available online:

iwcep.co.uk/activities-dimbola-museum-and-galleries/

Isle of Wight Steam Railway

The Steam Railway at Havenstreet is a living, breathing, working museum with beautifully restored Victorian and Edwardian carriages, often hauled by 19th century locomotives, that take the visitor on a leisurely 10 mile journey through the Island's unspoilt countryside. Experience the sights, sounds and atmosphere of over 150 years of railway history in the interactive discovery centre Train Story. There is also a dedicated education space, a children's play area and a Woodland Walk.



Local Study: The History of the Island Railways (KS1 and KS2)

Pupils will learn about the history of the Island's Railways through a presentation, taking them from the late 1800s right up to the present day, and through three key eras; Edwardian/Victorian era, the Golden Age of Seaside holidays (1920s/30s) and then Preservation of steam railways. Local memories will be shared giving a first-hand account. Pupils will handle real artefacts and create a Museum Object Record and a Museum Label.



The Garden Isle by Train (KS1)

A Seaside Holidays workshop, exploring why the Isle of Wight was and still is a tourist destination. Please enquire for further details.

Bespoke Workshops (KS1-4)

We are looking to develop education sessions for local schools. Please get in contact if you would like help with a particular topic, e.g. STEM (STEAM) topics, The Age of Steam, WW1 or WW2.



Key information

Contact Sarah Girling, Heritage & Learning Manager

sarah.girling@iwsteamrailway.co.uk

01983 882204

Address The Railway Station, Havenstreet, Isle of Wight, PO33 4DS

Website www.iwsteamrailway.co.uk

Open for schools During train operational days, check website for details

Pupil Numbers Minimum: 15 / Maximum: 90

Costs Entry to Havenstreet station with self-guided tour (up to 2 hours): FREE
 Guided tour of Havenstreet Station and 1 hour train ride (2 hours total): £7.50/pupil
 Workshop session (1 hour): £2.50/pupil
 Please note: All visits must be pre-booked

Museum of Island History



Situated within the historic Guildhall on Newport High Street, the museum provides a fascinating exploration of Island history from the time of the dinosaurs to the present day. Visitors can view incredible objects highlighting the Island's diverse historical past; including hands on displays and the latest archaeological finds, as well as visit a range of exciting, changing exhibitions throughout the year.

Prehistoric Isle of Wight (KS2)

What was happening on the Isle of Wight during Prehistory? Students will look at the changes in lifestyle and technology from the Stone Age to the Iron Age. The workshop includes handling original flint tools, bison and auroch bones from the Island, excavating replica Bronze Age artefacts from sand, corn grinding and axe polishing. Students can also complete a museum trail that builds on their chronology skills and puts Prehistory in context.



Anglo Saxons on the Isle of Wight (KS2)



Learn about the Anglo-Saxon invasion and the countries that they migrated from. Meet two Saxon Islanders. What can we discover about them from their burials? The main activity is based on excavations at Carisbrooke Castle and Chessell Down. Pupils look at archaeological evidence, recreate the burials with hand crafted replica grave goods and handle the artefacts.

Students can also complete a museum trail that builds on their chronology skills and puts the Anglo-Saxon period in context.

Key information

Contact	Estelle Baker, Heritage Education Officer estelle.baker@iow.gov.uk 07813021486
Address	Guildhall, Newport, Isle of Wight, PO30 1TY
Website	iwight.com/museums
Open for schools	Year round: Monday, Wednesday and Friday
Pupil Numbers	Minimum: 15 / Maximum: 32
Costs	Self-guided Tour (60mins): £1 / pupil Workshop with facilitator (120mins): £4 / pupil



Artefact boxes The Heritage Education Service can loan items of historical, archaeological and geological interest to schools. Boxes of original artefacts, replicas and models on a range of topics from dinosaurs to the 1970s can support classroom activities before or after a workshop or museum visit. Loans can be delivered and collected direct to your school for just £45 for up to eight loan boxes.

Free activities and resources to support your visit are available online:

iwcep.co.uk/activities-museum-of-island-history/



Newport Roman Villa



When the owners of a nearby house sank new foundations for a garage in 1926, they made an incredible discovery. It was the site of a Roman farmhouse that had been built around the year 280 AD. The Romans were fine designers and engineers and this is reflected in the remains of the villa, much of which is still in excellent condition: including one of the best preserved domestic bath houses in Britain.



