

Titanic Discovery Sessions & Workshops KS2

Teacher Guidance Notes



Please use these notes to inform your planning of your visit to SeaCity Museum.

Discovery Session

Your tour guide will outline appropriate behaviour for the group whilst on the tour and is likely to establish a signal for the group to listen or come back to them (e.g. clapping).

These are the rooms/content usually covered in the tour:

- 1) **Introduction in Grand Hall.** Basic information about the Titanic covered and finding out what group already knows. *If appropriate, our guide will ask your group basic questions such as where was Titanic built, how long ago, where was it sailing from/to, why was it called "unsinkable" etc.*
- 2) **Crew Wall** in the entrance to the exhibition - *What 'crew' means, the importance of the crew to Southampton and highlight some of the different crew members and the jobs available.*
- 3) Southampton 1912 Corridor- *highlights include photo of Titanic and crowd scene. There may be the opportunity for a group photo at this point.*
- 4) **Preparing for Departure Room** Activities in small groups followed by tour guide input. For some older groups this area follows a more adult style tour of the group looking at specific objects together.
- 5) **Deckchair Area** *Story of Bruce Ismay, Thomas Andrews and lifeboats.*
- 6) We don't generally do the interactive games on the tour as we leave it for you to do with your groups in your self-guided time. This allows greater time and opportunity for all pupils to participate. These interactives are "steer the ship" game, "boiler room/ shovelling coal" and "Marconi Morse Code". If you do not have any self-guided time in the museum, please do let us know and we can aim to incorporate these areas into the tour.
- 7) **Map Room** *Explanation of the affect of Titanic's sinking on Southampton.*
- 8) **Crew Wall** *Reflect on the disaster and some of the main reasons for the loss of lives. Conclusion.*

Obviously we aim for each education group to get the same amazing tour experience, however adaptations to the tour are sometimes necessary due to the customer flow within the exhibition or any maintenance work.



Workshop

The workshop lasts 1 hour and draws upon many different elements about the Titanic. The workshop is divided into two main sections. The first section is an all-together section and is mainly facilitator led and includes dressing up and information about the Titanic. The second half of the workshop allows for four rotational activities.

- 1) **Starter Activity** to gauge prior learning
 - 2) **Dressing Up** (x 6 pupils). Find out about specific passengers and crew on board the Titanic.
 - 3) Four rotational activities:
 - Morse Code/Smell Cubes** (depending on age)- Telegraph operating or Matching activity.
 - Water Investigation**- A simple scientific experiment looking at the reasons why Titanic sank.
 - Artefact handling**- Handle objects related to Titanic.
 - 'Who to save in the lifeboat?'**- Discussion-based task.
- NB- It's helpful if these groups are worked out prior to the workshop. We advise that each table activity has an adult helper.**

Obviously we aim for each education group to get our same experience, however we sometimes change activities depending on suitability and the requirements of the group.

