

LEEDS CASTLE'S KING OF THE CASTLE



WORKSHOP PROGRAMME

This KS3 Workshop Activity is designed to develop and reinforce the students' skills and understanding of History.

LEARNING OBJECTIVES

Leeds Castle education staff, who will support the pupils in developing their understanding of key historical terms and chronology, lead the workshop.

The students will, in teams, complete a series of games and challenges, which have been designed to be competitive and fun. The emphasis will be on positive reinforcement of understanding, with minimal written work. Although literacy will be a focus, this will be supported with visual prompts and peer teamwork, to enable full participation by students of all abilities.

WORKSHOP ACTIVITIES

The workshop activities will consist of 3 challenges and the overall timing will be 1 ¼ hours, although this may vary according to how the workshop progresses.

The main focus will be on the Middle Ages, with particular reference to castles and their development. We will be testing their knowledge of historical terms and major events over time since medieval times.

Activities will be tailored to suit your students, but all will include a mix of seated and out-of-their-seats activities, to provide for a range of learning styles.

TIMETABLE OF THE DAY

We are an inclusive venue and can accommodate groups of up to 90 students. The timetable you follow will depend upon the size of your group.

The timings shown are approximate and can vary depending on how the workshop and tours progress. We are able to be flexible and the Education Leaders will consult with you on the day if there are particular circumstances or considerations.

This workshop does not include a guided tour, but you will receive a Guide sheet in your Teachers pack, to enable teaching staff to guide the students in the castle.

Timetable 1 - For group size 30 and below

WHOLE GROUP	
10 am	Coach to drive to Ticket Office where you will be met by your Education Leader.
10.15 am	Directed to the Education Centre by staff
10.30 am	Workshop session
11.45 am	Lunch, free time and depart at your leisure

Timetable 2 - For group size between 31 – 60

Please note that each session lasts approximately 75 minutes and the day will not finish until 2.15 pm

GROUP A		GROUP B	
10.00 am	Coach to drive to Ticket Office where you will be met by your Education Leader.		
10.15 am	Directed to the Education Centre by staff		
10.30 am	Workshop session	10.30 am	Free time
11.45 am	Free time	11.45 am	Workshop session (Ensure that toilets are used beforehand)
		1.00 pm	Depart Education Centre
Depart at your leisure			



TIMETABLE OF THE DAY

Timetable 3 - For group size between 61 – 90

Please note that each session lasts approximately 75 minutes and the day will not finish until 2.15 pm

GROUP A		GROUP B		GROUP C	
10 am	Coach to drive to Ticket Office where you will be met by your Education Leader.				
10.30 am	Arrive at Education Centre and workshop session	10.30 am	Free time	10.30 am	Free Time
11.45 am	Lunch	11.45 am	Workshop session (Ensure that toilets are used beforehand)	11.30am	Lunch
12.15 pm	Free time	1.00 pm	Lunch & Free Time	1.00 pm	Workshop session (Ensure that toilets are used beforehand)
Depart at your leisure					

BACKGROUND INFORMATION

There will be 3 team challenges, a timeline challenge, an Historical Terms Quiz and a final challenge entitled 'Thinking Outside the Box Preparation for Visit

As the students will be working in teams it is essential that you assign pupils to their teams before they arrive. There should be 5 teams and they should consist of a maximum of 6 students per team (maximum of 30 students per workshop). You should also assign one student to be the Leader of each team, based on your knowledge of the students and their aptitudes.

The Timeline Challenge – Please contact the Education Manager prior to the visit inform the Education team your preference for the Timeline Challenge.

Medieval Timeline or Generic Timeline (1066-19600

THE CHALLENGES

Timeline Challenge

This activity tests students' understanding of chronology.

A physical activity whereby each team is given a washing line, some pegs, and set of laminated cards printed with an event and date.

Each team has to attach the cards to the washing line in the correct chronological order.

You will be asked to choose which timeline you require.

History Words Quiz

This activity tests students' knowledge and understanding of key historical terms and concepts. Multiple-choice questions will be shown on screen and talked through by the leader. Each team will have an answer sheet to record their answers. Teams will be allowed a few minutes after each question to discuss and record, so that it is a genuine team effort.

Thinking Outside the Box

This activity gets the students thinking about important events, dates and people. They have to follow clues and work out the connections.

FOLLOW UP IDEAS FOR THE CLASSROOM

Students could be challenged to devise their own versions of the games.

Produce mini booklets on key terms using images to illustrate e.g. make their own scenes including anachronistic details.

Create a Time Traveller's guide to Leeds Castle incorporating information they have gained from their site visit.

Create their own Thinking Outside the Box Challenge for other teams to solve.