Newport Roman Villa has a dedicated education room. The Education Officer is a trained archaeologist and qualified teacher with over 25 years of teaching experience. Each workshop is designed to match the curriculum needs of each visiting group. Activities are very hands-on and use a variety of approaches to enable all learning styles to be accommodated. Pre and post visit resources are available.



At Home With The Romans (KS1)

Explore the Villa, handle artefacts and work out what they were used for to build a picture of how the Romans lived. Discover what materials the Romans used, create Roman style meals in the replica kitchen area, design a mosaic and try Romano-British style clothes. Compare life now with life in Roman times.

What The Romans Did For Us (KS2)

Use artefacts to discover what daily life was like in both the Iron Age and in Roman times. Consider how technology, culture and beliefs changed through hands on activities which include looking at the food introduced by the Romans in a replica kitchen area, building arches, trying on costume, and comparing Iron Age and Roman coins. Compare the armour of a Roman legionary and a Celtic warrior and discover how bathing changed after the Romans came to Britain. During a tour of the villa and photo hunt activity, learn how our knowledge of the past comes from the archaeological excavations.



Why Did The Romans Win? (KS2)

Explore and try on replica Celtic and Roman armour, looking for similarities and differences that are not enough to explain why Roman armies were so successful. Consider what really made a difference: training, tactics and the use of siege weapons. Investigate the science behind catapults (including pulleys and levers) and use replicas to see how many model Celtic warriors they can knock down!

Local Study: The Isle Of Wight During Roman Times (KS3)

Explore how archaeologists have used archaeological evidence to interpret the past and reconstruct parts of the building. Examine local artefacts, and the villa's remains, to learn how the Island traded with the wider Roman Empire, and how the classical world influenced the construction of the villa. Take part in hands-on activities and explore wider issues of citizenship in the Roman Empire.



Classical Civilisation & The Isle Of Wight (KS4 & GCSE)

One of the most important inventions that humans have made is writing. Understand the legacy of the classical world and investigate original architectural features and artefacts from Roman times. Students use replica Vindolanda ink pens and wooden postcards to write their own Vindolanda tablets in Latin.

Key information

Contact	Estelle Baker, Heritage Education Officer estelle.baker@iow.gov.uk 07813021486
Address	Cypress Road, Newport, Isle of Wight, PO30 1HA
Website	iwight.com/museums
Open for schools	October to March: Monday to Friday April to September: Tuesday and Thursday
Pupil Numbers	Minimum: 15 / Maximum: 60
Costs	Self-guided Tour (60mins): £2.95 / pupil Workshop with facilitator (120mins): £4 / pupil
Artefact boxes	The Heritage Education Service can loan items of historical, archaeological and geological interest to schools. Boxes of original artefacts, replicas and models on a range of topics from dinosaurs to the 1970s can support classroom activities before or after a workshop or museum visit. Loans can be delivered and collected direct to your school for just £45 for up-to eight loan boxes.

Free activities and resources to support your visit are available online:

iwcep.co.uk/activities-newport-roman-villa/

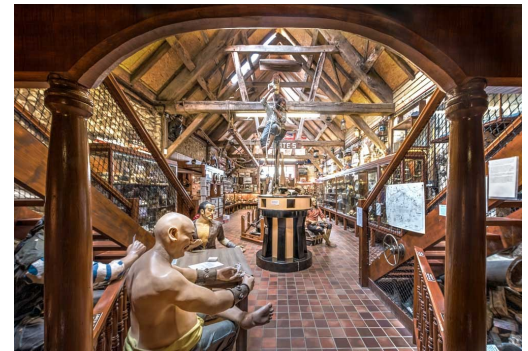
Shipwreck Centre & Maritime Museum



The Shipwreck Centre in Arreton is home to the Isle of Wight's most extensive collection of Maritime Heritage: a fascinating collection of items recovered from ships lost in the waters off the Island. There is also a stunning selection of items from the world of diving, both old and new, which illustrate how we explore the world beneath the sea. The Shipwreck Centre's artefacts provide a marvellous introduction to a wealth of topics including: history, science & innovation, diving, archaeology, museums, maritime conflict and, of course, pirates and smugglers.

