

Conwy - 5,000 Years of Human History

Resource Box

Curriculum for Wales KS1, 2 & 3



CANOLFAN
DDIWYLLIANT
CONWY
CULTURE
CENTRE



This challenge will draw out your pupils' research, creativity and communication skills, while providing a vibrant, fun and fulfilling learning experience.

The challenge has been set by the Conwy Culture Centre Team.

'Mantle of the Expert' is an educational approach that uses imaginary contexts to generate purposeful and engaging activities for learning. We have taken some elements of this approach when developing these resources.

Curriculum for Wales

This resource has been developed to complement the Curriculum for Wales. Of the 12 pedagogical principles highlighted in 'Successful Futures', this resource:

- creates an authentic context for learning
- encourages learners to take responsibility for their own learning
- supports social and emotional development and positive relationships
- encourages collaboration
- also encourages a wide range of teaching approaches, promotes problem-solving, creative and critical thinking, and utilises and reinforces cross-curricular learning across the six areas of learning.

This resource has been developed in pursuit of the four purposes of the curriculum, developing young people as:

- ambitious, capable learners, ready to learn throughout their lives
- enterprising, creative contributors, ready to play a full part in life and work
- ethical, informed citizens of Wales and the world
- healthy, confident individuals, ready to lead fulfilling lives as valued members of society.

The six areas of learning and experience can be met by following and adapting our 'Mantle' approach within this resource. It encourages enterprising and creative contribution and the development of high-order skills that are in demand by employers.

Expressive Arts

There are opportunities to utilise the five disciplines of art, dance, drama, film and digital media, and music to physically, emotionally and socially engage. This 'Mantle' creates a meaningful experience that will explore diversity and cultural changes through local Welsh history. Knowledge, skills and values will be developed through the activities, enabling children to engage with issues that have shaped Wales and the world and that will continue to have a bearing on their lives.

Health & Well-being

This 'Mantle' offers an insight into the social changes that have affected children through history. These contexts allow for debate and comparability discussions that can enable learners to understand and appreciate their own and others' experiences and reactions to social pressures and demands. This collaborative 'Mantle' provides learners with access to a realistic employment situation where they can learn about work and the skills that are of value in a workplace. They can also explore the mental and physical importance of learning through play.

Humanities

This 'Mantle' provides the physical tools to immerse the learners in sequential periods of time in local history. The way children played, and what they played with, was often representative of the life, work and shape of society at those times. The historical context of this 'Mantle' will instil a sense of belonging by looking at similarities and differences in childhoods through local history.

Language, Literacy and Communication

This 'Mantle' will develop knowledge and skills in listening and reading, speaking and writing in both Welsh and English. The research, organisational responsibility and creative writing and communication elements stimulate confidence and skills in an enterprising context.

