

School Programmes

at the National Maritime Museum
and the Queen's House,
2016-17



rmg.co.uk/schools
bookings@rmg.co.uk
020 8312 6608



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Introduction to the National Maritime Museum and the Queen's House

Visits to the National Maritime Museum and the Queen's House are a unique opportunity for pupils to explore complex and sensitive topics across the curriculum, be inspired by world-class collections and learn from a wide range of expertise. School groups can choose from our broad selection of facilitated sessions and study days, self-guided trails and gallery visits to develop a wide range of skills.

A brief history of our sites

Set within the breath-taking Maritime Greenwich World Heritage Site, the National Maritime Museum (NMM) and the Queen's House are historic buildings with connections to the royal and maritime heritage of Greenwich.

The Queen's House is a 17th-century royal villa, commissioned in 1616 by Queen Anne (wife of James I) and completed for Queen Henrietta Maria in about 1638. It was designed by renowned architect Inigo Jones and was the first fully Classical building in England. The House is famous for its architecture and today displays highlights of the NMM's extraordinary art collection, including works by masters such as Gainsborough, Hogarth and the van de Veldes.

The Museum buildings were added to the House in the 19th century to form a school for the children of Royal Naval seamen. Renamed the Royal Hospital School from 1892 it moved to Suffolk in 1933. After building conversions, the Museum opened in 1937 and since then its collections have grown to become the most important in the world on the history of Britain at sea, including maritime art, cartography, manuscripts, official public records, ship models and plans.

Our galleries

Some of our key galleries include:

Voyagers: Britain and the Sea

This gallery introduces the NMM's key themes, the breadth and diversity of our collections and the people whose lives have been shaped by the sea.

The Atlantic: Slavery, Trade, Empire

This gallery explores themes of exploration, trade, war, enslavement and resistance. It is about the movement of people, goods and ideas across and around the Atlantic Ocean from the 17th century to the 19th century.

Traders: the East India Company and Asia

For over 250 years, the East India Company shaped trade between Britain and Asia. This gallery looks at the commodities the company traded, the people who shaped its tumultuous history and the conflicts and rebellions that were its ultimate undoing, as well as its continuing legacy in the world today.

Nelson, Navy, Nation

This gallery explores the life and times of great British hero Horatio Nelson, within the broader context of the Royal Navy and British people from 1688 to 1815.

Ahoy! Children's gallery

Polar exploration, pirates and a host of other maritime themes are brought to life in this playful and immersive gallery for children under seven.

School Programmes

Primary School Programmes

Early Years Foundation Stage

My First Visit

Key Stage 1

Pirate Day

The world for breakfast

Art Inspirations

Key Stage 2

Art Inspirations

Trafalgar Tales

Meet the Vikings: Raiders, Invaders, Traders

Archive Adventures (pirates and polar explorers)

Ships, Maps and Trade: the Great Tea

Race (joint visit with *Cutty Sark*)

A Sailor went to Sea (joint visit with *Cutty Sark*)

Added extras

The Great Map

Ahoy!

All Hands

Trails

Secondary and Post 16 Programmes

History

British Empire Enquiry Day

Transatlantic Slavery Enquiry Day

Spanish Armada Enquiry Day

Art

Museum as Muse: Nelson's Ship in a Bottle

Leisure and Tourism

Marketing and the Museum brand

Customer service and the visitor

Business Studies

Leading Lives Study Day: Horatio Nelson

Other information

SEND (Special Educational Needs and/or Disabilities)

Home education groups

Teacher Forum

Making a Booking

My First Visit

Key stage: Early Years Foundation Stage

School subject: Understanding the World, Communication and Language, Literacy

Location: National Maritime Museum

Session times: Mondays and Thursdays at 10.15, 11.00, 12.20 and 13.05

Session price: £30 (maximum 15 pupils, 6 adults)

Museums are wonderful places.

Come on a journey of wonder and discovery, looking, touching – and even smelling – to explore the galleries and solve a mystery.

We sing and talk, ask questions, play games and take a really close look at the things around us. These are cross-curricular sessions designed to broaden children's experience, extend vocabulary and introduce them to new opportunities through familiar themes.

