



Antarctic Explorers Activity List: Please choose four activities and list them on your booking form. Due to the available space in the museum gallery, different elements of the chosen activities may take place across the day.	
1. Scott, Oates and the Terra Nova Expedition NC link (History/Geography): significant events and individuals in history, 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 tour of the Antarctic galleries and an opportunity to handle genuine artefacts from the expedition.
2. Expedition Rations NC link (Science): healthy eating	A hands-on activity looking at the rations eaten on the Terra Nova expedition and comparing this with equivalent rations today.
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.
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- looking at tents, clothing and sledges.
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?
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 and work in teams to follow an orienteering trail around our grounds.
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 send a coded message to the other half of your team. For KS1, use a simple map to navigate to marked locations.
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!
9. Explorer Challenge NC link (PE/Geography): outdoor adventurous activity, points of a compass, using a map.	The Explorer challenge counts as two options being a whole afternoon session involving orienteering, signaling and teamwork. Children work in groups to find hidden objects which relate to the themes of the day.

