#### **Learning at Gressenhall Farm and Workhouse**

The Greatest Invention Ever programme Key Stage 2



# The Greatest Invention Ever programme

Where did it all go wrong? This cross-curricular activity day will visit four moments in human history when humans changed the world. Explore our collections and discover the dangerous environmental consequences of some of our greatest ideas. Your class will plough a Neolithic field, help cast a bronze age axe, harness the power of steam and explore the miraculous properties of plastics.

This day will explore the history of climate change and environmental destruction and challenge learners to think about how we can make changes that will lead to a more sustainable future.

# Aims and learning outcomes

### **KS2 History**

- Changes in Britain from the Stone Age to the Iron Age.
- A study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066 (History KS2).

#### **KS2 Science**

- Give reasons, based on evidence from comparative and fair tests, for the particular uses of everyday materials, including metals, wood and plastic.
- Explain that some changes result in the formation of new materials, and that this kind of change is not usually reversible.
- Observe that some materials change state when they are heated or cooled.

# **Essential information**

A day of activities led by museum staff; 10am to 2pm, with a break for lunch. Maximum group size of 120 pupils. £6.00 per pupil.

#### **Bookings**

Advance booking is essential. For further information or to make a booking, please contact our Bookings Administrator on 01362 860563 or gressenhall.museum@norfolk.gov.uk