Choose from the following themes:

Monster Hunt

This active session is a maritime adaptation of Michael Rosen's classic *We're Going on a Bear Hunt*. Children will embark on a 'treasure hunt', following a series of jigsaw clues to find a monster hiding in one of the galleries. Through songs and role-play, children explore museum objects, including a sailing boat and the beautiful Prince Frederick's Barge, and negotiate a big blue ocean, a wide rushing river, and a tall rocky cliff along the way.

Night Lights

During this session, a series of jigsaw clues piece together to guide children through a variety of activities which help them explore light sources, and find the lighthouse home for a mysterious giant light-bulb. The session is based in the Museum's galleries, and begins with handling and comparing light sources from the past and present. Children then use torches to explore the galleries and search for more clues. Along the way, they experiment with red and green lights, finding out how these keep ships safe at night, and think about other light sources in the night sky.

Treasures of the Sea

We're off on a hunt for lost treasure belonging to a very famous man – Captain Francis Drake – who sailed right round the world finding lots of precious things.

We have a treasure chest of our own to help us start our adventure. We unpack it together, touching, smelling, listening and looking at the things inside. Some of our treasures come from the sea and others are valuable things made by people, giving us a chance to ask 'What is treasure?' and to wonder if we have any ourselves.

As we rummage in the chest, we discover jigsaw pieces which are clues to finding the captain's treasure and we go on a hunt for precious things in the Museum. Finally we find Captain Drake's missing treasure and discover why a dragon has been so important to our story.

Pirate day

Key stage: KS1

School subject: Drama, Literacy, History

Location: National Maritime Museum

Session times: Fridays 10.15–14.00

Session price: £60 (maximum 30 pupils)

Ahoy me hearties! Welcome to a whole day of adventure, pirate-style!

Our action-packed day of fun and learning immerses children in the world of pirates through timed activities that keep them busy with hands-on, interactive experiences. When you arrive, you will receive a bespoke timetable of the following sessions, each lasting approximately 45 minutes, including a 12.30 lunch slot.

Pirate school

Get ready for a swashbuckling session with our very own Alice Leghorn, fearless pirate, as she teaches you the swagger, songs and scary faces that every pirate should know. Children learn the pirate promise, design a Jolly Roger, choose a fiendish pirate name and agree never, ever to wash again.

Ahoy! gallery

Scrub the decks and fire the cannon! Children learn the ropes in our interactive gallery, where they can discover what life was like on board a sailing ship. Our Visitor Assistants guide the children through this hands-on experience specially designed for young pirates.

Pirate treasure trail

Take your children on a hunt through the Museum, looking for precious treasures to draw. We provide everything you need for the children to sketch their treasures onto a special paper pirate treasure chest. When you are back at school, the paper can be folded and glued to make a 3D chest, ready for the children's own treasures.

Come dressed for the part!



The World for Breakfast

Key stage: KS1

School subject: Geography, History, Maths

Location: National Maritime Museum

Session times: Thursdays at 10.15, 11.30 and 13.00

Session price: £60 (maximum 30 pupils)

Open up the shopping bag and find out what's for breakfast. Who planted the tea, picked the bananas or roasted the coffee beans? While we're on the subject where did the tablecloth come from?

The 'World for Breakfast' takes children on a journey around the world from the breakfast table and introduces them to the topic of trade. The session starts as we unpack a bag of groceries filled with cereal, milk, tea, coffee, sugar, bread, chocolate and bananas, and lay them out on a tablecloth ready for a meal.

Starting with this familiar scene, we introduce children to the idea of trade and begin to wonder where our food comes from and how it gets to our breakfast table. Using globes, we work out where the United Kingdom is and discover which of our breakfast foods is produced in this country.

Then the children work in groups, talking, thinking, listening, looking and sniffing, to work out what the other breakfast foods look like in their natural state and where in the world they come from. Children look at maps, pictures and objects from around the world, discovering where our food comes from and how it sailed across the sea to us.

We come together to discuss our findings and talk about how food travels across the sea from other countries.

Finally, focusing in on the bananas in our bag, we use role play to think about who gets paid for our food and to explore the idea of fair trade.



Art Inspirations

Key stage: KS1, KS2

School subject: Art

Location: National Maritime Museum and the Queen's House

Session times: Tuesdays at 10.15 and 12.30

Session price: £60 (maximum 30 pupils)

For centuries, artists have found inspiration in the striking buildings of Greenwich and, more recently, the world-class collections of the Queen's House and the National Maritime Museum. Stimulate your pupils' creativity through working with practising artists to explore real works of art.

