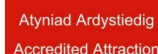


The EGYPT Centre Teachers Pack Ages 5-11



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Planning your Visit

The Egypt Centre & Cynefin

"The place where we feel we belong, where the people and landscape around us are familiar, and the sights and sounds are reassuringly recognisable. Though often translated as 'habitat', cynefin is not just a place in a physical or geographical sense: it is the historic, cultural and social place which has shaped and continues to shape the community which inhabits it."

(<https://hwb.gov.wales/curriculum-for-wales/designing-your-curriculum/cross-cutting-themes-for-designing-your-curriculum/#local,-national-and-international-contexts>)

Swansea has been home to the Egypt Centre's collection since 1971. The majority of the collection belonged to Sir Henry Wellcome (1853 – 1936), a pharmaceutical entrepreneur. He was a keen collector of material culture from all cultures but was particularly keen on medical artefacts as he wanted to create a *Museum of Man*. When he died, he had over one million artefacts in his collection some of which were distributed to museums around the world. Ninety-two boxes of ancient Egyptian artefacts were sent to the Classics Department, Swansea University, under the care of Dr Kate Bosse-Griffiths. After securing Heritage Lottery funding the Egypt Centre was built and opened to the public in 1998.

The Egypt Centre provides a connection to ancient cultures. An objects story does not end when it is placed in a museum. The Egypt Centre is Wales' only museum of Egyptian antiquities and the journey of these objects to Swansea are part of their history.

The Four Purposes

Museums are perfect places to put the Four Purposes into practice. These are just some of the ways the Egypt Centre feeds into them

1. Ambitious, capable learners, ready to learn throughout their lives.

- Provide new contexts for pupils to develop and use their learning
- Set new challenges
- Develop critical thinking skills

2. Enterprising, creative contributors, ready to play a full part in life and work

- Developing ideas
- Creative problem solving
- Team work
- Expressing ideas and emotions



Planning your Visit

The Four Purposes cont...

3. Ethical, informed citizens of Wales and the world

- Finding and Evaluating evidence to form views
- Engaging with contemporary issues
- Understand how actions have an impact on the world
- Develop their knowledge about culture in the world, now and in the past
- Understanding the rights of others and exploring diversity of society

4. Healthy, confident individuals, ready to lead fulfilling lives as valued members of society

- Developing values and beliefs
- Building and maintaining mental and emotional wellbeing through developing confidence, resilience and empathy
- Develop the confidence to participate in performance
- Forming positive relationships
- Overcoming challenges



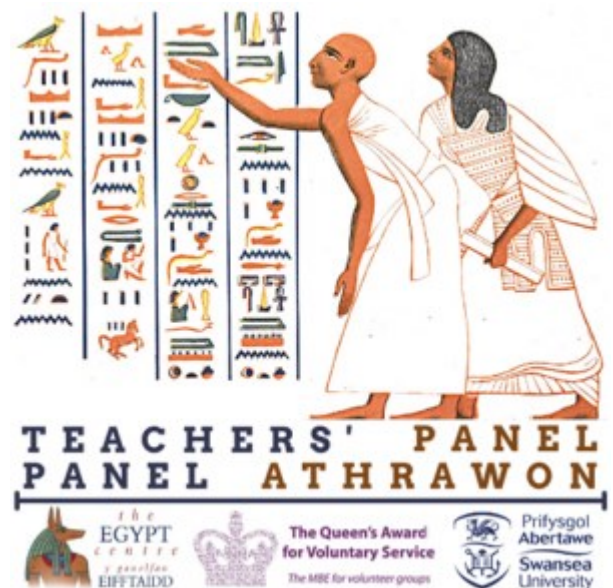
Teachers' Panel

Help shape the Egypt Centre's Learning Programme and participate in our exciting CPD Programme.

