

Grandparents Life (KS2) (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 One goes to Activity One 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 One: *Weights, Measures and Money*

Using the Museum's reconstruction of a 1950s draper's shop as a starting point, the children will learn about the pints, pounds and shillings and pence used in their (Great) Grandparent's time.

Activity Two: *Toys and Games*

The children will find out about toys and games from the 1950's and 1960's and play some old fashioned games.

Activity Three: *Everyday Objects*

This is an opportunity for the children to find out what sort of things their Grandparents would have used around the house, and to discuss how they have changed over time.

Activity Four: *School Days*

What was it like being at school in the 1950s and 1960s? The pupils will need to get to grips with dipping pens and elocution exercises and learning by rote.

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 personnel 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 leading 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 activity with the next number (after activity 4 you'll be going on to activity 1).

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

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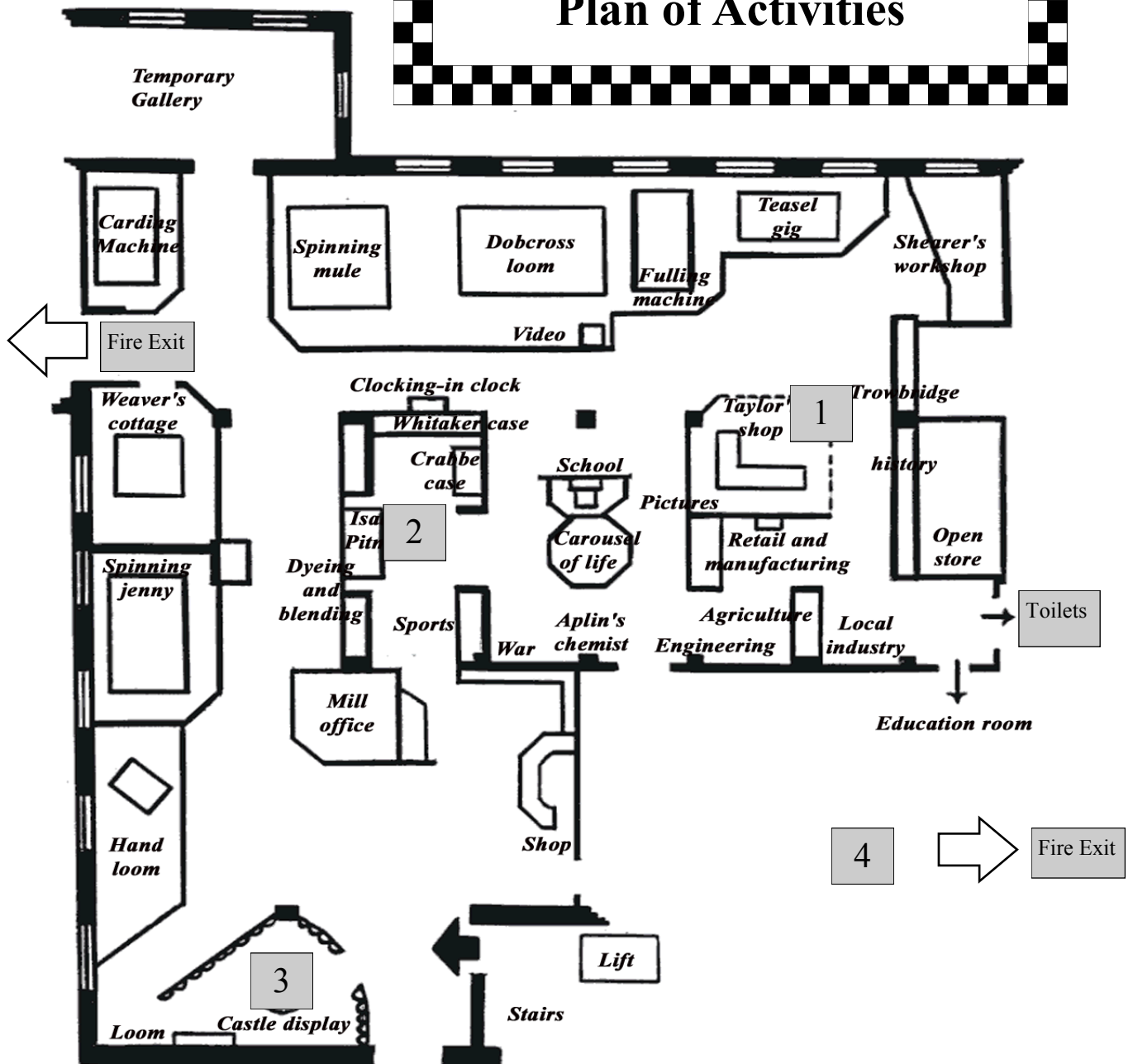
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Plan of Activities



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