Choose from the following themes:

Sketching the sea

How have artists and craftspeople been inspired by the sea? How can you capture the mystery and the magic of the ocean in a drawing?



Work with an artist to explore the Museum's world-class collection of paintings and objects and create a sketchbook of your own. Using a variety of drawing techniques, we experiment with colour, line, texture, tone, pattern and perspective. From a gripping scene of a famous sea battle by great artist J.M.W. Turner, to atmospheric paintings of boats at work on the Thames, to awe-inspiring sculptural figureheads, we take children on an illuminating journey of artworks to discover how artists and craft makers respond to the drama of life at sea.

Nelson's Ship in a Bottle

Inspired by Yinka Shonibare MBE's sculpture 'Nelson's Ship in a Bottle', this session looks at how artists use objects to talk about themes including identity, trade and history.

Led by a practising artist, we use a variety of experimental drawing and collage techniques to explore scale, line, pattern and colour. As a finale to the session, the children's work is dramatically transformed in scale and collated to create a colourful, collaborative, panoramic work to take back to school.

Portraits (from January 2017)

Get close-up to kings, queens and explorers in our world-renowned art collection as we think about who had their portrait painted – and why.

Guided by a real artist, we explore portraits of people connected to the Queen's House. We find clues in the paintings and wonder why men wore jewels and tights. Children try out portrait poses and learn the secret art of drawing faces.

Trafalgar Tales

Key stage: KS2

School subject: Literacy

Location: National Maritime Museum

Session times: Wednesdays at 10.15 and 12.30

Session price: £60 (maximum 30 pupils)



Join the crew on HMS *Victory* during the most dramatic naval battle in history to inspire daring tales set at sea.

The sea has inspired thousands of captivating stories and hosted many a fearful battle. Our 'Trafalgar Tales' session explores the most famous naval battle of all and equips children with the skills and enthusiasm to create their own poetry and narrative stories. The National Maritime Museum has worked in collaboration with the National Literacy Trust to develop this swashbuckling literacy session and a wider **unit of work** to support the development of writing back in the classroom.

We begin with the sea, considering the sights, sounds, smells and feelings it evokes. Children collect sea-related words and phrases in the 'Voyagers' gallery and build a poem together, before stepping 200 years back in time as they are press-ganged into the world of Admiral Lord Nelson and the Napoleonic wars.

In the 'Nelson, Navy, Nation' gallery, we consider life in the Navy at this time. Using a painting as inspiration, children create a battle soundscape and work together to retell the story of a young boy who joined up aged 14, took part in the Battle of Trafalgar and lived to tell the tale.

Mirroring the writing process, children then use the rich collections in the gallery to research content for their own stories. Will they be a ship's captain, cook or a cabin boy? Will they be a woman hiding her gender to serve? What was life like on board? How will they describe the events on the day of the battle and do they survive? By the end of the session the children will be ready and eager to write their own stories back in the classroom and will take away their own logbook containing writing plans. To add a sense of purpose to their writing, they will be encouraged to send their stories back to the Museum to be posted on our blog.

Meet the Vikings: Raiders, invaders, traders

Key stage: KS2

School subject: Geography, History

Location: National Maritime Museum

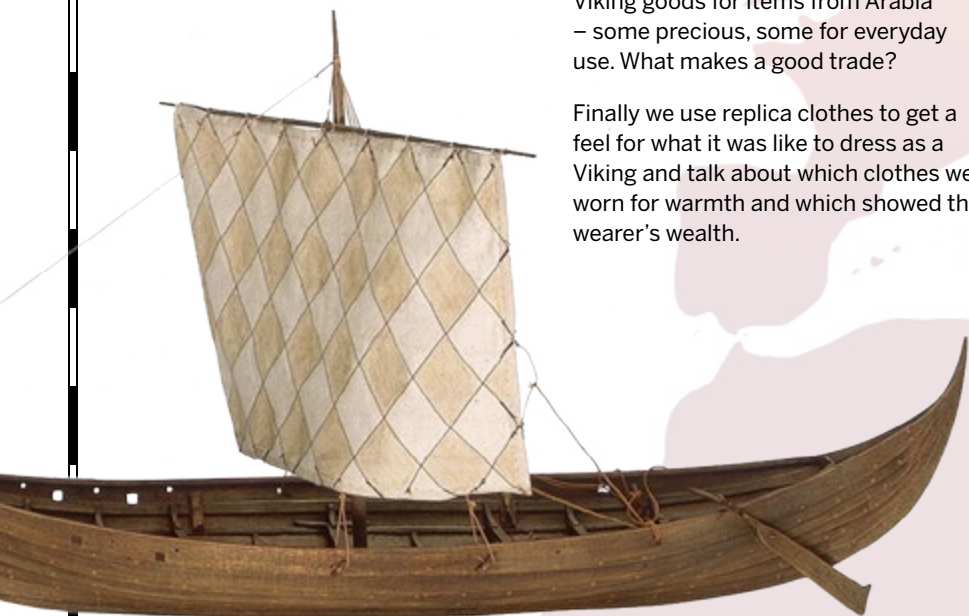
Session times: Mondays and Thursdays at 10.15, 11.30 and 13.00

