

Inventors and Innovation (Inventors) Teacher Notes

Length: 90 minutes

Meeting point:

Your presenter will meet you at the **bottom of the King's Stairs**. Please arrive at least five minutes before your session is due to begin.

About the session:

This drama session encourages pupils to find out more about Henry VIII – both as a monarch and a man. Through drama and role-play activities, pupils gain a better understanding of how key life-changing events helped to shape Henry into the familiar image of the monarch that we hold today – that of a fat, balding and ruthless monarch.

Learning objectives:

- To understand that innovation is a continuum over time, with knowledge and discovery as a baton passed from the past to the present;
- To analyse how inventors and innovators develop and implement their ideas;
- To create their own hypotheses on what constitutes an invention - seeing the breadth of innovation at Hampton Court.
- To develop methods of enquiry through using the palace as source material to understand how evidence is used to make historical claims.

Key learning points:

- Inventors 'stand on the shoulders of giants' - that inventions are never truly made by just one person, – they are the product of the people and ideas that went before;
- The royal court has been a pivotal hub in invention and innovation through the ages;
- Invention at its most basic level is the understanding and solving of problems;
- Invention has a very wide definition – not just technological objects.

New National Curriculum links at KS2:

History:

- Develop the appropriate use of historical terms;
- Understand the methods of historical enquiry, how evidence is used to make historical claims;
- A theme in British history that extends chronological knowledge beyond 1066 (legacy of art/architecture).

English - spoken language:

- Articulate and justify answers, arguments and opinions;



- Use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas.

Design and Technology:

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

Art and Design:

Learn about great artists, architects and designers in history.

Preparation for your session:

In order to help your pupils enjoy this session, we would request that, where possible, they are aware of the following subjects and concepts prior to their visit:

- Key monarchs who have lived at Hampton Court from Tudor times to Georgian;
- Aspects of social history through time, particularly focusing on 16th century as a backdrop for the reign of
- Henry VIII;
- Understanding how our knowledge of the past is constructed from a range of sources, with different types of historical evidence surviving from the Tudor period;

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 Clore Learning Centre.

