Prehistory Experience – Iron Age (2 hours)
School Visit Information

Please read the following information carefully.

Location: Hull and East Riding Museum of Archaeology
Duration: 2 hours
Key Stage 2
Cross-curricular links: History, Design and Technology

Experience timings

The table below lists timings for our Prehistory Experience – Iron Age (2 hours), whether you are bringing one or two groups, and then timings for lunches and self-directed time if you booked these via Eventbrite.

If you are bringing two groups, we strongly advise you to book lunches and self-directed time on site unless your groups are arriving and departing from the site separately. Session timings cannot be changed. There is a fixed 30-minute break between sessions if you are bringing two groups - this allows us to reset the room and resources.

Lunches will be staggered if you are bringing two groups due to the capacity of our Education Room.

Bringing 1 group	Bringing 2 groups	
Arrive at Hull and East Riding Museum of Archaeology – 10am	Both groups arrive at Hull and East Riding Museum of Archaeology – 10am	
Prehistory Experience at Hull and East Riding Museum of Archaeology (10am – 12pm)	Group 1	Group 2
If you have opted for lunch and self-directed time via your Eventbrite booking:	Prehistory Experience at Hull and East Riding Museum of Archaeology (10am – 12pm)	Self-directed time at Hull and East Riding Museum of Archaeology (10 – 11.30am)
Lunch at Hull and East Riding Museum of Archaeology (12 – 12.30pm)	Lunch at Hull and East Riding Museum of Archaeology (12 – 12.30pm)	Lunch at Hull and East Riding Museum of Archaeology (11.30am – 12pm)
Self-directed time at Hull and East Riding Museum of Archaeology (12.30 – 2.30pm*)	Self-directed time at Hull and East Riding Museum of Archaeology (12.30 – 2.30pm)	Self-directed time at Hull and East Riding Museum of Archaeology (12 – 12.30pm)
*Depart from Hull and East Riding Museum of Archaeology – 2.30pm		Prehistory Experience at Hull and East Riding Museum of Archaeology (12.30 – 2.30pm)
	Both groups depart from Hull and East Riding Museum of Archaeology – 2.30pm	

*Departure times for single groups is not fixed, so if you wish to leave our sites earlier, please liaise with a member of our Front of House team who will be able to support you with accessing your belongings.

National Curriculum links
History:
- KS2: Changes in Britain from the Stone Age to the Iron Age

Prehistory Experience – Iron Age (2 hours) outline:
- Introduction to our site and setting the scene about the historical period.
- Meet an Iron Age person (delivered in character) and learn more about their daily life
- Gallery investigation in groups – focusing on Iron Age roundhouses, how they produced cloth and Iron Age burials
- Investigate the Hasholme Boat – our huge Iron Age log boat at the heart of the museum
- Handle replica objects relating to daily life in the Iron Age
- Have a go at weaving using looms
- Work as a team to build a fence – techniques used to create roundhouses
- Plenary and evaluation.

Key Vocabulary
Celtic, warrior, Parisi tribe, roundhouse, iron, loom, wattle and daub, flint, striker, carding, weaving, whorl, amber, bronze, Grimstone Sword, Hasholme Boat, tunic.

Post Visit Activity Suggestions
- Invite your class to create a time capsule to represent what is important to young people today. Discuss what will survive, what won't, what traces will be left in four thousand years. Use this as a basis for a piece of creative writing. What will future archaeologists learn about our lives and culture from what we have left behind?

- Investigate what tools were invented in the Iron Age. Compare with modern tools; identify which tools today still have the same design, e.g. tongs, hammer, spoons and knives.

- Investigate Celtic coins and that tribes would have their own designs, often showing the head of the King or Queen of the tribe. Split your class into tribes, elect a king or queen for each group and the rest of the class to design a coin that represents their leader.