Session price: £60 (maximum 30 pupils)

Vikings were great sailors, building sturdy ships and travelling huge distances. Their seafaring talents took them far and wide, as they raided and invaded other lands, and traded their goods. Our 'Meet the Vikings' session examines the skills and technologies they used to equip themselves for long sea journeys.

We begin by investigating a ship model to discover how Viking vessels were designed for both deep-sea sailing and navigating shallow waters, analysing the different materials used to make a watertight vessel. Using role-play, children then become Viking traders striking deals with a visiting Arab merchant. They haggle and negotiate as they exchange replica Viking goods for items from Arabia – some precious, some for everyday use. What makes a good trade?

Finally we use replica clothes to get a feel for what it was like to dress as a Viking and talk about which clothes were worn for warmth and which showed the wearer's wealth.



Archive Adventures

Key stage: KS2

School subject: History, Literacy

Location: National Maritime Museum

Session times: Wednesdays at 10.15, 11.15, 12.30 and 13.00

Session price: £30 (maximum 15 pupils)

Meet actor characters and get a rare chance to examine genuine historical documents from our collections. The 'Archive Adventures' sessions are a unique opportunity to immerse children in the lives of real pirates and explorers.

Choose from the following themes:

Polar explorers

Stamping snow from his boots, here's Tom Crean, hero of three trips to Antarctica led by famous explorers Scott and Shackleton.

Tom was one of the toughest of the tough, saving lives with a solo march across the frozen ice and surviving an 800-mile journey across the world's roughest seas. Children use real historical documents to find out why adventurers like Tom wanted to explore the freezing polar regions, and just how they survived such extreme conditions.

The secret life of pirates

Be afraid! You are in the company of the fearless pirate Alice Leghorn, known to her friends and enemies as 'The Wolf'. Arrrrgh!

But Alice is also rather good at knitting.

Digging through real letters and diaries, children discover that pirates had neat handwriting and collected flowers. Comparing ideas about pirates with real documents, we discover that history can be full of surprises.



Ships, maps and trade: the Great Tea Race

Key stage: KS2

School subject: Geography, History

Location: *Cutty Sark*, National Maritime Museum

Session price: £140 (maximum 30 pupils)

Explore maps and play games at both *Cutty Sark* and the National Maritime Museum to find out how journeys and trade connect the world.

Discover the story of tea at *Cutty Sark* and set sail on an exciting journey from Victorian London to China on board the ship.

Children will experience what life was like for merchant sailors as they become key characters from the ship's past, study maps and images, and recreate weather conditions on board using simple drama techniques.

Time to race home! Which team will get back to London first? Venture onto the Great Map at the National Maritime Museum to explore objects and trade with our trails.



A Sailor went to Sea

Key stage: KS2

School subject: Literacy

Location: *Cutty Sark*, National Maritime Museum

Session price: £140 (maximum 30 pupils)

Visit both *Cutty Sark* and the National Maritime Museum in one day to find all the inspiration children need to write creative stories set at sea.

At *Cutty Sark*, children will step into the shoes of the crew as they embark on an unforgettable voyage on board the ship. Taking a letter written by a young apprentice as a starting point, groups will use their senses to explore prop and clues before recreating a journey at sea through role play.

At the National Maritime Museum, children explore the theme further with our self-guided story-ship trail.



ADDED EXTRAS

Complete an exciting day of activities by choosing up to two of the following free options when you make your booking:

The Great Map

Key stage: KS1, KS2

School subject: Geography, History

Location: National Maritime Museum

Session price: Free

Take part in a variety of engaging, curriculum-linked activities on this giant map of the world. *The Greatest Explorer* app helps children discover distant lands and understand their connections to us and the *Traveller's Trails* game engages with themes of exploration through movement.