We are looking for teachers to join our Teachers' Panel and help steer and shape the Egypt Centre's Learning Programme

For more information visit:

<https://www.egypt.swan.ac.uk/teachers-panel/>



Planning your Visit

What We Offer

Museum Facilitated Visit (groups of up to 40 children)

Group leaders can choose up to 6 hands-on activities which will be facilitated by Museum staff and volunteers. Your class will be split into two groups, half of which will start in the *House of Death* gallery and the other in the *House of Life*. The groups will switch after lunch. The museum has a designated space for school groups to have lunch. Please ensure you have enough adults to supervise all groups and that children bring a packed lunch.

Museum Facilitated Visit (groups of 40-60 children)

Group leaders will choose up to 4 hands-on activities which will be facilitated by Museum staff and volunteers. Your class will be split into three groups. These groups will rotate around the *House of Death*, *House of Life* and our *Education area* where they will try their hand at mummifying our dummy-mummy and play the ancient board game of *Senet*. For large groups the Museum will book a lunch space within the University which is as near as possible to the Museum. It may be a 5 minute walk away. Please ensure you have enough adults to supervise all groups and that children bring a packed lunch.

Virtual Classroom Workshops (groups of up to 120 pupils)

Our popular schools programme is now available via distance learning. Our Virtual classroom has three parts: 1. Pre Facilitation activities (exclusive video content to introduce your pupils to the subjects and themes), 2. Live Facilitation (class on Zoom or alternative where we will look at objects and what they can tell us about ancient Egypt. You can also add a loan box to your order so you will have replica objects in your classroom), 3. Post Facilitation Activities (Worksheets to do in class at your own time to consolidate your learning).

Loan Boxes

Bring the power of object-centred learning into your classroom with our Loan Boxes. We have three themes to choose from: *Life in ancient Egypt*, *Religion and Ritual* and *Egypt and its Neighbours*. Each box is filled with replica objects for you to use in your classroom with a number of suggested activities for you to do with your class.

Outreach

If you are interested in an outreach session where we visit your school with our activities, please email egyptcentre@swansea.ac.uk to discuss your specific needs and discover what we can offer.



Mindfulness in the Museum (Half day session)

Your visit will include three activities based around the new Health and Wellbeing AOLE:

-

A circular inset image showing a young woman with long, wavy brown hair, wearing a black shirt, sitting at a yellow table and coloring a drawing of a sailboat with markers. Another person's hand is visible on the right, also coloring the drawing.

- 3.** A 30 minute creative activity. Creativity is important to wellbeing. Children will get creative with an ancient Egyptian inspired craft activity which they can take home.



Useful Information

How to Book

To check availability, please call 01792 295960 or email egyptcentre@swansea.ac.uk. You will be booked in and issued with a booking form. Please use this pack to choose your activities and return the booking form to the Museum. **Please note** your booking is provisional until we receive your completed booking form. We only hold provisional bookings for 1 week due to high demand.

If you feel that the activities may conflict with your groups faiths/beliefs (eg. reading out an Egyptian spell), please contact us to discuss what activities are suitable for your group.

Before Your Visit

To save time on the day, please ensure that your group is split into two groups (groups up to 40) or three groups (groups of 40-60) before arrival. Please ensure that you arrive and depart on the times you gave on your booking form as best you can. The Museum uses these to timetable your activities and so any changes should be passed onto the Egypt Centre as soon as possible.

Prices

Museum Facilitated Visit—£3 per child

Please note there is a 50p charge for absent children to cover the cost of the materials prepared. If you need to cancel your visit, please let the Museum know immediately. We require 10 working days notice of a cancelled visit. Please note there is a possible 50% charge for any cancellations after this point.

Please make it known when booking how you intend to pay as this will affect how we produce your invoice. We will need to know this prior to your visit.

Note: All cheques must be made payable to *Swansea University*.

Our museum gift shop has ancient Egyptian themed souvenirs starting at 75p. We also offer a 'goody bag' service made up to your chosen price. If you require this service or time in the gift shop please make this clear in your booking. Please note that time in the gift shop may take away from your activity time.

