



Thanks to National Lottery Players



Timeless Treasures – Education Practitioners Brief

Summary

Working title: Timeless Treasures – What is treasure?

Museum of Chelmsford is excited to offer the opportunity for a freelance educational creative practitioner or company to work collaboratively with local schools to design and create an 'Inspiration box' centred around the discovery of the Great Baddow Coin Hoard.

Imagine uncovering a hidden treasure that not only connects us to our rich history but also paves the way for future exploration and cultural enrichment. The Great Baddow Coin Hoard is a remarkable collection that tells the story of our past, offering participatory, inclusive and educational opportunities that can benefit our community socially, culturally and create a legacy.

Join us in this journey to unlock the potential of the Great Baddow Coin Hoard!

Commission: £8000

About the Project

Central to Museum of Chelmsford's mission: 'a shared history and identity for Chelmsford' the acquisition of the Great Baddow Coin Hoard—a remarkable discovery of 933 gold coins dating back to 60-20 BC—is crucial in achieving this goal.

As Britain's largest recorded Iron Age coin hoard, it fills a significant gap in our local history, allowing us to explore not only the artifacts themselves but also their connection to the Catuvellauni Tribe and their burial on Trinnovante Tribe land. Understanding these links enhances our collective narrative, enriching Chelmsford's heritage within the broader context of Iron Age history.



Thanks to National Lottery Players



This project aims to foster themes of what is 'treasure', local identity, diversity, and ultimately generates a profound sense of belonging, connection, and pride among residents. By placing local communities and youth at the forefront of cultural programming and decision-making, we are fostering a culture of curiosity where everyone can contribute to and benefit from our shared heritage.

In summary, this project is not merely about preserving artifacts; it is about nurturing vibrant cultural connections that celebrate our diverse stories while addressing inequalities in access and encouraging a sense of belonging. It is an investment in our community's future—one that will inspire generations to come.

The Brief

We are looking for an education creative practitioner or company who can combine their creative practice with educational knowledge and experience, to create an innovative 'Inspiration box', which will spark pupils curiosity and imagination and actively engage them to explore the Great Baddow Coin Hoard and the stories it holds.

The 'Inspiration box' will be available for other schools to borrow in the future. Ways in which the box facilitates and encourages 'creative learning' will inform and inspire the interpretation approach in a temporary exhibition featuring the hoard.

We would like you to:

- Plan and deliver a maximum of 4 creative learning workshop sessions with Year 3 pupils in a local school.
- Design and produce a high quality, interactive, physical 'Inspiration box', including all physical and digital resources. More details on box requirements below.



Thanks to National Lottery Players

- Facilitate the testing of the 'Inspiration Box' at 4 more schools in the local area, evaluate and respond to feedback.
- Co-lead a CPD session to share the 'Inspiration box' with teachers from 4 local schools to allow them to trial it with their classes.
- Be responsive to feedback from teachers and pupils, adjusting and adapting activities and ideas as required.
- Regularly meet with teachers and museum staff during the life of the project.
- Encourage engagement with Museum of Chelmsford by attending other events and taking part in other planned activities.
- Aim and Objectives
- Develop an Iron Age Inspiration box plus physical and digital resources in partnership with pupils from local school.
- Test the Inspiration Boxes and resources at four further schools.
- Launch the box as part of the Museum of Chelmsford's education box offer.
- Co-lead on a teacher CPD session showing how the box can be used to enhance and extend pupil learning on the stone age to iron age.

Who are we looking for

You will need to have a:

- High quality, relevant creative practice with history of working with young people and schools.
- Strong collaborative attitude to your work, in order to co-create with a pupils and teachers.
- Proven track record of delivering inspiring and creative workshops that captivate and engage.
- Knowledge of the curriculum and how resources can enhance learning.
- An understanding of health and safety, equal opportunities, and safeguarding procedures relating to work with young and vulnerable people.
- (Optional) An interest in archaeology.



Thanks to National Lottery Players



Expected Project Timescales

- School Workshops: November 2025 – February 2026
- Box Testing: Feb – May 2026
- Box Roll Out: Sept 2026

Total budget

The total budget for this work is: £9,250 Inclusive of an £8,000 artist commission, £500 towards a teacher CPD event and £750 Inspiration box materials exc of VAT.

This total should include all fees for preparation, admin, school and CPD workshops, materials, transport for you and box construction costs.

Application process

All applicants must submit the following:

- An expression of your interest in this project and why your skills are most suited to meeting the brief. This could be in a written (maximum 500 words), visual or audio format. Your proposal should briefly outline your practice, how you feel it relates to the project and outline your initial ideas for how you would interact with schools and teachers. Tell us about what experience you have and consider what you might include to help create the 'inspiration box'. Please ensure all descriptions are clear and in an accessible language.
- A copy of your most recent CV.
- Samples of previous work that you feel relate to the project.
- Community work references although optional would be helpful.
- Proof of DBS and safeguarding knowledge plus proof of public liability insurance or an indication that you will have public liability insurance if you are the selected candidate.



Thanks to National Lottery Players



Application Timeline

- Deadline 2nd June
- Shortlisting 9th June
- Interview at Museum of Chelmsford 17th June
- Commission/ start date: July 2025

Any questions please contact curatorial.enquiries@chelmsford.gov.uk.

Inspiration Box requirements

The 'Inspiration Treasure box' will:

- use the Baddow Hoard to explore the past through a local history focus, building pupil's understanding of the historical significance of the coin hoard, developing empathy, fostering civic pride and a sense of belonging. Use the hoard to provide a tangible connection to past people and events – 'history happened here'.
- be a physical 'box' which captures pupils curiosity and imagination. It will contain physical resources and activities to support sensory, hands-on learning experiences, though it may also contain digital resources. The 'box' itself will form an integral part of the resource, not simply be a container.
- engage pupils with the story of the Baddow Hoard in a way that is accessible, engaging and relevant for primary age pupils, activities sparking questions to explore. For example, this could be inspired by an 'escape room' style challenge, 'treasure hunt' or other creative approach that inspires and supports enquiry-based learning.
- give pupils a 'real' a 'reason' or 'purpose' to investigate different sources to gather evidence or clues, to work collaboratively, share ideas and draw their own conclusions, encouraging development of historical enquiry skills and an understanding that history is not a



Thanks to National Lottery Players



'fixed narrative' but an interpretation, that may change if new evidence is discovered – as with the Baddow Hoard.

- 'unpack' the story of the Baddow Hoard, exploring it from different perspectives. For example: what is treasure? What can it tell us about life in the Iron age – structure of society, beliefs, art and technology, relationships between tribes and connections with the Roman Empire.
- contain all resources and information to enable a non-specialist teacher to use the box with a whole class in their school setting. It will have clear learning objectives that support the National Curriculum and provide strong local history connection, inspiring pupils sense of place and civic pride.

Physical requirements/specifications:

- Size. To be transported by a single person.
- The 'box' itself must be an integral part of the 'activity'.
- Box and resources must be robust and hard wearing, for use by multiple classes, and be mended or replaced if necessary.
- Sufficient resources for a single class to all engage with the box at the same time.
- Use by non-subject specialist – activities with full explanations and instructions to support teacher and pupils.
- Activities support creative learning, empowering pupils and giving them a voice.
- Activities aimed at primary age pupils. Key age group Y3/4 (7 – 9 year olds)