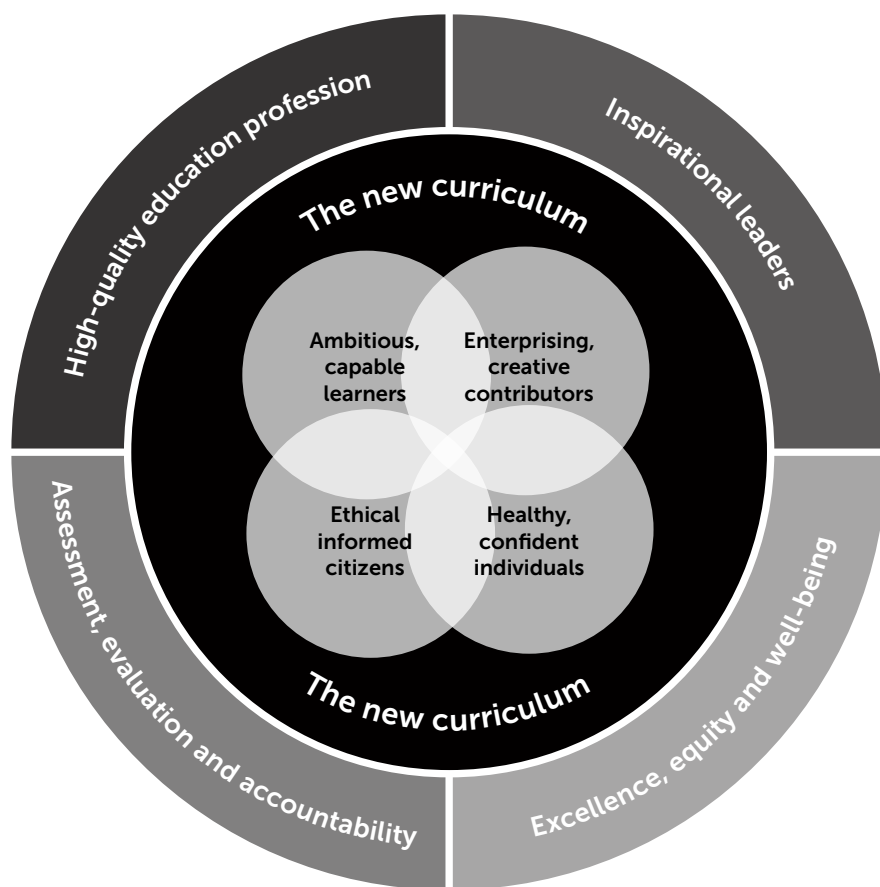
Mathematics and Numeracy

This enterprise 'Mantle' provides an opportunity for engaging in team and individual activities to utilise and improve maths knowledge and numeracy skills through real-life concepts. From research and planning to design and evaluation tasks, and from simple addition and subtraction (linked to the dice for example) to tables, graphs and further interpretation of historical data.

Science and Technology

By using toys as the running constant throughout the story of Conwy's history, the learners have a unique opportunity to investigate materials, their properties and uses as technology advanced. Furthermore, there are great examples of how materials were 'discovered' by accident to be developed as toys or as materials for the manufacturing industry. There is also a fascinating opportunity to link technological advancement with the lessons we are currently learning. *Should more questions have been asked about the lifespan of plastic before it became a human necessity and caused a build-up of waste on our planet?*

Our national mission is ambitious, innovative and confident.



“ *It is our collective responsibility to inspire, engage and motivate the next generation of learners as we bid to develop a brighter, more prosperous Wales. We live in challenging times and building a system of which we are all proud will not be easy. But our vision for education is unashamedly ambitious.*

Our nation needs compassionate and well-rounded individuals who not only have a strong grasp of literacy, numeracy and digital competency, but also the critical thinking skills, imagination and resilience to excel in – and create – the new jobs of tomorrow. We must ensure that every voice is heard, and no child is left behind. ”

Kirsty Williams - AM Cabinet Secretary for Education

The Client

Conwy Culture Centre is an innovative centre of excellence for culture, heritage and the arts in Conwy County, based on the site of Bodlondeb School in the town of Conwy.

The Centre contains the county archive, an area library, heritage exhibitions, a community arts hub, meeting room and café.

It's a great starting point to explore the rich story of Conwy County. The exhibitions on display take visitors through 5,000 years of history, complete with unique objects, beautiful works of art and family-friendly interactive interpretation.

A library and much more; this is a bolthole, a place to relax or get some work done. Somewhere to sit back and relax with a good book and a coffee. Ever tried your hand at local or family history research? Now is the perfect opportunity, with friendly staff available to help you get started.

The landscaped areas around the Centre include a peaceful sensory garden with accessible paths and seating. You can listen to local voices telling their stories as you admire the medicinal plants in the physic planters – a link to the rich monastic history of Conwy before the castle.

The Challenge

Research, design and develop your own temporary museum exhibit on 'Humans in Conwy over 5,000 Years'. Present your proposed exhibition to the Conwy Culture Centre team.

The aim of this resource is to help you to lead your students through 5,000 years of human history in Conwy. It should provide a basic chronological awareness and knowledge of Conwy's local history. It will inspire new ideas, provide physical props for learning and a realistic scenario for adaptive learning. The visit to Conwy Culture Centre will enable the children to present their proposed temporary exhibition, receive feedback from Centre staff and be able to reflect on their 'real-life' learning journey.

The activity suggestions are included to give you a head start when planning your cross-curricular 'Mantle'.

How do we find out what happened in the past? We have used lots of sources: Conwy Archives, libraries, the internet, newspapers, photos, paintings, journals, logbooks, records... You have to be both an investigator, searching for evidence and clues, and an interpreter, piecing together the information gathered and forming the most likely story. These are some of the important skills that we hope to help you develop in your young learners. The activity suggestions have been developed to build further skills across the six Areas of Learning (6AoL) and to develop children to be the best they can be.

The resources for handling in the case contain some replica and authentic toys, images and documents to get you started. We have suggested the time periods when they were most likely to have been relevant in Wales. Toys and play often represent what lives were like during certain periods in history. This makes them useful physical tools for the children to begin thinking about and discussing what life might have been like for children in the past. Lots of the toys have earlier origins in other parts of the world which children can research online. There are many ways that this resource can be differentiated to suit varying ages and abilities.