Safety Information

Safety information to plan your risk assessment is available on our website <http://www.egypt.swan.ac.uk/index.php/safetyinformation>



The House of Life

The *House of Life* is our upstairs Gallery. It focuses on the daily life of the people of ancient Egypt. The *House of Life* takes you on a journey starting in Prehistoric Egypt. It is also home to our oldest object: a hand axe which may be 1 million years old. Children have the chance to learn about ancient Egyptian writing, maths, clothing and many more engaging hands-on activities.

House of Life Activities

Egyptian Costumes and Clothing (60 Minutes)



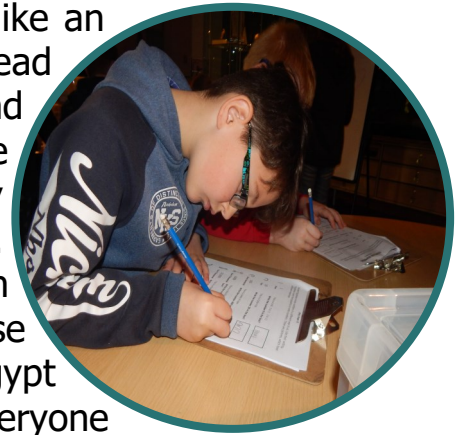
Discover the role individuals played in ancient Egyptian society. We will learn about the clothes the ancient Egyptians wore and how they were made. You will also dress up as an ancient Egyptian and use role play to see how their character's clothes reflected their position in society. **Please note: this activity counts as two choices.** (Not available for groups over 40)

Topics: Society, Technology, The Pharaoh, Using Sources, Jobs & Roles, Clothing.

Skills: Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness.

Egyptian Writing (30 Minutes)

Join the Egypt Centre's scribal school and learn to write like an Egyptian. We will discover which direction to read hieroglyphs, find out why vowels were often omitted and learn how to write your name. You will learn about the religious significance of hieroglyphics and will discover why the king's name was always written inside a cartouche. This activity is all about picture association and children are encouraged to think more about the alphabet they use everyday. We will explore who could write in ancient Egypt and why. This challenges children to think that not everyone (particularly in ancient times) wrote in the same way.



Topics: Writing, Communication, Literacy, The Pharaoh, Society, Materials, Languages, Religion, Magic.

Skills: Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness.



House of Life Activities

Egyptian Numbers (30 Minutes)



Discover how numbers were written in ancient Egypt, using a unit value rather than place value and complete simple calculations using this base-10 system. Children will be able search the *House of Life* counting objects on display and recording the data in ancient Egyptian. We will put what we have learn into a historical context by examining temple stela and expressing information in a table.

This activity provides a good opportunity to explore the gallery

Topics: Mathematics, Religion, Jobs, Language, Daily Life.

Skills: Numeracy, Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness, Planning & Organisation.

Exploring Egypt (30 Minutes)

Take on the role of early 20th Century explorers using props from our 'Hat Box'. Through role play the children will re-enact the discovery of Tutankhamun's tomb and have an opportunity to explore the *House of Life*, searching for their favourite object on display. Children will share their work with others in their group and talk about the object they 'discovered'. ***This activity provides a good opportunity to explore the gallery***



Topics: Archaeology, Tombs, Religion, Early Explorers, The Victorians, The Pharaoh.

Skills: Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness, Planning & Organisation.

Egyptian Materials (30 Minutes)



Get up close and personal to real ancient Egyptian objects. Handle real artefacts and use your senses and critical thinking skills to come to conclusions. Learn about the materials used by the ancient Egyptians and discover how they were manufactured. You will also discover about the importance of preserving artefacts and what we can learn from them.

Topics: Archaeology, Tombs, Religion, Mummification, Daily Life, Preserving artefacts, Technology.

Skills: Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness.



