



School Workshops

Depending on group size, most visits consist of **2/3 workshops** held between 10am and 2.30pm though we are happy to tailor the times.

Price: **£4/£5 per pupil** (depending on workshop choice) for the entire visit, adults FREE.

For more details, including NC links and visiting, please look on our website johnmooremuseum.org



Animals and Adaptations

Science, Art & Design: KS1, KS2 & KS3

Handle and observe animals from our natural history collection, learn about food chains, predators and prey, night and day, examine their features in detail and create tactile animal portraits

At home with the Tudors

History: KS1, KS2 & KS3

Immerse yourselves in the smells and sights of times gone by. Take a tour of the 15th century Merchant's House with the merchant's housewife, try on historic clothing and discover what it was really like to live in the Tudor age.

Blood, guts and a bit off the top! Meet the Tudor barber surgeon

History: KS1, KS2 & 3

Discover the horrors of 15th and 16th century medicine. Feeling ill? Our Barber Surgeon has cures for all!



Building a Tudor House

History: KS1, KS2 & KS3; Design Technology: KS1 & KS2

Who built these historic buildings and why? How were timber-framed buildings constructed? Learn about 15th and 16th century construction methods and make wattle panels

Discovering places of worship

History: KS1, KS2 & KS3; Religious Studies GCSE and SMSC

Enjoy a guided tour of the Old Baptist Chapel, an early Nonconformist meeting house, standing in the shadow of Tewkesbury Abbey. This facilitated workshop will also include the opportunity to visit the abbey.



Living things & their habitats

Science: KS1 & KS2

Identify living things in their natural habitats with a creature crawl and pond-dipping in the Secret Garden, plus a visit to the museum to view the natural history collection, which includes creatures too shy, too small, and too rare to see in the wild! (April-Oct recommended)



NEW! Flooding in Tewkesbury: a case study



Geography: KS3

In July 2007, Tewkesbury was badly hit by floods which had a catastrophic impact on the town. The effects included the flooding of hundreds of homes and businesses, loss of power and water, and loss of life. This session looks at the causes and consequences of the flood, as well as considering the larger issues of flood prevention, climate change

and the impact of media coverage. Pupils will explore the heart of Tewkesbury and the floodplain and hear from locals regarding their experiences.

NEW! Environmental Issues

Geography, History and Science: KS2 & KS3



This workshop delves into the natural world and the impact we have on the planet. The pupils will consider the issues the environment is facing at the moment, and the ways in which we can make a small difference at home to help, such as recycling. This session also delves into renewable energy sources, water usage and the effects of climate change. The pupils will also explore the Merchant's House to discover how past generations lived and how everyday objects were made from recyclable materials. Are we more environmentally friendly than the Tudors? Or do we still have a lot to learn from our ancestors?

Saving historic buildings

History: KS2 & KS3

How have buildings changed over time? Why should they be saved? Pupils will use old photographs to identify change, tour the museum's wonderful medieval buildings and create their own historic building model to take back to school.



Secrets & Sermons

History: KS2 & KS3

The history of the Old Baptist Chapel, possibly the oldest of its type in existence, is the story of faith in the face of persecution and of eventual tolerance. Using primary sources discover how the Tewkesbury Baptists developed their church in secret, using codes to protect their members, baptisms under cover of darkness to avoid detection and their eventual acceptance in the local area. This workshop will involve code-breaking and writing with quills!

Tudor princes, pests & pennies: Tudor attitudes to wildlife

History: KS1, KS2 & KS3; Science: KS1 & KS2; Mathematics: KS1, KS2 & KS3



How
much

THE JOHN MOORE MUSEUM

NATURAL HISTORY | HERITAGE | LIVING VOICES



did

the Tudors pay for a fox's head and why? What does a mole's coat feel like? Which animal did they believe turned into a witch? An engaging, cross-curricular session using the natural history collection to learn about Tudor folklore & attitudes.

Tudor toys & games: life before TV!

History: KS1, KS2 & KS3

A play session using Tudor board games, crafts and toys to discover what children's leisure time was like in the past.