



KS2 Remaking the Mansion: A Strangers' Hall Maths Investigation

Strangers' Hall, max group size 60, £5 per pupil

Following the death of her husband Nicholas, Agnes Sotherton has become the new mistress of Strangers' Hall. Agnes wants to continue the work started by her late husband and has big plans to remodel the rooms of the house to bring them up to the standards of the 1540s.

Become apprentices for the day to help with the planning of the work. Meet tradesmen and members of the household, and use number, statistics, geometry and measuring skills to investigate what's possible.

There is a carousel of four activities led by costumed characters:

- Plan a great celebratory feast with Mistress Sotherton in the Great Hall
- Assist a Tudor stonemason to design new architectural features for the house using traditional geometry equipment and techniques
- Plan the interior of the new rooms on a strict budget with a Tudor designer
- Explore various rooms with a household servant, collecting and recording data ready for the refurbishment

Curriculum links

KS2 Mathematics and History:

- Ensure children can use measuring equipment with accuracy
- Ensure that pupils draw with increasing accuracy
- Ensure that pupils develop efficient mental methods and perform calculations accurately
- Solve simple problems in context
- Recognise angles as a property of shape

Booking information

Advance booking is essential. Please contact 01603 493636 or norwichcastle.bookings@norfolk.gov.uk.