House of Life Activities

Senet (30 Minutes)



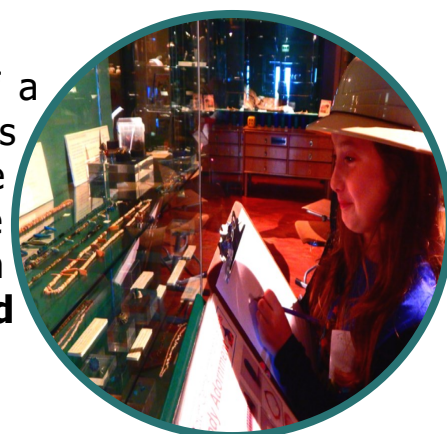
Senet was one of the most popular games in ancient Egypt and was probably played on a day-to-day basis by both the rich and the poor. It also had significance as a funerary item. Tutankhamun had four sets of *senet* boards in his tomb. Learn about the rules of *senet* as well as its place in Egyptian society. Children will play *senet* in teams problem solving, developing strategy and team building skills as they compete to win!

Topics: Religion, Leisure, Mathematics, The Afterlife.

Skills: Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness, Planning & Organisation, Numeracy, Personal Effectiveness.

The Home (30 Minutes)

This activity is all about understanding that people of a past civilisation lived in a home just as we do. During this activity children are encouraged to look around the gallery and find items that would have been used in the ancient Egyptian home, making links to modern equivalents. ***This activity provides a good opportunity to explore the gallery***



Topics: Daily Life, Houses, Materials, Buildings, Objects.

Skills: Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness, Planning & Organisation.

Egyptian Measuring (30 Minutes)



Discover the measuring units used by the ancient Egyptians and decide which ones to apply in order to measure various objects of different lengths. Children will compare ancient measuring units with modern measuring units and recognise the problems with the 'non-standard' units used by the ancient Egyptians. Children work in pairs to measure things around them including each other and even the length of the *House of Life* gallery itself!

Topics: Mathematics, Data Recording, The Pharaoh, Daily Life, The Body.

Skills: Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness, Planning & Organisation, Numeracy, Personal Effectiveness.



House of Life Activities

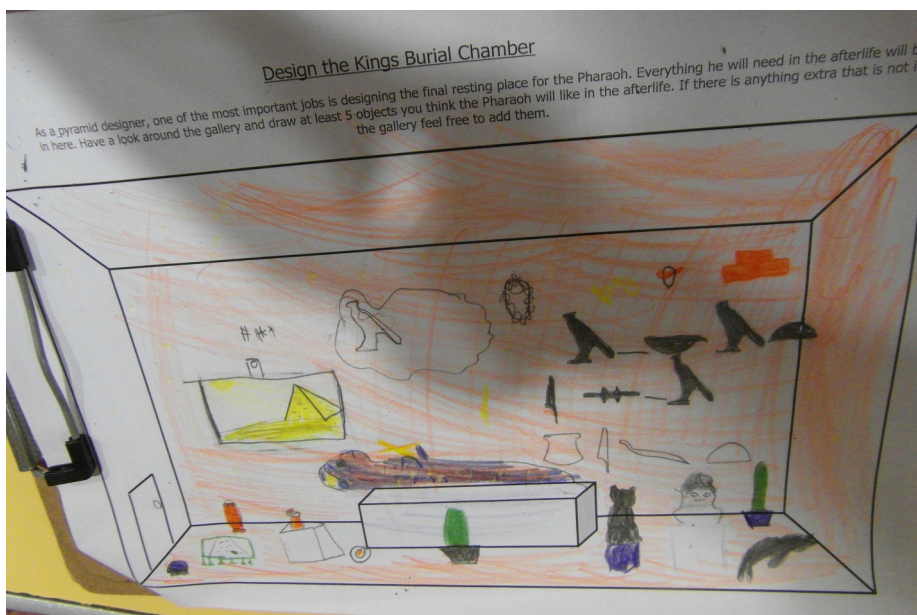
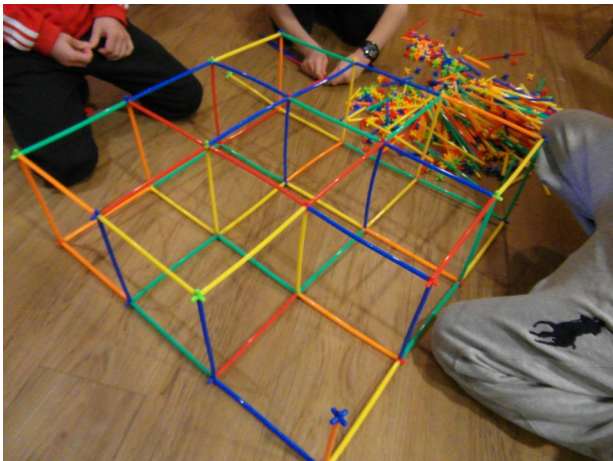
Pyramid building (60 Minutes)

