

Life on board

School Session Overview

October 2025

Key information	
<p>Length of session: 60 mins</p> <p>Key Stage: SEND: Adaptable for students following pre-formal, semi-formal or formal curriculums (SLD, MLD, ASC, SLCN)</p> <p>Location(s) of session: <i>Cutty Sark</i></p>	
Learning objectives	GLOs
<p>Learners will:</p> <ul style="list-style-type: none"> • develop communication and social skills • be inspired to explore the collection further • appreciate the importance of working as a crew • have fun 	<p>Knowledge and Understanding</p> <ul style="list-style-type: none"> • Understand that the ship carried different cargo around the world • Acquire new vocabulary (as appropriate) related to the ship and its history e.g. clipper, cargo, crew etc. <p>Skills</p> <ul style="list-style-type: none"> • Develop communication and social skills <p>Enjoyment, Inspiration, Creativity</p> <ul style="list-style-type: none"> • Have fun • Be inspired to explore collections further <p>Attitudes and Values</p> <ul style="list-style-type: none"> • Appreciation of importance of working together as a crew (team) • Empathy for those who sailed on the ship <p>Activity, Behaviour and Progression</p> <ul style="list-style-type: none"> • Responses to activity
Key words	
Sail, Cutty Sark, River Thames, rope, mast, wheel, captain, sailor, telescope, brush, sails, wind power	
Overview of the session	
<p>Dry dock</p> <p>Learners meet the facilitator in the dry berth and are welcomed with a call and response sea shanty. Learners explore boxes to find out what cargo <i>Cutty Sark</i> carried when it was at sea.</p> <p>Main deck</p> <p>Learners move to the main deck and using props such as telescopes to think about / act out what sailors did onboard. Learners visit the sailor cabins & the captain's quarters.</p> <p>Tween deck</p> <p>Learners explore an interior deck and have a chance to use some interactive ship games</p> <p>Dry dock</p> <p>The session ends with a discussion about what sailors eat (using props) and another sea shanty.</p>	

Suggested pre visit knowledge/ activities	Suggested post visit activities
<p>Introduce a picture of a sailing ship (like the <i>Cutty Sark</i>). Ask: What do you think people had to do on board? How do you think they worked together? Explain: On a ship, everyone had to be part of a crew - if they didn't work together, the ship couldn't sail. Pass soft beanbags/balls from one end of the ship (room) to the other without dropping them. They must cheer each other on and work as a team.</p>	<p>Provide learners with a simple template or tactile props to retell their experience (looked through a telescope, saw cabins, sang shanties, touched food props). Learners sequence or choose their favourites. Provide a sensory story bag with items such as a telescope, captain's hat, wooden spoon, rope for learners to retell the day by handling the items again. Ask learners to share their favourite moment or point to an image/prop that represents what they liked most. End with singing the sea shanty again, so they connect their classroom reflection back to the ship visit.</p>
Links to useful resources	
<p> Social skills at the museum Royal Museums Greenwich Sign-along Sea Shanty Royal Museums Greenwich Meet Cutty Sark's Captain Royal Museums Greenwich Meet Cutty Sark's Cook Royal Museums Greenwich Family Activities Online Events & Things To Do </p>	