Antarctic Explorers Activity List: *Please choose four activities and list them on your booking form.* *Due to the available space in the museum, elements of the chosen activities may take place across the day.*		**Locations and time**
1. Scott, Oates and the Terra Nova Expedition *NC link (History/Geography): significant events and individuals in history, cause and consequence, hot and cold areas of the world, continents.*	An introduction to the story of Captain Scott and his companions' journey to the South Pole in 1912 including a visit to the Antarctic gallery and an opportunity to handle genuine artefacts from the expedition with 'cause and consequence' discussion on the reasons for Amundsen's success in reaching the pole first.	Museum 45 mins
2.Expedition Rations *NC link (Science/History): healthy eating, changes through time.*	A hands-on activity investigating the food eaten on the Terra Nova expedition, the reasons for the choices made and the consequences for the explorers' health. Comparisons are made with equivalent rations today.	Museum or Field Studies Centre 30 mins
3.Antarctic Adaptations *NC link (Science): evolution and inheritance, habitats*	How is a penguin different from an albatross? Identifying adaptations of creatures from Antarctica, this session makes use of the taxidermy in the museum.	Museum 45 mins
4.Clothing and Equipment *NC link (Science): materials and their properties*	Find out what was worn and what equipment was used on the Terra Nova expedition and how things have changed for modern explorers- get in a tent, try on some clothing and pull a sledge! Also includes the 'blubber glove challenge' making links with Antarctic Adaptations.	Field Studies Centre plus Sledge-pulling Outside 45 mins
5. Map Makers *NC links (Geography): observational field work, devising a simple map*	When exploring a new area, making and using maps is an important skill! Learn to measure distances and create a simple map; can another team use your map to find their way to a marked location?	Gardens 45 mins
6. Compass Orienteering (KS2) /Alphabet Orienteering (KS1) *NC links (Geography/PE): points of a compass/outdoor adventurous activity*	Navigating across unknown terrain is important for explorers! Learn to read a compass or use a simple map to follow an orienteering trail around our grounds.	Gardens 30 mins
7. Semaphore Signaling *NC link (PE): outdoor adventurous activity*	How did explorers communicate before mobile phones and satellite technology? Learn how to use flags to signal a mystery word to the other half of your team.	Gardens or Field Studies Centre 30 mins
8. Story Telling *NC link (English/Geography): listening and understanding skills/ hot and cold places*	An interactive story session based on the epic true story of the 'winter journey' to find an Emperor Penguin egg which took place during the Terra Nova expedition of 1910-1912. Featuring sound effects and props!	Field Studies Centre 30 mins
9. Explorer Challenge (KS2 only) *NC link (PE/Geography): outdoor adventurous activity, points of a compass, using a map.*	The Explorer challenge counts as **two options** being a longer session involving orienteering, signaling and compass work. Children work in teams to find hidden objects which relate to the themes of the day.	Gardens 1 hour 15 mins