This activity discusses the development of pyramids in ancient Egypt over time, as well as revealing the secrets of how they were built. Pupils will also work in teams to problem solve and compete with the other teams to build the tallest, most stable, structure. Each structure will be tested for stability the winning team's structure is the one that doesn't fall over when its design is put to the test!



Topics: Architecture, Society, Technology, The Pharaoh, Mathematics, Religion, Occupations.

Skills: Developing ideas, communication, problem solving, teamwork, expressing ideas and emotions, critical thinking & organising, evaluating evidence, numeracy,



The House of Death

The *House of Death* is our downstairs gallery which explores the funerary culture of ancient Egypt. Discover the secrets of mummification, search for the powerful ancient Egyptian Gods amongst the objects and much more!

House of Death Activities

Mummification (30 Minutes)



Discover the secrets of mummification using our child-friendly dummy-mummy. Become ancient Egyptian embalming priests and help the pharaoh on his journey to the afterlife by removing the organs, wrapping the body and giving him magical help to the afterlife. Learn how the ancient Egyptians preserved their dead and why this was important.

Topics: Mummification, Science, Religion, Magic, The Pharaoh, The Afterlife, Daily Life, Gods & Goddesses, The Body.

Skills: Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness, Planning & Organisation, Numeracy.

Weighing of the Heart (30 Minutes)

Discover what it took for ancient Egyptians to get to the afterlife. Take on the role of the gods and meet *Ammut the Devourer*, a demon made of the three most dangerous animals in ancient Egypt, and decide whether a symbolic heart will be lighter than the 'Feather of Truth'. Learn how to identify different objects in the gallery as well as scenes that appear on a coffin. Children will then design and name their own *Devourer*.

Topics: Religion, Gods & Goddesses, The Pharaoh, The Afterlife, Mummification, Animals.

Skills: Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness, Planning & Organisation.



Food and Drink (30 Minutes)



Just as food and drink are essential for life, the ancient Egyptians believed both food and drink were essential for the deceased in the afterlife. Discover the ways the ancient Egyptians left offerings for the dead, using examples on display in the *House of Death*. Children will design and create their own offering tray out of playdough, as well as the food they would like to receive if they were in the afterlife.

(Not available for groups over 40 or if doing Servants)

Topics: Religion, The Afterlife, Tombs & Burials, Food and Drink, The Nile, Ecology, Magic.

Skills: Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness, Planning & Organisation.



House of Death Activities

In Search of Gods (30 Minutes)



Using role-play and wearing 'God's hats' children discover the gods and goddesses of ancient Egypt as they re-enact the myth of Osiris and Seth. In pairs, the children will be encouraged to look closely at the artefacts in search of a god or goddess, counting how many they find and drawing their favourite example. They will then share with the rest of the group what they have learned about the god or goddess they were hunting for. ***This activity provides a good opportunity to explore the gallery***

Topics: Gods & Goddesses, Myths, Oral Tradition, The Pharaoh, Art & Iconography, mathematics.

Skills: Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness, Planning & Organisation, Numeracy.

Servants in the Afterlife (30 Minutes)

Discover the ancient Egyptian belief that life's tasks carried on after death so servants were needed in the afterlife. Children will discover servant and *shabti* figures and discuss the type of work they performed. They will examine objects on display, draw, and make, their own *shabti* out of playdough deciding what work they would do for them! This activity links the past with the present and compares work that was performed by these figures with work that is done today.



