



BRADING ROMAN VILLA

Location	Open for schools	Exclusive use?	Min students	Max students	Cost and duration of activities		Contact for bookings
					Self-guided tour	Workshop with facilitator	
Brading Roman Villa, Morton Old Rd, Brading, Sandown PO36 0PH	Monday - Friday	Yes, Mondays	10	60	£4 / pupil (2hrs)	Tour - £4.50 / pupil (2hrs) Tour + 1 activity - £5.50 / pupil (half day) Tour + 2 activities - £6.50 / pupil (Full day)	Spencer Brown, Education Officer education@bradingromanvilla.org.uk

Key Stage	Workshop Title	Description
KS1	How we used to live	Pupils will explore Brading Roman Villa. On their tour they will see labels using 'Imprint 4' to help them recognise what they see and develop their reading skills. They will handle artefacts and work out what they were used for. From this, the pupils will build up a picture of how the Romans lived. They will talk about the materials that the Romans used - and also the ones that they did not have. The pupils will design a mosaic and try Romano-British style clothes. Their learning will be consolidated by getting them to compare how we live now with how the Romans lived.
KS2	Daily life before the Romans	This can consolidate prior learning on the Celts or be used as a springboard into the topic of the Romans. The investigation will use examine three basic human needs: food, clothing and shelter. Pupils will handle artefacts and, by discussion, learn how to draw out all that these artefacts can tell them. Pupils will get experience in how to ask, and answer, historic enquiry questions and, thus, learn the fun of being a 'History Detective'. At the end, pupils will annotate a picture with all they have learned about life in the Iron Age.
KS2 & KS3	The Impact of the Romans	Pupils will use artefacts and pictures to consolidate their knowledge of what daily life was like in both the Iron Age and in Roman times. The investigation will use three basic human needs: food, clothing and shelter to scaffold the pupils' learning. This will be extended into exploring the wider impact of the Romans on technology, culture and belief. Pupils will learn what changed in daily life between 200BC and 200AD. At the end of the session, pupils will annotate two pictures, one from the Iron Age, and one from the Roman period, and identify the changes and improvements.



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KS2 & KS3	Archaeology Digging – an introduction	The pupils get an introduction to what Archaeology is, how it is done, and, why. The pupils then put on goggles and gloves to excavate a practice trench. The contents of the practice trench can be altered to meet the needs of the visiting class. For example, fossils can be included in order that the pupils might differentiate between them and Roman artefacts (the re-excavations of 2006-09, for example, brought up many things that were not Roman). The addition of such objects allows the pupils to see that some things that are excavated are neither Roman nor valuable. When they have found their artefact, students complete an archaeologist's report. In the plenary, pupils are asked to say a little about what they have excavated and which materials survive and which ones do not. From this they can consider what types of people we can learn about from the past and who is largely invisible.
KS4 & KS5	Archaeology Digging – advanced	This workshop is aimed at KS4 and KS5. Pupils handle genuine finds from the archaeological digs at Brading Roman Villa. They identify types of pottery, what part of the item they are looking at and work out how large the original object would have been. Because this workshop uses priceless finds, it is only available to small groups who can be trusted to handle the artefacts with care.

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Carisbrooke Castle Museum, Castle Hill, Newport, PO30 1XY	Monday - Friday	Yes (Nov - mid Feb)	30	60	A self-led visit to the castle can be booked with English Heritage.	£4 / pupil (60-75mins)	Estelle Baker, Heritage Education Officer estelle.baker@iow.gov.uk

Key stage	Workshop Title	Description
KS1	Life in a Castle	This workshop takes as its starting point the story of Sleeping Beauty. The story uses Carisbrooke Castle as its setting but has clear fantasy elements. Through the story and role-play, the children 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. They will 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.
KS1 & KS2	One thousand years in a castle	Pupils will learn the main features of Carisbrooke Castle and understand that the castle has changed over time. They will investigate five significant people that lived at Carisbrooke Castle: matching labels to artefacts and taking part in role-play. They will also 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.
KS2	Carisbrooke Castle local study	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.
KS3	Carisbrooke Castle: Continuity and Change	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. The workshop will focus 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.

KS3- A Level	I'm a King get me out of here!	The workshop includes devising escape plans for Charles I, handling replica Civil War armour, exploring the issues of the Civil War, and finding out 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.
KS2 – A Level	WW1 and the Isle of Wight	Pupils will learn about soldiers from the Island and the campaigns they were involved in through their photographs, letters, diaries and artefacts. Pupils will try on replica WW1 uniforms, handle original WW1 artefacts and create a classroom museum using the artefacts and the knowledge they have gained during the session. They will also investigate the Castle's Chapel - which is the Island's WW1 memorial. This workshop can also be done at the Classic Boat Museum (in Cowes) where there will be additional links to innovations in boat and aeroplane design.



