

Timetable for Marconi Magic Maths session at Chelmsford Museum

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

If you need to leave earlier, please let us know before your visit so we can adjust the timetable.

<p>10am Museum opens Arrive – toilets, coats and bags put away</p>	
<p>10.15 /12.45 Whole class welcome and introduction Who is Marconi and what is wireless?</p>	
<p>Group A (half class) Marconi: the man and his times Through objects, experiments, activities and photographs, we explore Marconi’s work to develop radio, his connection with Chelmsford and discover how he flew a kite and changed the world!</p>	<p>Group B (half class) The trouble with wires We use an old telephone and look at simple number patterns as we play a ‘telephone connection’ game. Pupils ‘train’ as Marconi Wireless operators and practice sending Morse code and hear the story of the Marconi wireless operators on the Titanic.</p>
<p>The trouble with wires We use an old telephone and look at simple number patterns as we play a ‘telephone connection’ game. Pupils ‘train’ as Marconi Wireless operators and practice sending Morse code and hear the story of the Marconi wireless operators on the Titanic.</p>	<p>Marconi: the man and his times Through objects, experiments and photographs, we explore Marconi’s work to develop radio, his connection with Chelmsford and discover how he flew a kite and changed the world!</p>
<p style="text-align: center;">Whole class conclusion</p>	
<p>12.00 /2.30pm Leave</p>	