(Not available for groups over 40 or if doing Food and Drink)

Topics: The Afterlife, Mummification, Tombs & Burials, Daily Life, Jobs, Materials.

Skills: Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness, Planning & Organisation, Numeracy.

Animals (30 Minutes)



Discover how important animals were to the ancient Egyptians and how some animals were linked with gods. Explore the animals of ancient Egypt, comparing them to the animals we know are found in Egypt today. Children will count the types of animals seen on display and are then encouraged to guess the ancient Egyptian name for each animal using onomatopoeia. They will also play 'Guess the Animal' as they try to determine what animal toy is hidden in the goody bags using their sense of touch, developing their motor skills. **(Suitable for younger children)**

Topics: Gods & Goddesses, Myths, Animals, Religion, Ecology, Geography.

Skills: Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness, Planning & Organisation, Numeracy.



Booking Agreement

Role of The Egypt Centre

For a Museum led visit we will provide trained activity leaders to work with the groups of children. All staff working with your children are fully-enhanced DBS checked. Activity leaders are not expected to supervise and discipline children, this is the responsibility of the School Teachers.

We will endeavour to provide as many of the activities chosen by the school in the time available. If the school arrive late for whatever reason, it may be necessary for activities to be shortened or an activity to be dropped altogether. We will provide all materials and equipment needed for each activity. We will also provide each child with a clipboard, pencil and work-pack for their use during the visit where applicable. For all-day visits we can provide a safe area for lunch near toilet facilities as close to the museum as possible. We welcome feedback from schools and each school is given a questionnaire to return to the Museum after their visit.

Role of the School

The school should make every effort to arrive at the agreed time. If for whatever reason the school is running late, they should make every effort to contact us and keep us informed. During the day, the school will ensure the equipment and materials that are to be used for subsequent school groups and the public are not being misused. The school must also ensure respect for other visitors to the Museum at all times.

Ensure adequate insurance cover for the group and leaders. A member of school staff should supervise each group of children at all times and ensure good behaviour throughout the day. In particular, all teachers must: Make sure they have adequate staff supervision using the ratios laid down by their institution. (0-2 years = 1 adult to 3 children, 2-3 years = 1 adult to 4 children, 3-7 years = 1 adult to 8 children, 7 years += 2 adults, for up to 20 children, add one additional staff member for every additional 10 children).

In case of an accident or a lost child, contact a member of the Museum staff immediately, who will then follow the Museum / University procedures.

Ensure that the appropriate group leaders carry any necessary medicine for the children with them at all times, with the permission of the parents/guardian.

Refrain from having possession of, or consuming, alcoholic beverages on the Museum premises, or from either verbally or physically abusing a child/young person.

