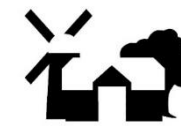


10 pre/post visit activity ideas



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Before your visit

1. Use Stevens' Mill glossary on the schools' page at www.burwellmuseum.org.uk
2. Talk about what windmills are for, what they look like and if we still need them today.
3. Discuss how a historic building could be different from a modern building and what clues they should look for to discover something about it. **e.g.** uneven floors and walls, materials used, tools to make things work, things that have changed
4. Prepare Victorian costumes to wear on the day.
5. Imagine the day in the life of the miller (use the teacher's PowerPoint on the website for ideas).
6. Research wind power and other forms of renewable energy. Present your findings.
7. Make some garden windmills or moving toys **e.g.** acrobats, cars with cogs, axles, cams and wheels
8. Bake some bread and research at the trail from farm to fork.
9. Use maps to explore where in your local area you would build a windmill and discuss why.
10. Explore census documents to discover who was living around the windmill at key points in its history.



Be inspired
by Stevens' Mill

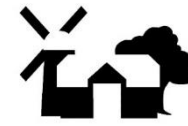
Tel: 01638 605544

Email: education@burwellmuseum.org.uk

After your visit

1. Use the teacher's resource on the schools' page at www.burwellmuseum.org.uk
2. Now you've visited, write a 'risk assessment' for the building and think about how difficult it is to restore an old windmill.
3. Have a 'bake-off' using different types of flour.
4. Write an article for your school newsletter or paper about the trip to the windmill
5. Have a wind power science fair and demonstrate all the amazing things it can do!
6. Use your census documents to set-up a role play, with characters taking on a role in Burwell village. You can use this for creative writing or artwork.
7. Plan a visit to a local bakery or an assembly with a keen baker to see how bread is made in large quantities.
8. Do some experiments with yeast and dough **e.g.** watch it rise in different conditions.
9. Find and recite some windmill poems or songs. Use the words generated on your visit to inspire your own poems.
10. Use the 'Treasure Adventures' book as a starting point for a whole class/year story or display of illustrations based on the windmill.

10 pre/post visit activity ideas



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Before your visit

1. Look for project inspiration on the schools' page at www.burwellmuseum.org.uk
2. Discuss what a museum is for and research museums around the world.
3. Explore the journey of food from farm to fork. In the museum you will see hand tools and vehicles that help in food production.
4. Prepare dressing-up costumes to wear on the day, perhaps even accessories e.g. gas mask box, evacuee name tag, 1960s badges or necklaces.
5. Talk about creating your own mini museum in school and ask everyone to bring in one item they want to display.
6. Interview an object from the past – what would you ask it if it could talk? Use the 5 'Ws' to ask good questions and think about the answers.
7. Use maps and old photos to explore how your area has changed. The museum can provide some photos and documents if needed.
8. Use census documents to give everyone a name badge for their visit. Can they see their family name anywhere in the museum?
9. Create an illustrated timeline for your topic.
10. Prepare some interview questions for a museum volunteer about their life in the village.



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After your visit

1. Book a loans box to continue your museum experience when you return to school. Choose your box on the learning pages of our website.
2. Write and design a newspaper inspired by key events or objects seen during your visit.
3. Hold a 'great exhibition' fair for other students demonstrating things from your chosen era e.g. recipes from wartime, Roman games and leisure
4. Make replica artefacts using Papier Mache, card or plasticine. Put them in a class treasure box.
5. Use census documents to devise a role play or even a class project based in a historic era.
6. Explore change in the last century. What changed about homes, communication, work, food, leisure etc? Create a poster with your ideas.
7. Use old photos as inspiration for a 2D buildings art project e.g. a reconstructed high street
8. Take written or recorded interview answers given by a museum volunteer and listen back in class.
9. If you filmed or took photos of the visit you could get students to devise their own advert (poster, TV advert, you tube video) for the museum.
10. Inspired by vintage clothing and uniforms, design a new school uniform for your school or for someone doing an important job.