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Museum of Island History, Guildhall, High Street, Newport, PO30 1TY	Monday, Wednesday, Friday	Yes	10	16	£1 / pupil (40 mins)	£4 / pupil (60 to 75 mins)	Estelle Baker, Heritage Education Officer estelle.baker@iow.gov.uk

Key Stage	Workshop Title	Description
KS2	Prehistoric Isle of Wight	Students will find out about the latest discoveries on the Island and investigate changes in lifestyle and technology from the Stone Age to the Iron Age. This will be done by investigating artefacts that have been found on the Island.
KS2	Anglo Saxons on the Isle of Wight	Students will learn about the Anglo-Saxon invasion and the countries that they migrated from. Our educator will bring replica items from a local Anglo Saxon site into the classroom / museum for your students to investigate.



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Newport Roman Villa, Cypress Road, Newport, PO30 1HA	Monday - Friday (October - March); Tuesday and Thursday (April - Sept)	Yes	10	30	£2.95 / pupil (60mins)	£4 / pupil (120mins)	Estelle Baker, Heritage Education Officer estelle.baker@iow.gov.uk

Key Stage	Workshop Title	Description
KS1	At home with the Romans	Pupils will explore the villa. They will handle artefacts and work out what they were used for. From this, the pupils will build up a picture of how the Romans lived. They will talk about what materials the Romans used (and also which ones they did not have). The pupils will create Roman style meals in the replica kitchen area, design a mosaic and try Romano-British style clothes. Their learning will be consolidated by getting them to compare how we live now with how the Romans lived.
KS2	What the Romans did for us	Pupils can explore the villa through a guided tour on site or with a video tour. They will handle artefacts and work out what they were used for. Pupils will build up a picture of how the Romans lived. They will talk about what materials and items the Romans used as well as discussing what was not available in these times. The pupils can create Roman style meals, design a mosaic and try on Romano-British style clothes. Their learning will be consolidated by asking them to compare how we live now with how the Romans lived.
KS2	Why did the Romans win?	Pupils will explore replica Celtic and Roman armour and try it on. Next, they will look for similarities and differences. Pupils will conclude that these are not enough to explain why Roman armies were so successful. This leads to the consideration of what really made a difference: training, tactics and the use of siege weapons. The pupils will investigate the science behind catapults and use replicas to see how many model Celtic warriors they can knock down! This workshop will help the pupils understand Pulleys and Levers.



KS3	Local Study: The Isle of Wight during Roman Times	Newport Roman Villa is an excellent site to explore how archaeologists have used archaeological evidence to interpret the past and reconstruct parts of the building. Pupils will examine local artefacts, and the villa's remains, learn how the Island traded with the wider Roman Empire, and how the classical world influenced the construction of the villa. There will be hands-on activities that examine building techniques, the weaving of cloth, and pottery analysis and reconstruction. Pupils will also compare the replica armour of a Celtic warrior, a Roman legionary and a Roman auxiliary soldier, and explore wider issues of citizenship in the Roman Empire.
KS4 & GCSE	Classical Civilisation and the Isle of Wight	One of the most important inventions that humans have made is writing. Newport Roman Villa can help pupils to understand the legacy of the classical world and investigate original architectural features and artefacts from Roman times. Students can also use replica Vindolanda ink pens and wooden postcards to write their own Vindolanda tablets in Latin.



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Shipwreck Centre and Maritime Museum, Arreton, Newport, PO30 3AA	Monday to Friday during term time	Yes	8	25	£2.50 / pupil (60mins)	£4.50 / pupil (Up to 3hrs)	Polly Buckingham polly.buckingham@maritimearchaeologytrust.org

Key Stage	Workshop Title	Description
KS1 & KS2	Submerged Prehistory	Through the artefacts and research carried out by the Maritime Archaeology Trust, we'll explore an exciting stone age archaeological site (Bouldnor). Dated to the Mesolithic and monitored for over 20 years, this submerged underwater landscape has been helping us to redefine what we know of this time. The session will include artefact handling and exploring how these help us to understand a site. This session is adaptable to any age group.
KS1 & KS2	Pirates and Smugglers	We'll discuss pirates and smuggling history in relation to both the Isle of Wight and wider afield. We'll also explore why the Island was the perfect location for smuggling by looking at the geography and hazards at sea. Activities include drawing pieces of eight and finding parrots hidden throughout the museum. This session is designed for our younger audiences, however, is fully adaptable for all age groups with age-appropriate activities and learning.
KS1 & KS2	The tragedy of the Titanic	<p>This session has been put in place to teach students about The Titanic, through its loss & legacy. It offers work with a range of skills including: English, History and Science as well as basic skills such as speaking and listening. The students will work with a range of different resources such as newspapers, pictures and posters promoting the ship from 1912, which have been replicated for educational uses.</p> <p>The students will each be given a 'Boarding Pass' which is a replica of the original one which would be given to real passengers. They will also receive a work booklet with Titanic related information and different activities. These booklets replicate the information which passengers were given as a means of promoting the ship's maiden voyage. This session is adaptable to any age group. For older students, additional activities examine the wreck site and excavations.</p>