Ahoy! gallery

Key stage: Early Years Foundation Stage, KS1

School subject: Maths, Literacy, Understanding the world

Location: National Maritime Museum

Session price: Free

This gallery encourages learning through play and exploration, enabling children to find out about ships and the sea in a stimulating, fun-filled way.

So jump aboard and fire up your imaginations with the chance to:

- stoke the boiler of a steamship
- dress up as a passenger on a 1920s cruise liner
- buy and sell fish in the fish market
- fire a cannon in a sea battle
- plot your course in the captain's cabin
- catch seaside creatures in the rock pools
- steer an icebreaker through the polar ice

All Hands gallery

Key stage: KS2

School subject: Geography, History

Location: National Maritime Museum

Session price: Free



Key stage 2 school groups booking a visit to the Museum can choose a free session in our 'All Hands' children's gallery for an exciting day of activities.

Discover first-hand where sailors slept, what they ate, and the many dangerous and skilled jobs they did as they sailed around the world. Fire the cannon, steer the ship, hoist the sail and navigate the seven seas – and don't forget to look out for rats and weevils!

Trails

Trails are provided free with a pre-booked schools session.

Please feel free to download and print one of our gallery trails to accompany an independent self-led visit with your class.

Treasure Ahoy! trail (EYFS, KS1)

What treasures can you find around the Museum? Make the treasure chest and draw your favourites inside.

Highlights trail (EYFS, KS1)

Look at some of the highlights of the Museum's collection.

Find a Favourite trail (KS2)

What will you tell your family, school friends and teachers about your favourite object?

Nelson's Ship in a Bottle trail (KS2)

Think about an object that you would like to take home.

Story Ship trail (KS2)

Fill your 'story ship' with things you need for your journey.

Maritime Greenwich Arts Award Discover trail (KS2)

Trail booklets and teachers' notes are available free to Greenwich schools. They can be used to achieve an Arts Award Discover qualification. Please ask our Bookings team for more information.

British Empire trail (KS3)

You are a researcher for a TV production company which is making a documentary programme about the British Empire and the sea.

British Empire Enquiry day

Key Stage: KS3

School Subject: History

Location: National Maritime Museum

Session Times: Tuesdays 10.00–14.00

Price: Free (maximum 60 students)

How did trade with the Far East become an Empire?

Our British Empire Enquiry day helps students to explore this complex history, and, in particular, to consider its contemporary legacies.

We start by considering the development of the British Empire in America and Asia, and then develop this learning over the course of facilitated sessions throughout the day to consider the impact of the British Empire on India, the journey between Britain and India and the role of the East India Company.

Sessions focus on:

Working with objects

Students are given rare access to the Museum's handling collections to help them explore the history of the relationship between the UK and India first-hand. They examine original and replica objects, and study documents that tell the story of life in India under the Mughals, the emergence of the East India Company, trade relationships between 1600 and 1857 and, finally, the end of the Empire.

Archives and manuscripts

Guided by the Museum's Archives team, students investigate life on board ship on the long journey between Britain and India using a letter and original ships logs, and consider the use of this material as historical evidence.

'Traders: the East India Company and Asia' gallery

Our 'Traders' gallery explores the 250-year history of the East India Company; how it shaped relations between Britain and Asia across thousands of miles and affecting the lives of millions of people. Students work in groups with digital tablets to collect information about the objects on display. Structured activities encourage them to make deductions and form opinions about historical events and relationships.

We come together at the end of the day to share our findings and identify any new thoughts or questions that have arisen during the visit.



Transatlantic Slavery Enquiry day

Key Stage: KS3

School Subject: History

Location: National Maritime Museum

Session Times: Tuesdays 10.00–14.00

Price: Free (maximum 60 students)

This day offers students the chance to explore the sensitive history of the transatlantic slave trade and enslaved peoples. By handling objects, examining archives and visiting the galleries, students develop their historical enquiry skills in the unique context of the Museum.

We start by considering the legacy of the slave trade and students prepare their own research questions, which focus their learning in a series of facilitated sessions throughout the day. Each session lasts between 30 and 45 minutes and group leaders are given a timetable on arrival at the Museum.

