

# VICTORIAN MILLS (KS1) (4 ACTS)

## Notes for Teachers

Before your visit we would be grateful if you could **divide the class into 4** roughly equal groups, each with an adult or teacher in charge. Please **number the groups 1 to 4**. Each adult will need a copy of the enclosed map/adult helper information sheet.

On arrival the children will be met and shown where to put their coats. They then need to **go to the activity which corresponds to their group number** (Group 1 goes to Activity 1 etc.)

At least one of the activities will be supervised by museum personnel or helpers; for all the others **easy instructions will be available** at the relevant location. The group needs to remain at its activity for about **20 minutes**; museum personnel will let you know when it's time to move on and which activity to go to next.

### *Activity 1: Processing Wool*

Pupils learn about the steps needed to process sheep's wool into cloth and have a go at weaving on the hand loom.

### *Activity 2: Story*

The group joins in with telling a story about a child who worked in a woollen mill.

### *Activity 3: Number games*

The children find out about "old money" through card games and discover what the wages of a child labourer were.

### *Activity 4: Factory Life*

A costumed character will explain what life was like for children working in the Victorian factory. Various objects connected with weaving will be examined and drawn.

Please be aware of other people using the museum and make sure they can get past your group!

We hope you enjoy your visit !

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## Notes for Helpers

You will be in charge of a small group of children and will be escorting them around the museum. **Along with this sheet you will need a copy of the map with numbers on** (showing where each activity will take place).

**Every 20 minutes** the group will move to a different part of the museum to start a new activity. **There are 4 activities**, as detailed below. Museum staff will let you know when it is time to move on and which activity to go to next. **Look for the arrows** to help you find your way to the next activity.

If you are with Group 1 you will start at Activity 1, Group 2, Activity 2 and so on. When it is time to move on, move your group to the next activity with the next number (after Activity 4 you will move to Activity 1).

There will be a box or a coloured wallet at each activity location. **Please read the instructions** and help the children to complete the task

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### *Activity 3: Number games*

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### *Activity 4: Factory Life*

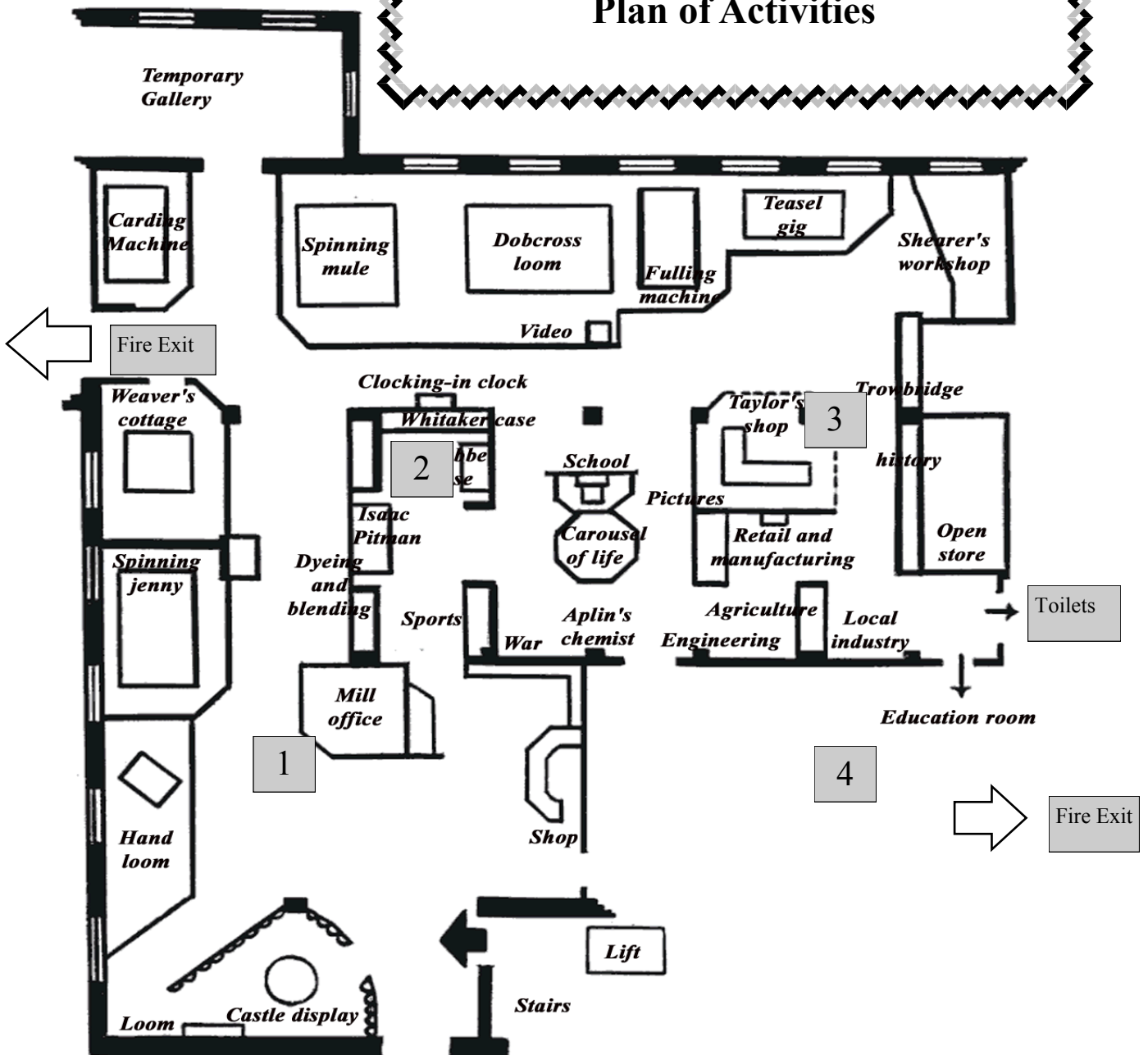
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## Plan of Activities



In the event of a fire, please direct your group to the nearest fire exit.  
 The stairs to the shopping centre are not a fire exit and the lift should not be used.  
 Museum staff will be on hand to direct you.