

Timetable for Inventors and inventions at Chelmsford Museum (Key Stage 1)

Please split your class into 2 equal groups before the day. Both groups will do all activities.

The session is 1.45 hours: 10.15 – 12.00 or 12.45 – 2.30pm. The museum opens at 10am. Please arrive in time to be ready to start the session promptly. If you need to change your arrival or leaving time, please let us know before your visit so we can adapt the session to fit with your travel times.

Lunch space. There is plenty of outdoor space to picnic outside or indoor space if wet or cold.

10am		Museum opens Arrive – toilets, coats and bags put away	
10.15 (12.45)		Whole class welcome and introduction What is an inventor? What skills do you need to be an inventor?	
Group A: (half class) Colonel Crompton – Electrical Engineering Using an ‘energy rod’ the children form a giant circuit to learn how electricity needs a complete path to work. In small groups, build simple circuits and investigate what happens as you add more components. See how simple motors and generators work, and then investigate electromagnets. Make predictions about how to increase the strength of an electromagnet and test them out.		Group B: (half the class) Marconi – Wireless Communication Play a ‘telephone connection’ game to establish the problems with using wires for communication. Learn how Marconi invented a method for wireless communication, and the obstacles he overcame to send a wireless signal across the Atlantic Ocean. ‘Train’ as Marconi Wireless operators and practice sending morse code. Finally, visit the Titanic radio room and hear the story of the two radio operators onboard, and how they saved hundreds of lives.	
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12.00 (2.30)		Finish What impact have Crompton and Marconi’s inventions had on our lives today?	