

Tell Me a Story: Estelle IV



This activity has been designed to support Arts Award Explore but can readily be adapted for other levels or used to inspire fun activities undertaken without formal Arts Award assessment.

The inspiration for this session is a silver model of a powerboat, Estelle IV

This is a model of the Estelle IV, a powerboat built in East Cowes by Saunders for Joe Carstairs, a wealthy American lady who lived in England, and owned and raced very successfully by her in both England and America. Made of silver and dates back to 1929. It is indicative of the importance in that time of the development of speed and reliability in engine design and construction.



(There is additional information available about Joe Carstairs. Contact Classic Boat Museum.)

At Classic Boat Museum

In groups of 8-10

Introduction: Joe Carstairs and her power boats

Take a close look at the model. Joe wanted to be the fastest woman on water. She also celebrated her differences and challenged people's conceptions of what women should do. She had money from inheritance which she used to pay for boats and bought a boatyard (Sylvia Boatyard) in East Cowes.

Aim: Create a game inspired by Joe Carstairs

Scenario:

Have you played board games like Monopoly, Payday, snakes and ladders or Ludo? Your goal is to create a board game for Joe Carstairs. For example, the board could be a map of the Isle of Wight with the aim being to be the first boat to race around the Island.

Collectively, choose the basic layout of your board. It will help inform the choices for rest of your board game.

In pairs decide the following:

- ◆ Name of your race, names of competitors and names of boats
- ◆ Think up short biography for each competitor eg age, previous competitions won, skill

level, strengths, financial position

- ◆ Think of possible negative chances eg wind, tide, fuel, collisions
- ◆ Think of possible positive chances
- ◆ How will your boats move? Dice? pick up a card? Spinner? Collect resources?
- ◆ Design the board - things to think about: natural hazards, start and finish line, fuel depot, marina position, ferries

Collect the ideas together and talk about how to tell other people about your game.

Do a 'Dragon's den' proposal to the rest of your class explaining the main features of your game. Record the presentation on phone or tablet for evidence for Arts Award.

After your visit

Share out the tasks to create your boardgame eg:

- ◆ Make the board
- ◆ Write the chance cards
- ◆ Make the boats
- ◆ Write the instructions
- ◆ Write introductory story about Joe and her boats

Test your game and refine and improve it.

Do another Dragon's Den pitch and record. *If you're doing Arts Award, don't forget to record this and check the recording of the dialogue for audibility for assessment and re record if necessary. Ideally, ask the children to say their first names on the recording to ensure the recording can be matched with other assessment data.*

Remote Learning Suggestion

1. Watch this video about Joe's failed attempt with her boat 'Newg': tiny.cc/newg. Draw a storyboard of it including it sinking in Southampton Water and create a short graphic novel about this event.
2. Imagine you are a commentator in Cowes watching the start of a Round the Island powerboat race in which Joe is taking part. Record the commentary of the start and finish on your phone/ tablet. You can decide if she wins this fictional race.

Other suggestions to help achieve Arts Award

Don't forget that the creation of this board game and the 'Dragon's Den' pitch is one of the range of activities required to achieve Art Award 'Explore level'. The evidence for this would be the recording of the presentation in a digital format (eg memory stick or upload) to be submitted with the rest of the portfolio and accompanying photographs of participation in the activities/assemblies.

Children also need to give a personal response to their participation eg. "I enjoyed doing this because..."

Art activities

- ◆ Make a model of the Estelle 4 from clay or use it to inspire new designs. Watch this video for ideas: tiny.cc/boat-hulls
- ◆ Create a winner's trophy for your board game or for a sporting event. Here are some ideas: www.impacttrophies.co.uk/trophies-2
- ◆ Joe Carstairs was a very wealthy woman. She bought an island in the Bahamas. Imagine you could buy an Island. What would you have on it? Draw a map and add the things you would like on it. Kieran Larwood (an Islander, who wrote the Podkin books) uses fantasy maps in his books. Here is a good youtube video of him talking about creating fantasy maps: tiny.cc/larwood

Art institutions

Find out about:

- ◆ The Classic Boat Museum
www.classicboatmuseum.com
- ◆ Cowes Maritime Museum (in Cowes Library)
<http://tiny.cc/cowes-maritime>

Artists

- ◆ Yinka Shonibare created a ship in a bottle for the plinth in Trafalgar Square:
<http://tiny.cc/ship-in-bottle>
<http://yinkashonibare.com/home/>
- ◆ Andy Peters is figurehead wood carver:
<https://www.maritimawoodcarving.co.uk/>

Other Treasures from the Classic Boat Museum

Hovercraft Model



SRN4 was built and tested at Cowes in the 1960s. The largest hovercraft built by Saunders Roe, named *The Princess Margaret*, she did the cross-Channel route from Dover to Calais and Dieppe carrying cars and passengers. The world's first to carry cars.

Activities

- ◆ Write the letter that would have been sent to Princess Margaret asking her to name the hovercraft.
- ◆ Hovercrafts can go on land and sea. Write a story about a hovercraft hijacked.
- ◆ Gull gossip. Imagine you are a pair of gulls. Create their conversation about first encountering a hovercraft.

Airborne Lifeboat



The Airborne lifeboat was invented and made in Cowes in 1943, during World War Two after the yacht designer Uffa Fox's relative was injured on crashing in the Channel. Several hundred of these boats were built and used all over the world during the war, saving the lives of over 200 crashed airmen. They were dropped from Lancaster bombers with parachutes and carried enough stores and lifesaving equipment to keep men alive for several days until being rescued.

Activities

- ◆ 'Help!' Write the story of how the liferaft saved two airmen.
- ◆ Write instructions on how to sail.
- ◆ Record an audio description of the liferaft for visually impaired people.
- ◆ Write a diary entry for an airman who dropped the life raft to a bomber friend.

Arts Award

To achieve an Arts Award -Explore Level, children and young people have to collect evidence in an individual arts log of their experiences of:

- ◆ taking part in a range of arts activities, including a personal response about what has inspired them about taking part
- ◆ the work of artists or craftspeople and arts organisations
- ◆ creating a piece of artwork
- ◆ sharing with others what they have enjoyed and/or achieved through completing their Arts Award

Refer to the Arts Award website for detailed guidelines: www.artsaward.org.uk

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