

## The Architect's Design Dilemma Mission (DM – Design Dilemma)



### Teacher Notes

**Length:** The session lasts for 75 minutes and includes an introduction film and allows for time to move between the Clore Learning Centre and the palace. It takes approximately 45 minutes to complete the digital mission itself.

**Meeting point:** The facilitator will meet you by the Unicorn at the Clore Learning Centre. Please arrive at least 5 minutes before the start of your session.

#### About the mission:

Missions are self-led digital resources for school groups. Each session can accommodate 1 class of up to 35 children plus accompanying adults. Each mission is located within a different part of the palace and is led by a character that sets a series of challenges for pupils, as 'Time Explorers', to complete.

At the start of your session, you will be shown a short film about your mission and given tips on how to use the iPads (note -there will be one iPad between two children). You will then be handed the iPads and directed towards the palace to begin the mission. Please note that iPads will need to be returned directly after the end of the mission.

The Architect's Design Dilemma mission is set in 1714 and features King George I's architect, John Vanburgh, who is tasked with surveying different parts of the palace to decide whether it is stylish enough to be a new monarch's home.

But there are too many parts to the palace for John to survey alone, so he needs some help from the Time Explorers. The palace is a mix of Tudor style, built for Henry VIII, and the more recently redesigned parts designed by Sir Christopher Wren, for William III and Mary II. The mission encourages pupils to assess and evaluate the palace as a historical source, reflecting on its architectural design features and building materials used.

Pupils will undertake a series of character-led digital challenges that explore the exteriors of Hampton Court Palace, encouraging them to look more closely at their surroundings. The mission promotes the development of key skills such as: team work, historical enquiry and asking valid questions.

A toolkit has been developed for teachers containing exciting videos, ideas and interactive resources, some of which should be used before your visit and some after. The toolkit has been designed to meet the aims of the new National Curriculum:

<http://www.hrp.org.uk/hampton-court-palace/learning/teachers/sessions-for-schools/key-stage-2/key-stage-2-digital-missions/teachers-toolkit-the-architects-design-dilemma/#gs.OkfV3WI>



### Learning objectives:

- To use the built environment as source material for understanding how monarchs used to live;
- To understand how great artists, architects, designers and crafts people contributed to the palace's shape, style and design throughout history;
- To understand that architectural tastes and fashions conveyed wider messages about power, status and monarchy and that these changed over time.

### New National Curriculum links at KS2:

#### History:

- A study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066;

#### Design & Technology:

- Understand how key events and individuals in design and technology have helped shape the world;

#### Art & Design:

- Find out about great artists, architects and designers in history.

#### English (spoken language):

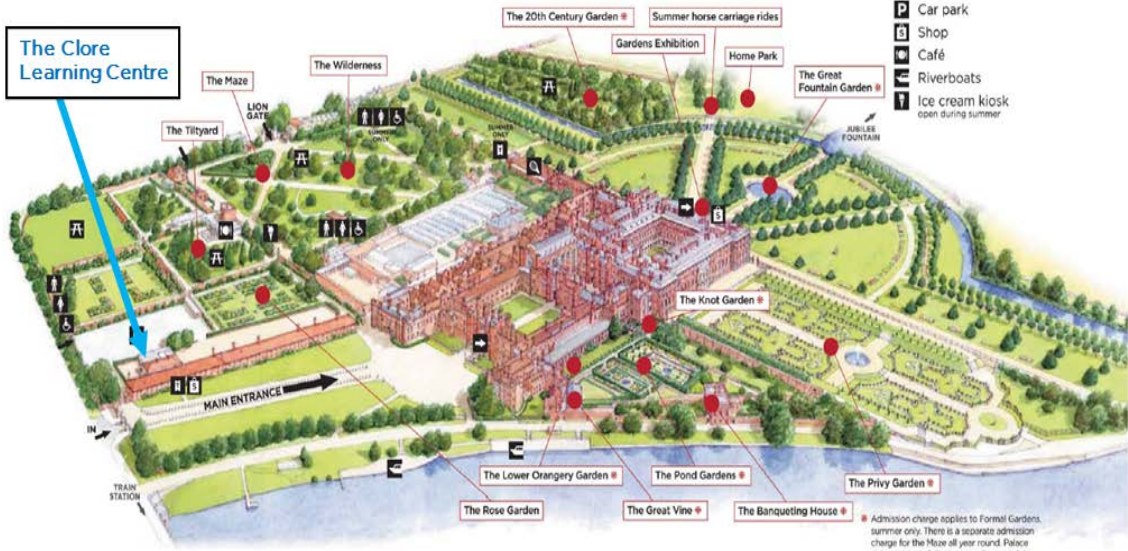
- Ask relevant questions to extend their understanding and knowledge
- Articulate and justify answers, arguments and opinions
- Use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas

### During your session:

Please note that the 1:10 staff to pupil ratio which we ask for throughout your visit to Hampton Court Palace still applies during your teaching session. We ask that sufficient adults remain with the group as they will be encouraged to join in with the session activities. Our workshops are designed for a health and safety maximum of x35 pupils per session. For your information this session will take in one of our classroom spaces in the palace and will also be on route.



The Clore Learning Centre



- Key**
- Ticket office
  - Palace entrance/exit
  - Picnic area
  - Royal Tennis Court
  - Male toilet
  - Female toilet
  - Accessible toilet
  - Car park
  - Shop
  - Café
  - Riverboats
  - Ice cream kiosk (open during summer)

\* Admission charge applies to Formal Gardens, summer only. There is a separate admission charge for the Maze all year round. Palace tickets include full access to all areas of the gardens including the Maze.