

## Mystery story store

School Session Overview

October 2025

### Key information

**Length of session:** 90 mins

**Key Stage:** KS2

**Location(s) of session:** Prince Philip Maritime Collections Centre (PPMCC) Learning Space, 3D Object Store, Mystery Story Store (A spur)

Learning objectives	Curriculum links
<p>Learners will:</p> <ul style="list-style-type: none"> <li>• Develop historical enquiry skills</li> <li>• Plan, discuss and record ideas for creative writing</li> <li>• Identify audience and purpose for writing</li> <li>• Write a high-quality creative story which will go into the collection</li> </ul>	<p>KS2 Writing—Composition</p> <ul style="list-style-type: none"> <li>• Plan writing by noting and developing initial ideas, drawing on reading and research</li> <li>• Draft and write in narratives, creating settings, characters and plot</li> </ul> <p>KS2 Spoken Language</p> <ul style="list-style-type: none"> <li>• Use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas</li> <li>• Participate actively in collaborative conversations, staying on topic and initiating and responding to comments</li> </ul>

### Key words

collection, objects, descriptions, setting, protagonist, narrative, story, history, conservation, imaginary

### Overview of the session

#### Introduction

Learners are introduced to the idea that everything in the collection is related in some way to the sea. Also, everything is carefully recorded so nothing gets lost, except apparently there's a mystery story store where objects don't have a place, you can touch them, and a Storyteller lives there. The class is subdivided into two groups for the next two activities, which both groups do.

#### Mystery Story Store

The mystery story store is a magical space in one of the collection stores where one can open drawers, handle objects and play a musical instrument. It is also a home for stories. Learners use their discoveries as inspiration for writing their own stories, which can be returned to us to be kept in the store as part of our collection.

#### 3D Object Store

Learners are also invited into the stores where they can see historic objects, find out about their history and use these as starting points for their creative writing ideas. Learners are encouraged to take notes and plan during the session, and these notes can then be taken back into school as inspiration.

Suggested pre visit knowledge/ activities	Suggested post visit activities
Discuss the elements that make a good story and create a checklist.	Use all the ideas gathered in the session to plan and write your own story. Remember the mysterious objects and the intriguing mystery story store. Use the outline plan you created to help fill out the details of your tale.
Links to useful resources	
<a href="#">Stories from the Sea   Royal Museums Greenwich</a> <a href="#">Teaching resources   Centre for Literacy in Primary Education</a> <a href="#">Writing in Primary Schools What We Know Works 2025 3.pdf</a> <a href="#">Resources for early years, primary and secondary schools   National Literacy Trust</a>	