

River & Rowing Museum

Key Stage 1: The 3 R's

Workshop Summary



The workshop reinforces mathematical skills and provides an opportunity for pupils to apply their skills to practical activities in a unique, fun setting. The activities cover data collection, measure, capacity, counting & adding and problem solving.

Workshop Contents

Education Centre (Museum Tutor led)

- Pupils explore capacity using containers with varying capacity and water to determine which hold more than, less than, or exactly one litre
- Pupils have the help of Giant Jim and his friends Francesca and Duck to help them remember measurements

Galleries (Museum Tutor led)

- Bridge Link: pupils estimate the length of the river, and its widest and narrowest crossing points
- Pupils can use standard and non-standard measurements according to their ability
- Rowing Gallery: pupils explore the trireme, estimating the number of oars used to row the trireme
- Pupils then find out how many oars there are by counting lolly sticks, which equate with the number of oars
- Rowing Gallery: pupils work on the Pulling Together activity, and think about simple fractions, halving and doubling

Galleries (Teacher led)

- Pupils use the galleries to find pictures of boats in the three main galleries
- The pictures are contained in red and blue treasure boxes at the boat locations
- Pupils return to the activity base to sort their pictures into chronological order by age, e.g. older to newest
- Pupils then enjoy the shape trail, exploring the galleries, looking for different shapes
- There is no recording in these activities

Learning Outcomes

- To understand what one litre of water looks like
- To practice estimation
- To practice and learn how to use standard and non standard measuring materials

National Curriculum Areas Covered

- Mathematics:
 - Using and applying number
 - Shape space and measures
 - Problem solving

Useful Pupil Preparation

- An understanding of the word 'capacity' and some experience of guessing and estimating