



## Marconi Magic Maths

Time	Group 1	Group 2
10am or 12.30pm	Arrive. Bag and coat drop. Toilets. snack	
10.15am or 12.45pm	Whole class welcome and introduction <b>Who is Marconi and what is wireless?</b>	
10.25am – 12pm or 12.55pm – 2.30pm	<p><b>Marconi: the man and his times</b> 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><b>The trouble with wires</b> 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>
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12pm or 2.30pm	Whole class conclusion	