

DRAWING OFFICE ACTIVITIES

Lesson Plans & Rationales: Key Stage 2



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These activities will act as a jumping off point in your use of the primary resource materials provided online. You can do all the activities or just one but you'll probably come up with lots more ways to develop the use of the

resources. If you do, we'd love you to share what you do with us so that we can pass it on to the other educators that are interested in using the resources.

Suggested Learning Intentions

In these activities pupils will:

- Listen and respond to oral histories
- Participate in group and class discussions
- Participate in a range of drama activities across the curriculum
- Take part in role play in response to oral history recordings
- Improvise a scene based on recorded oral history
- Describe and talk about real people's experiences and real places
- Participate in modelled writing
- Express thoughts, feelings and ideas in their writing
- Expand their vocabulary appropriate to the activities they are doing
- Listen for specific information
- Have the opportunity to be more aware of the contribution that older people play in communicating their past
- Consider that some buildings have been used in the past for different purposes
- Learn about the jobs people have done in the past in different places
- Learn about the history of some people and places
- Find out about jobs people did in the past

Background

The Harland & Wolff HQ building and Drawing Offices was the creative hub of a yard so vast that at its peak it was like a city within a city. It was built in the late 1880s when the company was emerging as one of the world's leading shipbuilders. Here decisions were made which changed the course of shipbuilding as visionary designers created the largest, most innovative and luxurious ships of the time. The stunning Drawing Offices have been transformed thanks to National Lottery players through a £5m grant, secured by the Titanic Foundation from the Heritage Lottery Fund's Enterprise programme. This innovative programme is designed to bring heritage buildings back into sustainable use, bringing new jobs, new

opportunities and new investment to local communities.

After almost two years of restoration, construction and preservation of the former Harland & Wolff HQ building and Drawing Offices, the £28m boutique hotel is ready to show the world the amazing history behind Queen's Island and the shipbuilding industry in Northern Ireland.

As part of the heritage elements of this project oral histories have been collected from men and women who worked in Harland & Wolff, particularly in the heart of the shipyard

ORAL HISTORY & SPEECH BUBBLE ACTIVITY

Resources you will need

1. Online oral history sound bites
2. Online KS2 speech bubbles activity sheet

Activity

1. Listen to the oral history sound bites and talk about what they have heard.
2. Collect your pupils thoughts in word clouds – some of the word will be descriptive and others may be emotions or thoughts
3. Use the speech bubble sheets to encourage your pupils to write their ideas within a given structure. Please note that some of the speech bubbles require retelling of what they have heard and some require a more emotional response.

ORAL HISTORY & ROLE PLAY

Resources you will need

1. Online oral history sound bites
2. You may also want to use the Pittman Shorthand alphabet we have provided online
3. Items of costume might include flat caps, waistcoats and scarves or shirts and ties.
4. Props might include;
 - A hard back notebook with a black pen for signing and a red pen and ruler
 - "Boards" cut out of corrugated cardboard and a large plastic bowl for launching the boards
 - Fake swipe cards using light card and black tape
 - Paper and pen for the message boy
 - Paper and pen for the Shorthand game

Suggested Activities

Listen to the oral history sound bites and talk about what they have heard.

1. Morning clock in.

This can be with the red-line sign in book, fake swipe cards or cardboard "boards".

Red-line Sign in Book

One child plays role of the supervisor wearing shirt and tie, holding a watch or clock and a red pen and ruler. A table can be set at the classroom door with the hard back notebook with a black pen for signing.

The rest of the class line up outside the classroom and sign in one by one.

When only a small number of children are left the teacher should let the "supervisor" know that it is 8 o'clock and the "supervisor" steps in and rules a red line. The remaining children continue to sign their names below the red line.

Fake swipe cards

This fun and simple activity acts as a scene setter for wider role play. Cut light card into credit card sized pieces and add a piece of black tape near the bottom of one side before distributing to the class. The children can draw an approximation of the school logo on one side and a picture of themselves and their name on the other.

Cardboard "boards"

This activity is a fun piece of role play which is best done as part of a wider Titanic project. Use the template below and corrugated cardboard to create a board for each child. Each board should have a number on it and the children will have to memorise their own number. The "boards" should be stored in a long box in numerical order.

At the start of the school day each child must say their number and receive their board (you'll probably need to have a list of whose number is whose as some pupils will inevitably forget their number).

During the day if the children need to borrow equipment they must hand in their board and only get it back when they return the equipment. If they need to use the bathroom during class time they must tell the teacher their number.

At the end of the day each child can "launch their board" by throwing it into a bowl.

2. The Message Boy

This can be done in one of two ways; either as a character in a wider role play or as a classroom task. If you choose the former you should also have at least two pupils dressed as managers and a number of other characters including a shorthand typist, a telephonist and draughtsmen drawing ships.

3. Trainee Shorthand Typists

Using the Pittman Shorthand Alphabet introduce the idea of the job of note and minute taking in an office before typing up what you have written.

Start by getting each pupil to write their first name on a piece of paper and then repeating it underneath in Pittman Shorthand using the sheet provided online. They should then repeat the Pittman Shorthand version on a separate sheet and it is these sheets that should be distributed randomly around the class. The pupils should now all try to decipher the name they have been given using the Pittman Shorthand sheet as a key but also the number of letters and repeated letters as clues.

Extension

PE/Drama – After listening to the Sam and Stuart Verner and Jack and Dougie sound bites get the children to respond with exaggerated actions to the following statements and descriptions;

- "running all the messages"
- "carrying chain blocks over your shoulder"
- Carrying the heavy chain blocks up 30 steps and then down a very straight ladder
- Walking home over Dee Street Bridge at the end of a hard day's work