History Detectives



Key Stage 2

National Curriculum area: History

Length of session: 90 minutes

Maximum group size: 32



Session Outline

In this practical workshop pupils use historical enquiry skills to find out about a mystery person and discover what objects can reveal about people and places.

Activity 1 Handling game

In small groups pupils rotate round 8 artefacts and discover what they reveal about the person who used or made them.

Activity 2 Museum search

Pupils explore the Museum's collections and track down different types of objects.

Activity 3 Mystery person

In four groups pupils examine objects belonging to a mystery person and record information they have found out.

Learning Outcomes

- Learn to read objects to see what they reveal about the people who used and made them
- Develop questioning skills
- Select and record information relevant to finding out about a mystery person

Pre visit activities

Take a virtual tour of the Museum.

Take an everyday object like a classroom chair and write down as many questions you can think of about that object. What can they find out? Questions to start with: What was it made for? What is it made from? Why? How is it made? Where is it made? What is it worth?

Post visit activities

Imagine the Museum has asked each pupil to donate 5 objects which tell us about them and where they live. What objects would they choose and why?

Create your own set of objects for a mystery person be they fictional or real, for example, a Queen, a headteacher, a vet, a student.



For further details and how to book visit:

www.prm.ox.ac.uk/primary-schools