Although these resources can be used solely in school, Conwy Culture Centre would like to invite you to visit the Centre to present your work.

Conwy Culture Centre staff will be available to help you and your students with any further research or with the identification of exhibition resources.

Email LIC@conwy.gov.uk

The following are suggested stages that you could follow. The correspondence from fictional manager Anwyn Roberts is included; however, teachers may prefer to become a 'teacher in role' and act out the client's character.

The Mantle Process

Stage 1

Teacher receives an email from CCC Manager

We have recently received a large selection of replica toys and we were hoping you could help us. We need a company to research, plan and deliver a new temporary bilingual exhibition for Conwy Culture Centre. We would like the items to be used to represent local history – a story/stories or event in time. We have 10 exhibition boxes located throughout the Centre so we would like you to choose 10 items to tell your story. You will need to research the items and what was happening at the time. We realise that this is a challenging task, but we have heard that you have a team of incredibly creative people who may just have the skills needed to come up with an amazing exhibition. If you are interested in this job, please respond within 7 working days.

Regards

*Anwyn Roberts
Conwy Culture Centre Manager*

Suggested activities:

- Children hold a meeting where they discuss how to set up a company, what the roles should be, how to select the roles.
- Research how museums are organised/structured. Do they work in organisational teams, for example, research team, writing team, illustrating team, design team, marketing team?
- Students write simple CVs.
- Discuss the job and decide what will need to be done and how long it will take

Stage 2

Class prepares and sends email to Conwy Culture Centre

Stage 3

Teacher receives reply to tender

Thank you for your email. We would like to hire your company to design our new exhibit. We have sent a case of items, images and documents to get you started. Please be aware that this collection needs to be treated with great respect. If you require any further information, please get in touch. We look forward to working with you.

Regards

*Anwyn Roberts
Conwy Culture Centre Manager*

Suggested activities:

- Class formulates a plan for the arrival of the items – where to open the box, where to store the items, how to handle them

Stage 4

Resource box arrives

Suggested activities:

- Children explore and play carefully with the items to work out how they were used, what they are and what they could tell us about the past.
- Are the items simple to make? What materials are they made from? Natural or man-made materials? Made by hand or in a factory?
- Toys and associated research material are sorted into their corresponding time periods.
- Children meet, discuss and debate which items they would like to use and the story they wish to tell.
- Children research the time periods to get further information and design their exhibitions. A potted history of Conwy is included to get you started.
- Children design their storyboards and write the text to accompany the toys.

More advanced:

- Class looks at the materials that toys are made from and thinks about advancements in technology, material science and invention
- Groups prepare sketches and models of the exhibition elements

Stage 5

Class/company emails Conwy Culture Centre to say that the exhibition is designed and ready.

Stage 6

Class/company receives an email from Conwy Culture Centre

Thank you for your email. We are very excited to hear that the exhibition plan is complete. We would like to invite you to visit and present your exhibition proposal to staff at Conwy Culture Centre.

Many thanks for your hard work.

Regards

Anwyn Roberts

Conwy Culture Centre Manager

Suggested activities:

- Class meets to discuss how to present the exhibition and prepares the presentations (this could be a combination of verbal presentation, drama using the toys in the time periods, film etc.).
- Class/company tests out the exhibition and presentations by inviting guests (other classes/parents) to view the exhibition in school.
- Evaluation forms are designed and given to guests. Feedback is collated and put into graphs for analysis. A report is produced.
- Class discusses the findings in the report and makes any necessary changes to the exhibit/presentations.
- Class/company writes an email to Conwy Culture Centre stating that the exhibition is completed and reviewed.
- Children research promotional leaflets and design their own.
- Class researches social media marketing and designs a schedule of posts.
- Class prepares an exhibition packing plan and organises the trip to Conwy Culture Centre to install the exhibit.
- Class plans the packing of the exhibition and the unpacking at Conwy Culture Centre.
- Class rehearses their presentation.

Stage 7

Class/company receives thank you email

Many thanks for your recent work for Conwy Culture Centre. The exhibition proposal was exceptional.

