

Coventry Transport Museum

Great fun for your little learners

Mini & Mini-Plus sessions



Mini Sessions



Sessions are designed to encourage groups to look a little closer at the collections in an entertaining way. These sessions are self-guided with a short welcoming talk on arrival. There is no limit to group numbers.

Duration: 1-2 hours **Cost:** £1 per child, adults FREE. Includes free ride on ThrustSSC Land Speed Record simulator.

Mini-Plus Sessions



Sessions are self-guided. The group receives a pack each, containing a book, pencil, ruler, rubber and pencil crayons. There is no limit to group numbers.

Duration: 1-2 hours **Cost:** £2.50 per child, adults FREE. Includes free ride on ThrustSSC Land Speed Record simulator.

Wheelie Wicked (Mini)

Key stages 1 & 2

Learning themes:

The wheel on any vehicle has a very important and demanding role to play. It has to be strong to carry the weight of the rider and tough to stand up to the forces of breaking, acceleration, and bumps in the road.

To meet these demands wheels have changed a lot since the days when they were made of wood. Tyres have improved dramatically over the decades, from the metal band, to solid rubber, to

the invention of the 'pneumatic' air filled tyre by John-Boyd Dunlop c.1895. The pattern or tread on the tyre is very important – it pushes the water or mud out of the way so that the tyre stays in contact with the road giving good grip.

We have thousands of different wheels in the Museum, all made from different materials with varying patterns or tread. For this activity the group is given a pencil and sketch / notebook to draw as many different wheels in detail as they can.

- This activity is introduced by a member of our education team and then supervised by a teacher or group leader.
- We suggest at least one hour to do Wheelie Wicked.

Post visit extension work

- Look in detail at tyre tread to develop sessions based around pattern and print.

20th Century Transport Timeline (Mini)

Key stages 1 & 2

Learning themes:

History -Timelines, Design Technology, Citizenship, Art, Data collecting, Speaking & Listening Skills.

This session has been designed to help students understand the development of road transport during the 20th Century. The group will draw vehicles from each decade and

record the manufacturer of the vehicle and the date it was made onto their worksheet. When all boxes on the sheet are full the group can plot when each vehicle was made onto the timeline. On the back of the sheet students can draw their ideas for a futuristic car.

- This session is introduced by a member of the Museum's education team and then supervised by the teacher or group leaders.
- Teachers are given a sheet with hints and tips to get the most from the Museum and some ideas for follow up work.
- Allow 1 –2 hours for this activity.
- Themed goody bags available.



Logo A Go Go (Mini)

Key stages 1, 2 & 3

Learning themes:

Art, Design Technology, Marketing/Business, Local History

Since the first road vehicle was produced great importance has always been placed on the logo and branding of the product. Hundreds of large and small companies were making cars and cycles in Coventry – 130 car manufacturers and over 300 cycle manufacturers. Each maker had their own

mascot, badge or logo to distinguish their car or cycle from the competition. These emblems or logos were often very ornate and beautifully made from hand painted enamels or even precious metals. Vehicles still have logos today but they are much plainer.

If your group takes part in 'Logo A Go Go' they will get a pencil / sketch / notebook to record what they see around the Museum.

- This session will be introduced by a member of the Museum's education team and then supervised by the teacher or group leader.
- We suggest at least 1 hour.

Post visit extension work

When you get back to school you could ask the group to have a go at designing their own company logo or you could have a look at the school logo, compare it with other schools and then design a new logo for your school.

I-spy (Mini)

Key stages 1, 2 & 3

Learning themes:

History, Art, Observation and Enquiry Skills

'I spy' is a game designed to make a group look more closely at exhibits, but in an entertaining way. This is a great way to support your visit by

encouraging children to look in detail at the collection.

The children will receive an 'I spy' sheet with nine different images for them to find. When they find one they mark their sheet with a sticker.

- The session is introduced by a member of the Museum's education team and then supervised by the teacher or group leader.
- We suggest at least 1 hour for this activity.

Task trail (Mini-Plus)

Key stages 2 & 3

Learning themes:

Design Technology, History, and Art.

The students will collect a Task Trail folder and Task sheet (folder contains pencil, colouring pencils, ruler, rubber and sketch book) the student's will be asked to complete a variety of tasks which can involve using the interactives and information in the Museum. They will draw

or write their answers into their sketchbook as they journey around the different galleries.

- Packs are to take home or back to school
- This session will take at least 2hrs.
- This session will be introduced by the Museum staff and then self-led by the visiting groups.

Post visit extension work

The pack would be useful to record any information you require the students to collect for follow up work at school

- Dates, speed, cost could be used to develop data handling skills.
- Draw their favourite thing in the Museum, the oldest car and the newest car or look for the fastest and slowest vehicle.

Maths Measuring Madness (Mini-Plus)

Key stages 1 & 2

Learning themes:

Maths, Design Technology, Science, History, and Art.

Mmm! What's that, a trip for maths? Yes! And it's fun too! Pick up your maths kit – a job sheet, pencil, ruler and rubber, notebook. The job sheet tells you what vehicles you need to find, and what tasks you need to complete for that vehicle; measuring, drawing or both! The job sheet can be tailored to your group's age and abilities –

Please discuss this with us before your visit. In the notebook draw the object you have been asked to find and record the measurements. Worksheets will also be provided which can be used either for homework or to be completed back at the school.

- This activity is introduced by a member of the Museum's education team and then supervised by the teacher.
- Approximately one hour will be needed.

Post visit extension work

After your visit the notebook can be used as a resource for a variety of follow up projects including:

- Data handling and graph work.
- Design Technology – using drawings and measurements to make a life size or scale model of one of the objects.

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Keeping the story alive