

Workshops for Moulsecoomb Primary Open Day 20th June 2024

All workshops will be led except Workshop B, for which full instructions and resources will be left.

Workshop A – Neolithic life and wall art

Children will visit the inside of Moulescoomb's reconstructed Neolithic house and talk about life as hunter/gatherers and the transition to early farming. The children will look at some examples of wall art from the early ancestors and then explore how to make and use paints from natural materials.

Workshop B - Iron Age life and clay work (self-led)

Children will explore the reconstructed Iron Age house and discuss how the discovery of how to produce Iron changed everyday life. Images of pottery artefacts will then be discussed in relation to how they were made and what they were used for. The children will then have the opportunity to make their own clay pot/adornments and use natural materials to make marks into their finished pieces.

Workshop C - Archaeology and artefacts

Children will have the opportunity to excavate some artefacts from a reconstructed dig site. They will discuss possible ways to sort the objects and discuss what they might have been used for. Links will be made to maps of archaeological finds recorded near the to the school and place the local landscape within a historical timeline.

Workshop D - A walk through the history of the South Downs National Park

Children will investigate the historical timeline of the South Downs National Park, draw comparisons between the past and the present and discover what makes their local area so special.

Workshop E – The Raingarden

Children will explore the raingarden at Moulsecoomb Primary school. They will learn how our drinking water is stored in the chalk aquifer, and how raingardens help keep our water clean whilst also increasing biodiversity.

Workshop F – Plants & Trees

Children will discover the plants and trees in the school orchard. They will try to identify some of the plants and trees and learn about what they are used for.