KS1 & KS2	The History of Diving	Most visitors to the Museum are surprised to learn that we've been diving for over 2,000 years. Through the collections, we'll explore how and why diving developed and see how technology has changed over time. We'll 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 kit. This session is adaptable to any age group and includes artefact handling.
KS1 & KS2	Forgotten Wrecks of the First World War	With over 1,100 wartime wrecks along England's South coast alone, WW1 has left a rich legacy of bravery & sacrifice. We'll explore this legacy through the Museum's collection and footage of dives in the Solent to view these amazing vestiges of history. We'll look at how we research these wrecks and understand what they can teach us of war. 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 site.
KS4	The Art of the Museum / Artefact handling	This session is for older students visiting the Museum and is perfect for smaller groups. We'll look at how museums work and explore the work behind the scenes. This will include photographing objects and assessing their condition as part of building a digital archive of the collection. We'll also 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. The Museum would be happy to consider a museum or gallery 'takeover' as part of this session. Please contact the Education & Outreach Officer to discuss.
KS2 – KS4	Submarines and Submariners	This session is available for all ages. Our Submarine collection allows learners to explore our collection of Submarine artefacts. Learners will explore the history of submariners and their story throughout peace time 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. Sketching artefacts and practical activities for younger learners with opportunities to make a paper propeller.
KS1 & KS2	Maritime Archaeology	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. Can be adapted for any age group.
KS1 & KS2	History of Diving	Most visitors to the Museum are surprised to learn that we've been diving for over 2,000 years. Through the collections, we'll explore how and why diving developed and see how technology has changed over time. We'll 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 kit. This session is adaptable to any age group and includes artefact handling.



Visits available soon – please contact venue to register your interest and for further information

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					Self-guided tour	Workshop with facilitator	
Classic Boat Museum The Boat Shed, 117a Medina Yard, Thetis Road, Cowes, PO31 7DJ The Gallery, Columbine Building, Columbine Road, East Cowes, PO32 6EZ	Tuesday and Friday (other days by prior arrangement)	Yes	30	30	£2 / pupil	Tour (1 site) £4.50 / pupil (2hrs) Tour (2 sites) £5.50 / pupil (half day) Tour (2 sites & dinghy simulator) £6.50 / pupil (Full day)	Jan Ford (self-guided tours) jan@maritimeisle.org

Key Stage	Workshop Title	Description
KS1 & KS2	Transport Through Time	<p>This workshop can be adapted for KS1 or KS2. The workshop will be the launching point for a study tracing how several aspects of national history are reflected in the locality - or an aspect of history that is locally significant. Pupils will learn about the Island's maritime innovations over the last 150 years using the Museum's collections and get hands-on with the exhibits.</p> <p>They will also learn about local boat designers and buoyancy through participating in a Lego boat building challenge. They will find out about Marconi's pioneering work on the Island, how Morse Code was used on ships and practice SOS in Morse Code. There will also be the opportunity to sketch museum exhibits.</p>
KS1 & KS2	'S.O.S.' Safety at Sea	At KS1, the pupils will identify what was done to keep people safe at sea in the past and compare it with what is done today. They will also learn about some of the maritime innovations that happened on the Island at the same time that Titanic was being built and about the different jobs on board ship. This will be done through costume, artefacts and roleplay. It will

Museum and Schools workshops available from our Island Museums (Autumn 2021)



		<p>include the role of a wireless officer, using replica equipment to send out an SOS Morse Code message and the use of 'Aldis' signalling lamps. For KS2, the workshop will be developed into how and why safety improved - and pupils will consider the technology that made these developments possible. As part of the workshop pupils will take part in activities to help them learn about safety at sea in the past, including signalling and safety equipment. They will also explore the exhibits in the museum, including interactive exhibits to learn about knots and pulleys.</p> <p>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.</p>
KS2&3	Prepare to sail!	<p>The Classic Boat Museum is the only organisation on the Island to have a dinghy simulator: this teaches you how to sail without getting your feet 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 and can be incorporated into a visit and workshop at the Classic Boat Museum.</p>

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					Self-guided tour	Workshop with facilitator	
Dimbola Museum & Galleries, Terrace Lane, Freshwater Bay, PO40 9QE	By prior arrangement						Elizza Blizzard Elizza.Blizzard@dimbola.co.uk

Key Stage	Workshop Title	Description
KS1	Homes: Then and Now	Explore a fantastic example of a Victorian house and investigate the people who lived there and the different jobs they did. This will be done through role play: deciding which artefacts would have belonged to a maid, a gardener, Julia Margaret Cameron, her husband and one of her children. Pupils will also think about how household items have changed by placing artefacts on a timeline and completing a trail around the house.
KS1 & KS2	Julia Margaret Cameron and the Victorians	Pupils will learn about the pioneer Victorian photographer, Julia Margaret Cameron, the famous people she photographed and the house she lived in through a museum trail. Pupils will create a pop-up Victorian museum using a wide range of original artefacts to bring to life the people who lived in the house. They will also find out about links to Dimbola and Alice in Wonderland.

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