

Educational Curriculum

Layer Marney Tower – not just for the Tudors...

Although Layer Marney Tower is a Tudor building and we have a first class Tudor educational programme, the site has been inhabited for hundreds of years before the Tudors moved in and we are ready and able to help you teach *History* from whatever period fits in with your requirements.

EYFS

Choose a day from:

- The Big Red Layer Marney Tower Bus (Transport Day)
- Beauty and The Beast.

Key Stage 1

Choose a day from:

- Knights and Ladies/Kings and Queens
- Pirates
- The Great Fire of London
- Dinosaurs
- To boldly go where none have gone before – St George and the Dragon
- Beauty and The Beast

Key Stage 2

Choose a day from:

- Life in the Stone Age
- Life in the Bronze Age
- Life in the Iron Age
- Roman Britain
- Anglo-Saxon Life
- The Vikings
- Medieval England
- The Tudors
- The Egyptians
- Elizabethans
- Normans
- Meet the Ancestors

Educational Curriculum *continued*

Layer Marney Tower – not just for the Tudors...

Key Stage 3

We offer bespoke days, tailored to meet your requirements. Get in touch to discuss what you would like to do.

Use Layer Marney Tower as your “significant historical place in your own locality, studying an aspect of history of the site”.

Do get in touch for more details about our courses. We very much look forward to hearing from you.

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Layer Marney Tower

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Big Red Layer Marney Bus (Transport Day): EYFS

Please tick four modules you would like to do:

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|----------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| Module 1 | <ul style="list-style-type: none">- Farm Stop - Find Animals used to transport people or goods.- Look at the Layer Marney animals.- Activity - Make an animal puppet or mask. | <input type="checkbox"/> |
| Module 2 | <ul style="list-style-type: none">- Barn Stop - Transport hunt. Can you find a bike, a car, a tractor, a cart, a boat etc?- Activity - Make a sand/salt and glue picture. | <input type="checkbox"/> |
| Module 3 | <ul style="list-style-type: none">- Tower Stop - Make and fly paper planes or gliders or make and float your boat. | <input type="checkbox"/> |
| Module 4 | <ul style="list-style-type: none">- Climb the Tower for story telling and songs - story - the Naughty Bus or the Owl and the Pussycat. Songs - the wheels on the bus and Old MacDonald. | <input type="checkbox"/> |
| Module 5 | <ul style="list-style-type: none">- Car Park Stop - explore the bus, climb the stairs, sit in the driver's seat, ring the bell, count the wheels, sing the wheels on the bus.- Take a ticket to ride (mini passport) which will be stamped at each stop. | <input type="checkbox"/> |

Date of visit

School name

Beauty and the Beast: KS1

These are the four modules you would do for Beauty and the Beast.

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|----------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| Module 1 | <ul style="list-style-type: none">- Follow Beauty and the Beast's Trail, find a rose petal and swap it for a treat.- Activity - make a Beastly Mask. | <input type="checkbox"/> |
| Module 2 | <ul style="list-style-type: none">- Be a Beast - learn how to grow, stalk, pounce and creep like the Beast. | <input type="checkbox"/> |
| Module 3 | <ul style="list-style-type: none">- Making - make Beauty's jewellery or a crown. | <input type="checkbox"/> |
| Module 4 | <ul style="list-style-type: none">- Beastly Activities - search for the Beast; follow his footprints, is he at the top of the Tower?- Make a sticky Beast.- Play musical Beasts.- Listen to the story of Beauty and the Beast. | <input type="checkbox"/> |

Date of visit

School name

Dinosaurs: KS1

Please tick four modules you would like to do:

- | | | |
|----------|----------------------------------------------------------------|--------------------------|
| Module 1 | - Make a dinosaur mask. | <input type="checkbox"/> |
| Module 2 | - Dino drama - be a dinosaur, move like one and sound like on. | <input type="checkbox"/> |
| Module 3 | - Go on a dinosaur hunt - who will live here? | <input type="checkbox"/> |
| Module 4 | - Stickers - re-create a dinosaur scene. | <input type="checkbox"/> |
| Module 5 | - Dino dig - sand trays, dig up a dinosaur.. | <input type="checkbox"/> |

