

TALKING FIGUREHEADS

SWEDS !

Key learning outcomes

Composing and rehearsing sentences orally Preparing and performing a script

Activity

Use the painting 'Catching a Mermaid' on the whiteboard to set the scene for this activity. Ask the children what they think the 'mermaid' in the painting really is and how it got to the shore. Look at figureheads in the Shipwreck Objects gallery or by searching for figureheads on collections.rmg.co.uk . Tell the children they are going to write about a storm and shipwreck at sea from the point of view of a figurehead of their choice. Use a video clip of a storm at sea from a film such as Master and Commander to support children in creating a class word bank for their descriptions of the storm. Children can also consider how the figurehead would 'feel' about its ship being wrecked given that one of the purposes of figureheads was to keep the ship safe at sea. Encourage children to practise and

rehearse aloud what their figurehead will say and then to write it down. Once they have written a script for their figurehead, children can use an app such as iFunFace, Morfo or PhotoSpeak to animate the photograph of their figurehead.

Alternatively, they can create a simple puppet of their figurehead by printing and cutting out the photograph and using a straw or lollipop stick to move the mouth up and down. They can then film their figurehead talking using a digital video camera.

















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'Catching a Mermaid', by James Clark Hook from the **Shipwreck Objects** gallery

The female figurehead and the figurehead of the *Indipendenza* from the **Shipwreck Objects** gallery

rmg.co.uk/researchers/collections/by-type/
figureheads - For background information on
figureheads

iFunFace, Morfo or PhotoSpeak apps on an iPad or digital tablet

A digital video camera



More ideas

Children can watch and evaluate their own and others' performances and offer ideas on how they could be improved, considering tone, intonation and volume.









