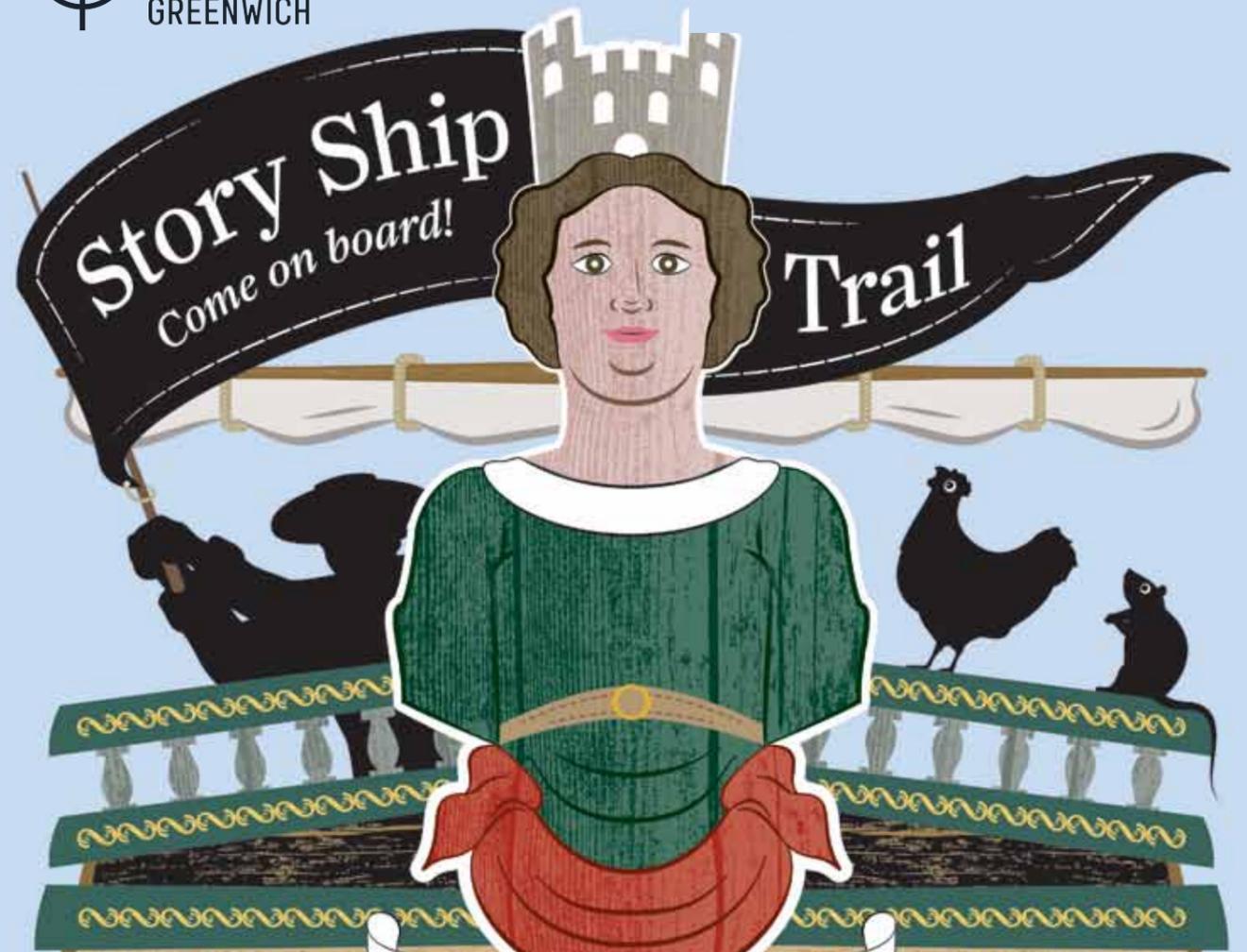
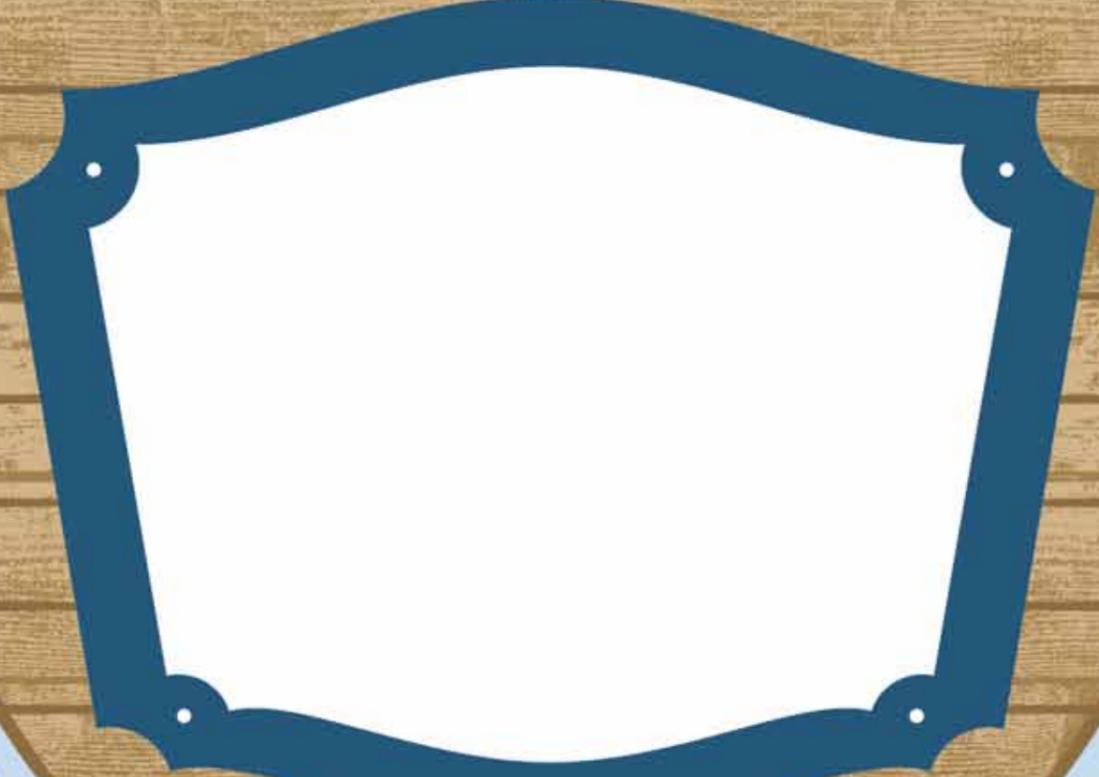


Sailors often kept souvenirs,  
to remind them of their journey  
or to give to loved ones.

It might be something they made,  
an interesting object from a far-away  
place, or even part of the ship!

As you explore the Museum,  
find one thing you would take home.

Draw it below.



Find this figurehead on the  
ground floor of the Museum.

Decide which is your favourite of  
all the figureheads on display.

Write three words below to  
describe it.

1

2

3

Transport yourself back in time, before aeroplanes and computers. Imagine you are an apprentice, learning to be a sailor.

**What's your story?**

Explore the Museum and fill the story ship with things you need for your journey.

Use this space to note down other ideas and describing words for your story as you explore the Museum.

You could think about:

- where you are going on your journey
- the people you are travelling with
- the problems you might face at sea

**In the 'Voyagers' gallery on the ground floor...**

**Food**

Find and draw something you would eat or drink from.  
Label your drawing.



**Work**

Find and draw one thing you think will help you do your job.  
Label your drawing.



**Fun**

Find and draw something you will play with or do in your spare time.  
Label your drawing.

**In the 'Traders' gallery on the first floor...**

**Cargo**

Find something for your ship to transport.  
Draw it and describe it.



**Clothes**

Find a painting of two sailors. You would wear clothes like these.  
Draw one piece of clothing here.

