



Inventors and Innovators KS1 and KS2

Time	Group 1	
10am	Arrive. Bag and coat drop. Toilets. snack	
10.15am – 10.25am	<p style="text-align: center;">Introduction.</p> <p style="text-align: center;">The discovery of electricity and how it flows through a circuit.</p>	
10.25am – 11.15am	<p style="text-align: center;">Marconi</p> <p>Discover the work of Marconi and the problems he was trying to solve of wireless communication. Have a go at using Morse Code tappers to send messages.</p> <p>The aerials needed were colossal, pupils have a go a building a tall structure.</p>	<p style="text-align: center;">Crompton</p> <p>The streets of Chelmsford were dark and dangerous before street lighting. Discover the iteration of streetlights with a hands-on problem-solving session. Pupils run experiments to test conductors and insulators as well as creating circuits for the new streetlights.</p>
11.15am – 11.55am	<p>Crompton</p>	<p>Marconi</p>
11.55am-12noon	<p style="text-align: center;">Plenary</p> <p style="text-align: center;">Look at the legacy of Marconi in Radio, listen to the first entertainment broadcast.</p>	
12pm-12.45pm	Lunch	
12.45pm-2.15pm	<p style="text-align: center;">Museum Trail</p>	