

Timetable for Marconi Magic Maths at Chelmsford Museum (Key Stage 1)

Please split your class into 2 equal groups before the day. Both groups will do all activities, led by our experienced museum tutors.

The session is 2 hours – 10.15 – 12.15pm or 12.45 – 2.45pm. 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		Whole class welcome and introduction	
		Who is Marconi and what is wireless?	
Group A: (half class)		Group B: (half the class)	
Marconi: the man and his times		The trouble with wires	
In the Bright Sparks gallery, we explore Marconi's life and find out how he used a kite to send the first wireless signal across the Atlantic Ocean, then explore a copy of this kite, measuring its size and looking at shapes and symmetry.		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.	
The trouble with wires		Marconi: the man and his times	
We use an old telephone and look at simple number patterns as we play a 'telephone connection' game. Pupils 'train' as Marconi Wireless operators, making simple circuits to practice sending Morse code and hear the story of the Marconi wireless operators on the Titanic.		In the Bright Sparks gallery, we explore Marconi's life and find out how he used a kite to send the first wireless signal across the Atlantic Ocean, then explore a copy of this kite, measuring its size and looking at shapes and symmetry.	
12.15		Whole class conclusion	
		Leave	