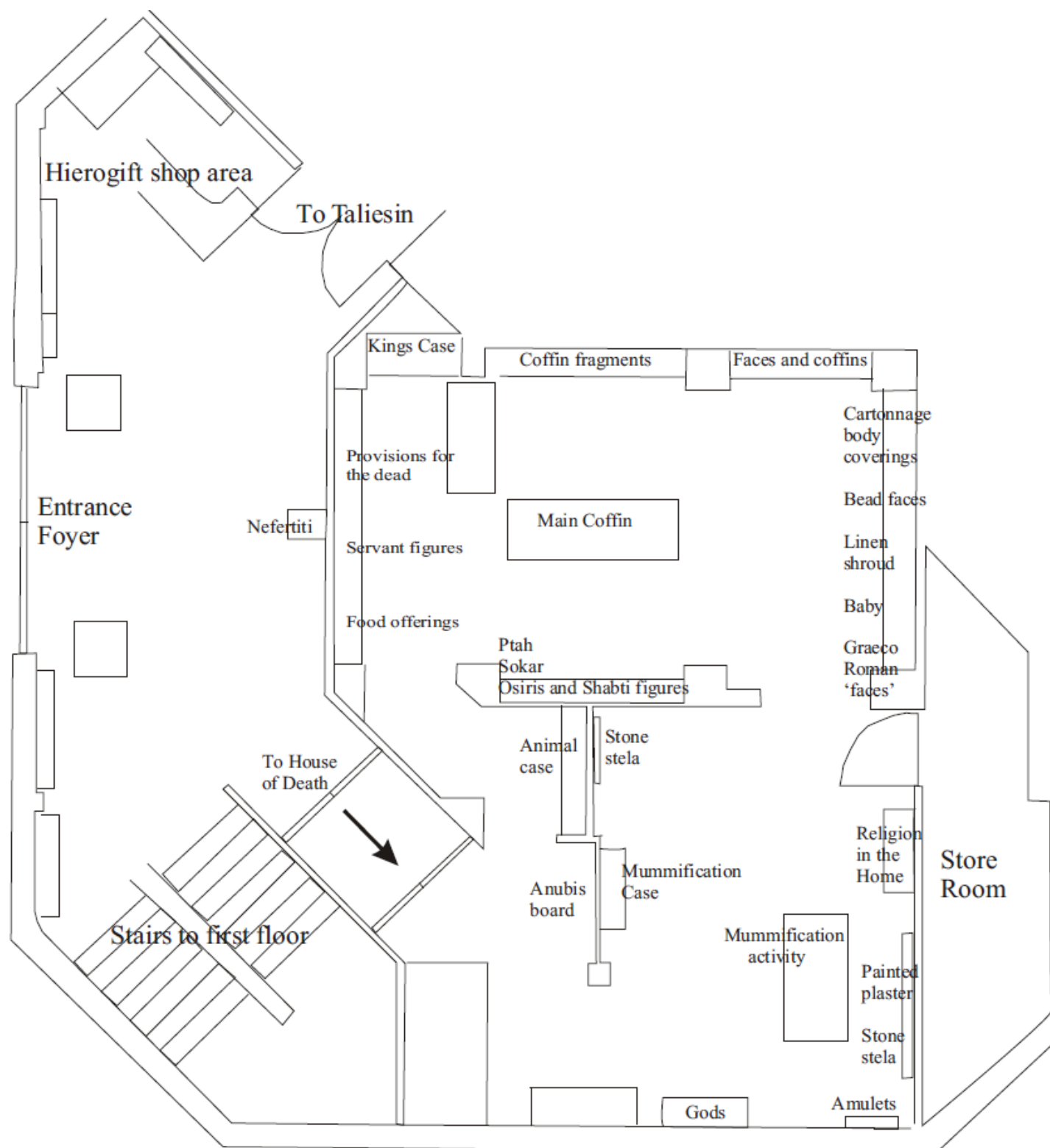
Inform their group of behavioural expectations while in the Museum:

Group leaders should not allow members of their group to: make any sectarian, racist, sexist or other offensive remarks toward any person or other group, vandalise Museum property, leave litter in the Museum/University grounds.

The school will pay £3 for each child and 50p for any work packs not used due to absence of Children. (Please make cheques payable to **Swansea University**). If the school has any concern please report it to a member of staff.



House of Death Gallery Map



Example Booking Form

Egypt Centre School Booking Form

Please ensure your completed booking form is returned to egyptcentre@swansea.ac.uk within 5 working days of booking your visit.

