



## 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	



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\*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
- Investigate Iron Age clothing – two children will have the chance to get dressed up
- 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.



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