Sessions focus on:

Working with objects

In this hands-on session, we explore the system of transatlantic slavery by examining replica objects linked to the trade of enslaved peoples. We consider how objects carry history and meaning, in the past and present, even affecting how we handle them in this workshop.

Archives and manuscripts

Students are given access to the Museum's unique and rare collection of original account books and logs from slave ships, and inventories from plantations, exposing them to some of the realities of the slave trade and the attitudes of those who ran it. Guided by archive experts, we examine these fragile documents for answers to our research questions and reflect on how effective they are as sources of historical evidence.

'The Atlantic: Slavery, Trade, Empire' gallery

Students gather information about objects and images using digital tablets in the gallery, constructing their own interpretations of what these sources reveal about enslavement. They can access this information back at school and use it to create and share multimedia presentations.

We end the day by coming together as a group, discussing and sharing students' findings and responses, and reflecting on any other questions that have arisen during the visit.



The Spanish Armada Enquiry day

Key Stage: KS3 (KS4 and KS5 can be accommodated by special request)

School Subject: History

Location: National Maritime Museum

Session Times: Wednesdays 10.00–14.15

Price: Free (maximum 90 students)

This session takes the Spanish Armada as a focal point for developing independent historical enquiry skills. The National Maritime Museum has unique collections and archives that bring this story to life as students discover why the Spanish Armada failed and question whether the English actually won.

Starting with a discussion of the context for the Armada and how the Spanish and English found themselves at war, students participate in three sessions, which shape their learning throughout the day. Each session lasts an hour and group leaders are given a timetable on arrival at the Museum.

Sessions focus on:

Working with objects

Using replica objects, we learn about life on board ship and how the Spanish and English adopted very different strategies. We also consider how useful these sources are to assess why the Spanish Armada failed.

Archives and manuscripts

Students get a rare opportunity to get close to original 16th-century manuscripts including a spy book made for Francis Walsingham, Elizabeth I's spymaster, and letters which reveal that England tried to attack Spain in 1589 with disastrous results. We discuss what the documents reveal about Elizabeth I as a leader and consider the practical challenges for historians working with original sources.

Investigations in the galleries

Teachers lead their students around the Museum as they examine and investigate objects relating to the Spanish Armada in our collections. Working in small groups, students then assess these against further historical materials.

After a day of discovery and discussion, students come together to share their findings and reflect on their learning, as well as identifying other questions that have arisen during their visit to the Museum.



MUSEUM AS MUSE

Nelson's Ship in a Bottle

Key Stage: KS4 and post-16

School Subject: Art and Design

Location: National Maritime Museum

Session Times: Tuesdays 10.15 and 13.00

Price: Free (maximum 20 students)

Give your students the opportunity to work with a practising artist, as they explore the National Maritime Museum's world-class historical and contemporary collections as a stimulus for critical research and creative response.

This session focuses on concepts such as history, identity, authenticity, site-specific art and appropriation, and is relevant to the following exam themes: Memorabilia, Journeys, Inside/Outside, Looking through, Past, Present and/or Future and Landmarks.

The starting point is Yinka Shonibare MBE's 'Nelson's Ship in a Bottle' where students begin to analyse and discuss the themes raised by the artist and his work. The discussion moves on to the 'Nelson Navy, Nation' gallery, where we examine how similar themes are addressed within the Museum's historic collections and consider the idea that both 'Nelson's Ship in a Bottle' and the

Museum are containers of history and identity. The students then work on their own pieces, responding to what they have seen and exploring ideas of 'inside and outside', 'appropriation' and 'transformation'. The work produced in this workshop can be added to portfolio research and used in exam preparation.

Please bring cameras and sketchbooks to document your session.



LEISURE AND TOURISM

Marketing and the Museum brand

Key Stage: KS4 and Post-16

School Subject: Leisure and Tourism

Location: National Maritime Museum

Session Times: Mondays and Thursdays 10.00, 11.30 and 13.15

Price: Free (maximum 20 students)



Royal Museums Greenwich encompasses four sites: the National Maritime Museum, the Queen's House, the *Cutty Sark* and the Royal Observatory, Greenwich. It attracts as many as three million visitors a year. Our Marketing department is at the heart of the organization and essential to our success.

In this session, students get first-hand experience of how we create and develop marketing campaigns for our sites, which attract visitors from all over the world. Throughout the

session, we encourage students to develop a critical analysis of our work.