Submerged Prehistory (KS2 – A Level)

Explore the artefacts and research carried out by the Maritime Archaeology Trust utilising our display at the Museum. Discover an exciting stone age archaeological site and related artefacts from Bouldnor Cliff, Isle of Wight. Dated to the Mesolithic period and monitored by our divers for over 20 years, this submerged underwater landscape has been helping us to redefine what we know of this time.



Coastal Changes And Rising Sea Levels (KS3 – A Level)

Examine methods to identify features that can be used to indicate coastal change. Explore the impact of climate change on our coastlines and how, for example, Nature Based Solutions can have a role in reducing the impact of rising sea level and tidal surges. Scientists and archaeologists have researched the coastline to explain these discoveries thus allowing students to become active in the community with varied initiatives. This extends to the seabed and students can explore how revealed generations since prehistory lost land and property to rising sea levels.

Pirates, Privateering And Smugglers (KS2 +)

An introduction to the subject of privateering and smuggling history in relation to both the Isle of Wight and wider afield. Explore why the Island was the perfect location for smuggling by looking at the geography and hazards at sea. Museum artefacts will be used to demonstrate how historic currency such as pieces of eight were made and circulated.

The History Of Diving (KS2+)

Explore how and why diving has developed and see how technology has changed over time and compare the historic dive kit in the Museum with the new and more familiar dive kit used today. Students will have the opportunity to handle modern dive equipment with an introduction into the physiology of diving practices. The collection at the Museum follows exploratory dive projects and the associated artefacts.



Shipwreck Secrets (KS2 +)

Take an exploratory look at shipwrecks. Students will be able to identify that when a shipwreck sinks to the sea bed it becomes a time capsule - a moment frozen in time. The session looks at shipwrecks on the sea bed and how they can provide clues from the past and reveal who travelled on the ships and the technology that was used.

Shipwrecks also show what objects and materials they were carrying and where they might have been heading at the time of the sinking and students can view the artefacts to reinforce these concepts. This session links to changes on the sea bed caused by rising sea levels, coastal changes and storm surges and the impact this has on a shipwreck.

Forgotten Wrecks Of The First and Second World Wars (KS2+)

With over 1,100 wartime wrecks along England's South coast alone, WWI and WWII has left a rich legacy of bravery and sacrifice. Explore this legacy through the Museum's collection and footage of dives in the Solent to view these amazing vestiges of history. Students will also look at how we research these wrecks and understand what they can tell us. The session will also look at how shipwrecks form and how we use this information to piece together the last moments before a loss. The session will include artefact handling and exploring how objects help us to understand a shipwreck site.

Submarines And Submariners (KS2 +)

Our Submarine collection allows learners to explore our collection and associated artefacts. Find out about the history of submariners and their story throughout peacetime and during times of conflict such as WW1 and WW2. Learners will be able to have a hands-on session with the artefacts that include the process of curating museum exhibits. Periscopes and propellers also feature in this session with an overview of ship wreck identification and preservation.

The Art Of The Museum / Artefact handling (KS2+)

Discover how museums work and explore behind the scenes at the Museum. This will include curating objects and assessing selected items of the collection. We will discuss how an exhibition is developed and the more practical elements involved in the day-to-day running of a museum. This session has a huge potential for research and development in collaboration with the Museum.



Maritime Archaeology (KS2 – A Level)

This session explores the work of the maritime archaeologist and looks at how maritime archaeology has developed. Students will handle underwater excavation equipment and explore the science behind diving. This subject extends across all disciplines within the Museum and can be adapted to the current mode of study.



Key information

Contact	Polly Buckingham, Museum & Outreach Officer polly.buckingham@maritimearchaeologytrust.org 01983 533079
Address	Arreton Barns Craft Village, Main Road, Arreton, PO30 3AA
Website	museum.maritimearchaeologytrust.org
Open for schools	Monday to Friday during term time
Pupil Numbers	Minimum: 4 / Maximum: 25
Costs	Self-guided tour (60mins): £2.50 / pupil Workshop with facilitator (up to 3hrs): £4.00 / pupil

Free activities and resources to support your visit are available online:

iwcep.co.uk/activities-shipwreck-centre/



Isle of Wight Museums and Schools

Visit: iwcep.co.uk/projects/museums-and-schools/

Contact: museums@iow.gov.uk

Partners



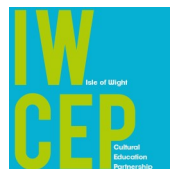
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