Date of visit

School name

Great Fire of London: KS1

Please tick four modules you would like to do:

- | | | |
|----------|--------------------------------------------------------------------------------------------------|--------------------------|
| Module 1 | - Story of the fire - the words from Samuel Pepys - drama.
- Re-enactment, hot seating drama. | <input type="checkbox"/> |
| Module 2 | - Burning - what burns, health and safety to prevent fires. | <input type="checkbox"/> |
| Module 3 | - Art - silhouettes and chalk pictures of Fire of London. | <input type="checkbox"/> |
| Module 4 | - Daily life in Stuart England - life and times, tour of site. | <input type="checkbox"/> |

Date of visit

School name

Knights and Ladies/Kings and Queens: KS1

Please tick four modules you would like to do:

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- | | | |
|----------|--------------------------|--------------------------|
| Module 1 | - Tower and story. | <input type="checkbox"/> |
| Module 2 | - Arts and Crafts. | <input type="checkbox"/> |
| Module 3 | - MakDrama. | <input type="checkbox"/> |
| Module 4 | - Themed play and trail. | <input type="checkbox"/> |

Date of visit

School name

Pirates: KS1

Please tick four modules you would like to do:

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|----------|--------------------------------------------------------------------------|--------------------------|
| Module 1 | - Pirate School - learn the skills to be a pirate. | <input type="checkbox"/> |
| Module 2 | - Make a pirate outfit; eye patch, hat, flag, sword and hook. | <input type="checkbox"/> |
| Module 3 | - Treasure Hunt - follow the clues on the map, make your own map puzzle. | <input type="checkbox"/> |
| Module 4 | - Pirate dancing. | <input type="checkbox"/> |

Date of visit

School name

George and the Dragon: KS1

Please tick four modules you would like to do:

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- | | | |
|----------|-------------------------------------------------------------------------------------------------|--------------------------|
| Module 1 | - Story of St George and the Dragon - puppets and drama. | <input type="checkbox"/> |
| Module 2 | - Make a shield. | <input type="checkbox"/> |
| Module 3 | - Arms and Armour - handle the armour and see how a knight dressed, have a go at archery. | <input type="checkbox"/> |
| Module 4 | - Make a dragon - make your own stretchy dragon. | <input type="checkbox"/> |
| Module 5 | - Make a dragon mask - drama session, be a beast. | <input type="checkbox"/> |
| Module 6 | - Dragon Hunt - follow footprints, steal treasure from the dragon, swap treasure for gold coin. | <input type="checkbox"/> |

Date of visit

School name

Tudors: KS1

Please tick three modules you would like to do - you will also be taken to the top of the Tower:

- | | | |
|----------|----------------------|--------------------------|
| Module 1 | - Tudor Food. | <input type="checkbox"/> |
| Module 2 | - Tudor Medicine. | <input type="checkbox"/> |
| Module 3 | - Use of Plants. | <input type="checkbox"/> |
| Module 4 | - Arms and Armour. | <input type="checkbox"/> |
| Module 5 | - School Room. | <input type="checkbox"/> |
| Module 6 | - Games and Dancing. | <input type="checkbox"/> |
| Module 7 | - Daily Life | <input type="checkbox"/> |
| Module 8 | - Tudor Tombs. | <input type="checkbox"/> |

Date of visit

School name

Anglo Saxons: KS2

Please tick four modules you would like to do:

- | | | |
|----------|------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| Module 1 | - Artefacts - look at objects, discuss possible uses. Set & sort by various criteria, question and answer session stimulated by objects. | <input type="checkbox"/> |
| Module 2 | - Daily Life - Look at everyday village routines, jobs, food, clothes, who did what. Make a clay pot. | <input type="checkbox"/> |
| Module 3 | - The Thing (Court) - how society was run and ordered, laws, crime and punishment. Drama, re-enact a Thing. | <input type="checkbox"/> |
| Module 4 | - Invasion and Settlement Famous People - King Alfred, Atheistan - drama and art. | <input type="checkbox"/> |
| Module 5 | - Writing - runes, sagas. | <input type="checkbox"/> |
| Module 6 | - Designs and Art - looking at examples - making jewellery. | <input type="checkbox"/> |