We start by reviewing mission statements from international companies and organizations, and students draw up their own mission statement for the Museum. Then we discuss how the mission statement relates to our marketing strategy.

Guided by the 'four Ps' of marketing (Product, Price, Place and Promotion) as well as the Museum's internal practices, students produce an analysis of a Royal Museums Greenwich marketing campaign.

Together we discuss how the visual elements of a marketing concept evolve, comparing initial ideas with the final designs for a promotional campaign. Students then use information from the Marketing department to prepare a SWOT analysis.

The session ends with a question and answer session with a member of our Marketing team. To get the maximum benefit from this Q&A, it can be helpful if the students have done some preparation in advance.

LEISURE AND TOURISM

Customer service and the visitor

Key Stage: KS4 and Post-16

School Subject: Leisure and Tourism

Location: National Maritime Museum

Session Times: Mondays and Thursdays 10.00, 11.30 and 13.15

Price: Free (maximum 20 students)

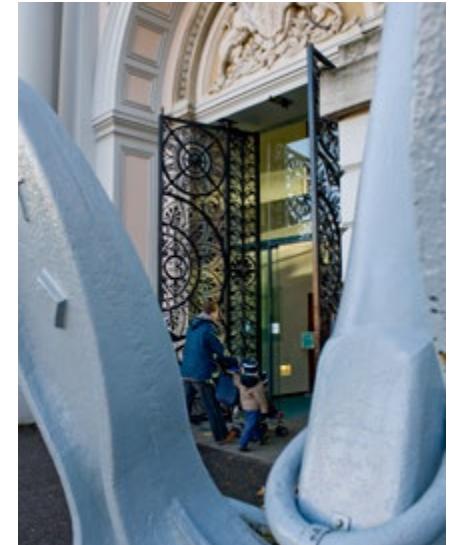
How do you provide consistent visitor experience to millions of visitors every year? That's the challenge faced by Royal Museums Greenwich, one of London's leading visitor attractions.

In this session, students discover that great customer service starts with a deep understanding of the organization's mission. We start by reviewing mission statements from international companies and organizations, and students draw up their own mission statement for the Museum.

We then discuss customer service within the Museum and identify internal customers before we look at the challenges of delivering consistent and audience-appropriate external customer service.

Students work in groups exploring real-life customer service scenarios, offering them an opportunity to implement and evaluate their learning.

We end the session with a question and answer session with a member of our Visitor Experience team. To get the maximum benefit from this Q&A, it can be helpful if the students have done some preparation in advance.



LEADING LIVES STUDY DAY

Horatio Nelson

Key Stage: Post-16

School Subject: Business Studies

Location: National Maritime Museum

Session Times: Wednesdays 10.30–15.00

Price: Free (maximum 60 students)

Horatio Nelson was a great leader and a national hero, arguably the first celebrity. From relatively modest beginnings he rose to lead the Royal Navy to a series of dazzling victories against French and allied fleets, culminating in his death at the Battle of Trafalgar at the age of 47 in 1805. His leadership was distinguished by superb man-management and he also possessed tactical brilliance and tremendous courage.

In this study day, students use Nelson's example as a framework for understanding how leaders tackle the core challenges facing every group and organization – motivation, team-building, crisis management and fostering a strong, shared identity.

We start by taking a look at leadership through Nelson's career in a dynamic and fast-paced introductory session, a blend of film, discussion and activities. Nelson and his context are analysed by leadership experts from the Navy and private sector, and by the Museum's Curator of Naval History. Students are encouraged to think critically about his leadership skills. What made him so successful? How did he gain the trust of his men?

Students then work in groups, participating in a workshop in the Museum's vibrant RE-THINK space and a digital activity in our flagship 'Nelson, Navy, Nation' gallery. The workshop focuses on issues in modern business practice. The digital activity focuses on six key areas of the Business Studies curriculum, relating these to gallery objects. The students learn more about the objects through short films accessed on iPads and then reflect on questions about modern business practice, recording their answers.

In the afternoon, students participate in an exciting immersion in real-time decision-making through the crisis leading up to the Battle of Trafalgar. They are put in Nelson's position, given the information that he had available and asked to make decisions.

The final session of the day offers students a chance to put their questions to a business leader who will present a personal view of today's leadership challenges.



SEND provision

The National Maritime Museum is a welcoming and engaging place to bring learners with a wide range of needs.