Regards

Anwyn Roberts

Conwy Culture Centre Manager

Resources Box Directory

- A Summary of Human History in Conwy County
- Photographs
- Documents

Prehistory to 1066 AD

Materials: Bone, rocks and stones, sticks, clay, shells, nuts, wax, terracotta and string

Toy, game or activity	Use	Origin story or evolution	Additional activity suggestions
Cave paintings	Storytelling		<ul style="list-style-type: none"> • Act out a scene between the Romans and the Celts. • Make paintbrushes out of natural materials and create your own cave paintings. • Finger-painting everyday activities. • Use natural materials to make models for your own roleplay.
Wax horse and axe head	Roleplay		
Knucklebones	Game		
Wooden horse	Roleplay		
3 tunics, 2 cloaks and 2 belts	Roleplay		

1066 AD to 1699 AD

Materials: Materials: Bladders (usually pigs!), dried peas as stuffing, leather and cloth

Toy, game or activity	Use	Origin story or evolution	Additional activities
Sword and shield	Roleplay		<ul style="list-style-type: none"> • What sort of games do you think children played with a ball? • Research local coats of arms. Design their own for their family or tribe. Make a shield incorporating their coat of arms. • Make their own spinning toys or cup and ball games.
Bow and arrows	Roleplay		
5 stones	Game	Knucklebones	
Stump dolls	Roleplay		
Ball	Game		
Simple spinning top	Game		
Cup and ball	Game		
1 girl's outfit and hat. 1 boy's tunic	Roleplay	3 tunics, 2 cloaks and 2 belts	

1700 AD to 1837 AD

Materials: Paper, inks, metal (usually tin) and wind-up mechanisms

Toy, game or activity	Use	Origin story or evolution	Additional activities
Pick-up sticks	Game		<ul style="list-style-type: none"> Use the games for numeracy and science skills. Estimate the time that the spinning top will spin for, time it and complete graphs. Throw the dice and record the results in a table and then graphically. Look at the shapes of the games, then draw the shapes in 2D and 3D. Research the origin of some of the games and plot them on a map of the world. There is information online that will enable children to plot the course of the game across the world. Make their own alphabet blocks (cubes out of card) and create their name or initials. Decorate the other sides of the cube with animals, plants, colours etc. linked to their letters.
Metal jacks	Game	5 stones	
Spinning top	Game	Simple spinning top	
1 wealthy girl's outfit (hoop, skirt, dress, hat and trim) 1 wealthy boy's outfit (top, trousers and ruff)	Roleplay	1 girl's outfit and hat. 1 Boy's tunic	

1837 AD to 1901 AD

Materials: Tin, glass and moving pictures

Toy, game or activity	Use	Origin story or evolution	Additional activities
Painted yo-yo	Game		<ul style="list-style-type: none"> • Research the Industrial Revolution. What impact did it have on toys? Investigate the local toy factories. • Design games using the marbles. • Make your own moving models with rubber bands. • Research entertainment at this time: circuses and shows
Marbles	Game		
Rubber-band boat	Game		
Diablo	Game		
Acrobat	Game		
Flick book	Game		
Happy Families	Game		
2 Victorian girls' outfits	Roleplay	1 wealthy girl's outfit (hoop, skirt, dress, hat and trim) 1 wealthy boy's outfit (top, trousers and ruff)	

Early 20th Century to end of World War 2

Materials: Make do and mend

Toy, game or activity	Use	Origin story or evolution	Additional activities
Hanky parachute	Roleplay		<ul style="list-style-type: none"> • Research evacuees coming to North Wales. • How has life changed? • Research 'make do and mend'. Why did they need to do this? • Investigate the building of the Mulberry Harbour.
Tank	Roleplay		
Soldiers	Roleplay	Stump doll	
Wood gun	Roleplay		
Warships	Roleplay	Rubber-band boat	
Slinky	Game		
Tin spinning top	Game		

Post WWII to Present Day

Materials: Plastic, polystyrene, glue, glitter, paint

Toy, game or activity	Use	Origin story or evolution	Additional activities
Plasticine/ playdough	Roleplay/ create		<ul style="list-style-type: none"> Investigate all of the different materials used to make toys throughout history. Find out how long it takes for those materials to degrade. Create a timeline and discuss what future toys should be made of. Investigate the impact of plastic on our planet. Write a letter to your local AM asking them to invest in alternative materials to plastic. Create a simple timeline of local history showing when different toys were introduced. What toys from the past are still played with today? Compare the two parachutes. Which one takes the longest to land from various heights? Estimate, measure, time and present.
Rubik's cube	Game		
Tumbling tower	Game	Pick-up sticks	
Fidget spinner	Game	Spinning top	
Plastic parachute	Roleplay	Hanky parachute	
Cannon	Roleplay		
Dinosaur	Roleplay		
Rogark Welsh doll (original)	Roleplay	Stump doll	

Useful Links:

<http://historypoints.org/index.php?page=conwy-county-borough>

<https://www.thegeniusofplay.org/genius/time/toy-timeline.aspx>

<https://www.vam.ac.uk>