

Sample itinerary for KS1-3 Tudors topic. One class.

Class/Location	Time and activity
Everyone School Hall	0900-1015 Interactive demonstration Start with '<u>rolling out a timeline</u>' from today back to the end of the Tudor era and earlier to help the children gain some chronological understanding. Interactive with students holding objects from periods throughout history to illustrate our time-line. Interactive demonstration '<u>Dressing a teacher</u>' as a Tudor noble in a full set of heavy plate armour from the Wars of the Roses- learning about their training and fighting techniques and some of the unique weaponry that they would have used. We will dress another teacher as a musketeer/pikeman from the later part of the Tudor period, defending the realm at the time of the Spanish Armada.
	1015-1030 Break
Everyone Outside	1030-1100 Outside demonstration '<u>Shooting a Tudor bow</u>' A memorable demonstration of the power of the Tudor bow. We will be shooting our specialist safety arrows under carefully controlled conditions for height to illustrate why this was an essential element of Tudor warfare.
2 separate groups (A and B) Classrooms (Rotation)	1100-1200 (Group A) Activity '<u>What's my job?</u>' a specially designed activity encouraging children to investigate and think about different occupations of people living in the late Mediaeval era through the examination of unusual artefacts. (Group B) Activity. '<u>Helmet timeline</u>' The Tudor era saw incredible development in the way warriors fought and defended themselves with armour. This timeline is a hands-on opportunity for learning about change and continuity using a fantastic collection of helmets.
	1200-1300 Lunch
Everyone School hall	1300-1330 Interactive demonstration '<u>Dressing a household</u>' - A great opportunity to meet some more Tudors at home. Outfits for a noble family, desperately trying to keep up with the fashions of the Royal Court, and the accessories that go with them as well as the people whose job it was to make sure they had everything they needed.
Everyone School hall	Activity '<u>Skins and Skulls quiz</u>' Your students will use their quiz sheets to match different animal skins and skulls roaming across late Mediaeval Britain to the name of the animal. A strong knowledge of your environment and the animals which lived in it was essential for successful living.
Everyone School hall	Interactive demonstration Finish with <u>Tudor medicine and surgery</u> Hands on History have created a means by which we can diagnose, and cure patients using Mediaeval ideas about health and healing, which was a mixture of herbal remedies, inherited knowledge, and luck mostly- but there were some 'professional' practitioners called <i>physicians</i> and <i>apothecaries</i> applying effective cures to those who could afford it (based on ideas which they borrowed from the Ancient Greeks). We will even perform some mediaeval surgery, thanks to our <i>barber surgeon</i>, with the removal of a lower leg. Guaranteed survival rate and unforgettable experience for the patient and those watching. <u>'Tudor Quiz' and 'Question and Answer' session at the end if time allows</u>