Date of visit

School name

Bronze Age: KS2

Please tick four modules you would like to do:

- | | | |
|----------|----------------------------------------------------------------------------------------------------------------|--------------------------|
| Module 1 | - Archaeological Dig - discuss finds, how do we know what we know, what do we think the objects were used for? | <input type="checkbox"/> |
| Module 2 | - Daily Life - daily life in the Bronze Age, food, clothes jobs, food tasting. | <input type="checkbox"/> |
| Module 3 | - Art Work - learn about art work based on metal work from the time, design and decorate a dagger. | <input type="checkbox"/> |
| Module 4 | - Clay Work - learn about clay work (based on beaker work). | <input type="checkbox"/> |
| Module 5 | - Bronze Age School - explore the skills you need to stay alive in the Bronze Age - undertake 10 task. | <input type="checkbox"/> |

Date of visit

School name

Egyptians: KS2

Please tick four modules you would like to do:

- | | | |
|----------|---------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| Module 1 | - Hieroglyphs - look at the decipher wheel. Write a secret message, translate someone else's message. Make a hieroglyphs wheel. | <input type="checkbox"/> |
| Module 2 | - Artefacts - what do they tell us about Egyptian life.
- Activity - sorting and setting artefacts. | <input type="checkbox"/> |
| Module 3 | - Art Work - learn about art work based on metal work from the time, design and decorate a dagger. | <input type="checkbox"/> |
| Module 4 | - Egyptian Masks - make Egyptian mask, characters from Egypt.
- Activity - drama and stories with the mask. | <input type="checkbox"/> |
| Module 5 | - Everyday life in Egypt - what did they eat and do?
- Activity - tasting. | <input type="checkbox"/> |

Date of visit

School name

Elizabethans: KS1

Please tick three modules you would like to do - you will also be taken to the top of the Tower:

- | | | |
|----------|---------------------------|--------------------------|
| Module 1 | - Elizabethan Food. | <input type="checkbox"/> |
| Module 2 | - Elizabethan Medicine. | <input type="checkbox"/> |
| Module 3 | - Use of Plants. | <input type="checkbox"/> |
| Module 4 | - Arms and Armour. | <input type="checkbox"/> |
| Module 5 | - Games and Dancing. | <input type="checkbox"/> |
| Module 6 | - Elizabethan Daily Life. | <input type="checkbox"/> |
| Module 7 | - Tombs. | <input type="checkbox"/> |
| Module 8 | - Elizabethan Explorers. | <input type="checkbox"/> |

Date of visit

School name

Iron Age: KS2

Please tick four modules you would like to do:

- | | | |
|----------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| Module 1 | <ul style="list-style-type: none">- Archaeological Dig - discuss possible use, by whom.- Activity - dig and sort by various criteria. | <input type="checkbox"/> |
| Module 2 | <ul style="list-style-type: none">- Daily Life - life in an Iron Age Fort. Finding food, clothes, jobs, defence and resources.- Activity - weaving or making a clay pot. | <input type="checkbox"/> |
| Module 3 | <ul style="list-style-type: none">- Metal Work - look at art and jewellery. Weapons of the time.- Activity - design some metal work and art work. | <input type="checkbox"/> |
| Module 4 | <ul style="list-style-type: none">- Boudicca - Boudicca and resistance to the Romans.- Activity - Resistance School - try your hand at resistance skills. | <input type="checkbox"/> |

Date of visit

School name

Mediaeval: KS2

Please tick four modules you would like to do:

- | | | |
|----------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| Module 1 | <ul style="list-style-type: none">- Food – a Mediaeval peasant’s view of life. How he lived, how he worked. Life as a villain. His rights and dues.- Activity – food tasking. | <input type="checkbox"/> |
| Module 2 | <ul style="list-style-type: none">- Arms and Armour – study the life of a knight. Explore his armour and training. Compare with the skills of an English Bowman.- Activity – archery. | <input type="checkbox"/> |
| Module 3 | <ul style="list-style-type: none">- Mediaeval Barn, Church, Estate – explore the mediaeval barn.- Visit the Church to see the Mediaeval tombs. Look at the Mediaeval Estate. | <input type="checkbox"/> |
| Module 4 | <ul style="list-style-type: none">- Justice – look at Mediaeval court procedures. Understand laws and punishments, rights and responsibilities. How easy was it to become an outlaw? | <input type="checkbox"/> |

Date of visit

School name

Meet the Ancestors: KS2

You will do all these modules and be taken up the Tower:

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|----------|---------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| Module 1 | - Find the Ghosts - find the ghosts who may be living at Layer Marney Tower. Compass work, map reading follow the clues to find them. | <input type="checkbox"/> |
| Module 2 | - Confront the ghosts - which will mean note taking, use of evidence and listening skills. | <input type="checkbox"/> |
| Module 3 | - Interview the ghosts to discover their personal story - which will involve asking questions, hypothesising, can you believe your eyes and ears? | <input type="checkbox"/> |

Date of visit

School name

Normans: KS2

Please tick four modules you would like to do:

- | | | |
|----------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| Module 1 | - Knight School - the life and times of a knight. Learn how to be a Knight, look at this training, armour and weapons, try on the armour. Look at being a bowman. Try archery. | <input type="checkbox"/> |
| Module 2 | - Daily Life - look at how Normans fed and clothed themselves. Look at all the jobs that needed doing to ensure you stayed alive.
- Activity - weaving. | <input type="checkbox"/> |
| Module 3 | - Food - what was it? Where did it come from? What did it taste like? Who ate what? When?
- Activity - tasting food. | <input type="checkbox"/> |
| Module 4 | - Medicine of the Time - Illness and cures, activity - diagnosis and treatments. | <input type="checkbox"/> |
| Module 5 | - Crime and punishments - look at the laws and life of an outlaw.
- Activity - court session. | <input type="checkbox"/> |

Date of visit

School name

Romans: KS2

Please tick four modules you would like to do:

- | | | |
|----------|------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| Module 1 | - Artefacts - explore the artefacts, discuss uses, set and sort who might have used them. Q and A generated by artefacts. | <input type="checkbox"/> |
| Module 2 | - Food - what might a Roman kitchen have been like? Look at food Romans brought us. Look at when they ate and what they ate.
- Activity - food tasting. | <input type="checkbox"/> |
| Module 3 | - Clothes - who wore what, where. Home in Italy. Here in Britain. Soldiers, slaves.
- Activity - dressing up. | <input type="checkbox"/> |
| Module 4 | - Gladiator School - look at training of a gladiator. Practice skills needed appear in arena.
- Activity - gladiator task. | <input type="checkbox"/> |
| Module 5 | - Daily Life - here in Roman Britain, How Roman Britain lived. Town life, villa farming.
- Activity - jewellery making. | <input type="checkbox"/> |
| Module 6 | - Arms and Armour - life of a Roman soldier on campaign. Invasion of Britain.
- Activity - explore arms and archery. | <input type="checkbox"/> |
| Module 7 | - British Resistance - Boudicca. Tribe resistance. Success or failure.
- Activity - resistance school. | <input type="checkbox"/> |

Date of visit

School name

Stone Age: KS2

Please tick four modules you would like to do:

- | | | |
|----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| Module 1 | - Archaeology Dig – see what you can find. How do we know what we know? What do you think the objects were used for or who might have used it. | <input type="checkbox"/> |
| Module 2 | - Daily Life – food, clothes, routines.
- Activity – tastings. | <input type="checkbox"/> |
| Module 3 | - Stone Age School – check out your stone age skills, could you hunt lunch? Whose tracks are you following? Could you identify the right plants to eat? How are our throwing skills?
- Activity – complete a variety of tasks. | <input type="checkbox"/> |
| Module 4 | - Use of clay.
- Activity – make your own clay pot. | <input type="checkbox"/> |
| Module 5 | - Cave Paintings.
- Activity – art work. | <input type="checkbox"/> |