Suitable facilities include:

- 'Ahoy!' gallery
- 'All Hands' gallery
- Lunch room
- Wheelchair access to all floors
- Accessible toilet

The Museum is currently developing facilitated sessions for SEND schools. If you are interested in informing the provision for SEND learners at the Museum then please get in touch.

Home education groups

The Museum works with all types of learners and home-education groups are welcome to take part in our schools programme. Please read our [guidelines](#) for making the most out of your facilitated school sessions.

To discuss your visit or to make a booking, call Monday–Friday between 10.00 and 16.00

Tel: +44 (0)20 8312 6608

E-mail: bookings@rmg.co.uk

Teachers Forum

Join our Teachers Forum! We want your advice and expertise to help us develop our schools offer and in return you will have exclusive access to exhibition previews and free opportunities to try out our new learning programmes.

Email Martha Burns Findlay to sign-up:
mfindlay@rmg.co.uk



Making your booking

School sessions Admissions and prices

- Early Years (all My First Visit sessions): £30 per group (15 children max)
- Archive Adventures: £30 per group (15 children max)
- All other Key Stage 1 and Key Stage 2 sessions: £60 per group (30 children max)
- KS3,4 and Post-16 Sessions are free
- Cross-site visits with the *Cutty Sark* are charged on a separate scale. See session pages for more information
- **Please note: all sessions are free to Greenwich schools and Special Schools.**
- Admission to National Maritime Museum and the Queen's House is free to school groups, including most special exhibitions provided this is booked in advance.

These are flat rates per session and non-negotiable.

School groups booking one of our paid sessions may book a lunch space, Children's Gallery or Great Map tablets, or collect printed copies of our trails at no additional cost. Ask the Bookings team for availability on booking your paid session.

Sessions do not need to be paid for on point of booking but do need to be paid for in advance of the visit, over the phone by credit/debit card. Teachers may pay by cheque but an administration fee will be applied.

Booking a visit

School visits must be booked in advance. To book a session, please contact the Bookings team, Monday–Friday between 10.00 and 16.00.

Tel: +44 (0)20 8312 6608

Email: bookings@rmg.co.uk

When you book we will point out any support materials relevant to your visit. We will send them with your booking confirmation. When you call please ensure you have the following information:

- date and timings of your visit and a range of alternatives
- the learning needs of your group, including any Special Educational Needs
- whether you want to book a lunch room and will need to use the cloakroom to store coats and bags
- the school's details including full postal address, telephone and email address
- the number of pupils and accompanying adults. Pupils must be accompanied by an adult at all times on site.

Suggested ratios of adults

Foundation stage and Key Stage 1	1 adult for every 5 pupils
Key Stage 2	1 adult for every 8 pupils
Key Stages 3 and 4	1 adult for every 10 pupils

Cancelling or amending your booking

If you need to reduce numbers or cancel your booking for any booked activities you must tell us at least 28 days before the date of your visit. We cannot accept cancellations or amendments made by phone or voicemail, so cancellations and changes must be made in writing by either:

Post: School Bookings, National Maritime Museum, Greenwich, London, SE10 9NF

Email: bookings@rmg.co.uk

If you cancel less than 28 days in advance, we will not refund the cost of the session. If you have not already paid by time of cancellation, you will still be invoiced for that cost.

Arrange a preliminary visit to the National Maritime Museum and Queen's House

To make sure you get the most out of your visit, we recommend that teachers arrange a preliminary visit to plan practical details, and to assist in briefing group leaders and pupils before they arrive.

Download our [Risk Assessment for schools groups visiting the National Maritime Museum and Queen's House](#)

[Getting to the National Maritime Museum and Queen's House](#)

We are located in Zone 2, 20 minutes from central London by DLR or rail. Parking is limited in Greenwich so please use public transport if possible. Whether you are arriving by coach or on public transport we have useful information about parking and walking times.

[Maps and floor plans of our site](#)

Arriving at the Museum

School groups enter via the Group Entrance on Romney Road. A learning team host will meet groups here on their arrival.

Facilities and access

Lunch and cloakroom facilities

A lunch space and group lockers to store coats and bags are available for you to use if you are attending a facilitated session. Please book these in advance.

Access

The National Maritime Museum is committed to developing its educational programme and collections for everyone to enjoy. Most educational sessions involve handling objects and all can be adapted for students with Special Educational Needs. Please let us know about your access needs when you book.