Date of visit/s	21.01.24						
Lead Teacher Name	Mrs Brown						
Full Name and Address of School	Highgrove Primary School. Newtown, Anywhere, SA2 8PP						
Contact Telephone number	01234 567890 school office 07123 456789 mob						
Contact Email Address	a.n.other@highgroveprimary.ac.uk						
Number of Children	32						
Age of Children	7-8						
Expected Time of Arrival	10am						
Expected Time of Departure	2.30pm						
Do you require a comfort break on arrival? (this <u>will</u> shorten your activity time)	Yes please						
Would you like shop time <u>OR</u> goody bags? (shop time may shorten your activity time)	Shop Time?	no	Goodie Bags? (£2, £2.50, £3, other?)	yes			
Will you be paying on the day <u>OR</u> would you like an invoice to take back? Please choose 1.	Paying on Day?	no	Invoice to take back?	yes			
Will you be paying by cash, cheque, card, or BACS? Please choose 1.	Cash		Cheque		Card		BACS yes
Do any of your children have any special education or access requirements?	1 child in wheelchair (broken leg), 2 children ALN will be one-to-one, one child with nut allergy with EpiPen.						
Museum Led: Choice of Activities <ul style="list-style-type: none"> See teachers pack for activity choices - http://www.egypt.swan.ac.uk/education/key-stage-2/ For a full day visit with groups of up to 40 children, please select up to 3 activities totalling 1.5 hours in each gallery. (For half day visits please select up to 2 activities totalling 1 hours in each gallery) For groups of over 40 children activities will be split over 3 areas. Please choose 2 activities totalling 1 hour in each gallery. Mummification and Senet are compulsory and will take place in the Education Area. Costume activity is not available for groups over 40. (Not suitable for half day visits) 	House of Life (Up to 40 children = three activities. Over 40 children = two activities only) <u>PLEASE NOTE COSTUME & PYRAMIDS COUNT AS 2 ACTIVITIES</u> <ol style="list-style-type: none"> Exploring Egypt Senet Egyptian Materials House of Death (Up to 40 children = three activities. Over 40 children = two activities only) <ol style="list-style-type: none"> Mummification In Search of Gods Food and Drink Education Area (ONLY FOR GROUPS OVER 40) <ol style="list-style-type: none"> Mummification Senet 						

Please date, sign and print your name below to state that you have completed the booking form and fully agree with the terms and conditions set out by the Egypt Centre.

Print Name	Mrs Brown	Sign	
Date	27.11.23		

Other Activities We Offer

Young Egyptologist Workshops



Each month the Egypt Centre offers a free workshop to a school who would otherwise not be able to visit the Museum. Our aim is to improve literacy and numeracy but most importantly to build confidence, self esteem and foster a love of learning. Our Young Egyptologist Workshops are designed for children aged between 7 and 11 who would otherwise not be able to visit the Museum. They may need extra educational enrichment or need a self-esteem or confidence boost. We give priority to schools in WIMD40 areas. For more information or to take part, please contact us on 01792 295960 or email egyptcentre@swansea.ac.uk

School Holiday Workshops

The Egypt Centre runs one-day workshops throughout the school holidays. Each workshop has a different theme from mummification and magic to hieroglyphs and explorers. Participants get the chance to learn about ancient Egypt with various hands-on activities as they explore the galleries and take part in fun arts and craft sessions, developing their creativity and giving them the chance to make something they can take home!

10 am—3pm.

Suitable for ages 6-11

More information and booking can be found on our website:
www.egypt.swan.ac.uk/events



Museum Gift Shop

The gift shop is available for all visiting parties during their time at the Museum. There are many items geared towards school children, and at a very affordable price (items start from 75p). If you would like time in the Museum gift shop, please let us know so we can allocate sufficient time around your activities. This is often done during the lunch break, where children can visit the gift shop in small groups.

Goody Bag Service

We can also provide a '**goody bag**' service which can be prepared in advance. This can make the visit easier for schools especially for larger groups, and if you are pressed for time.





t h e
EGYPT
c e n t r e
y g a n o l f a n
EIFFTAIDD

Useful Contacts

Main Office

(Enquiries and bookings)
egyptcentre@swansea.ac.uk
01792 295660

Museum Manager

(Feedback)
Wendy Goodridge
w.r.goodridge@swansea.ac.uk
01792 295960

Gift shop, Front of House Officer

(Invoices and goody bags)
Angharad Gavin
a.gavin@swansea.ac.uk
01792 602660

Open Hours:

Tuesday—Saturday 10.00am — 4.00pm

Egypt Centre
Swansea University
Singleton Park
Swansea
SA2 8PP

01792 295960

www.egypt.swansea.ac.uk

****This pack is available in Welsh****