Date of visit

School name

Tudors: KS2

Please tick four modules you would like to do:

- | | | |
|----------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| Module 1 | <ul style="list-style-type: none">- Tudor Food – experience the sight and smell of Tudor fare. Understand the fragile nature of Tudor existence. See how food was preserved, how it was cooked and what was available when and to whom. Learn how the Tudors fed themselves from the hedges and byways.- Activity – taste rye bread and goats’ cheese. | <input type="checkbox"/> |
| Module 2 | <ul style="list-style-type: none">- Tudor Medicine – visit the apothecary to see how wounds and ailments would have been treated – a mixture of science, religion and myth. Discover how they dealt with sickness. Undergo diagnosis with cabbage water. | <input type="checkbox"/> |
| Module 3 | <ul style="list-style-type: none">- Use of Plants – discover the plants that the Tudors used for food clothes, colour, household tasks and medicine. Activity – cleaning teeth and washing hands Tudor style. | <input type="checkbox"/> |
| Module 4 | <ul style="list-style-type: none">- Arms and Armour – learn how to be a knight, feel the weight of the armour, study weapons, look at the life of an English Bowman. | <input type="checkbox"/> |
| Module 5 | <ul style="list-style-type: none">- School Room – learn some Tudor manners. Practice our Latin and quill writing, study reading and mathematics, Tudor style.- Activity – writing with a quill pen. | <input type="checkbox"/> |
| Module 6 | <ul style="list-style-type: none">- Games and Dancing – experience a range of leisure activities, maypole dancing, formal dance, throwing the horse shoe and quoits.- Activity – playing games and dancing. | <input type="checkbox"/> |
| Module 7 | <ul style="list-style-type: none">- Daily Life – learn skills needed by ordinary Tudors for day to day living, how to make your own clothes, how to manage your own house.- Activity – spinning and weaving or beeswax candle making. | <input type="checkbox"/> |
| Module 8 | <ul style="list-style-type: none">- Tudor Tombs – visit the parish church of St Mary the Virgin. Learn about the power the church had over the daily life of the Tudors.- Activity – look at tombs. | <input type="checkbox"/> |

Date of visit

School name

Vikings: KS2

Please tick four modules you would like to do:

- | | | |
|----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| Module 1 | <ul style="list-style-type: none">- Artefacts – explore the artefacts, discuss possible uses, set and sort as to might have used them, question and answer session stimulated by objects.- Activity – artefacts. | <input type="checkbox"/> |
| Module 2 | <ul style="list-style-type: none">- Journeys – look at the reasons to go on Viking journeys, invasions, raids and new settlement.- Activity – make a Viking Long Ship. | <input type="checkbox"/> |
| Module 3 | <ul style="list-style-type: none">- Daily Life – look at typical Viking settlement, everyday tasks for men women and children, clothes, food and homes.- Activity – weaving or dying. | <input type="checkbox"/> |
| Module 4 | <ul style="list-style-type: none">- Arms and Armour – look at fighting techniques, invasion, raids, berserkers.- Activity – archery. | <input type="checkbox"/> |
| Module 5 | <ul style="list-style-type: none">- The Thing – a look at Viking Society how it was run, law and punishment.- Activity – re enact a Viking Thing, take the part, act out scenes. | <input type="checkbox"/> |
| Module 6 | <ul style="list-style-type: none">- Famous Vikings – Leif Ericson, King Canute, Harold Haardwaade.- Activity – stories. | <input type="checkbox"/> |
| Module 7 | <ul style="list-style-type: none">- Sagas and Runes – explore both, write with runes.- Activity – clay work. | <input type="checkbox"/> |
| Module 8 | <ul style="list-style-type: none">- Trading and selling – look at where they went and what they traded.- Activity – jewellery making. | <input type="checkbox"/> |

Date of visit

School name
