

# A Soldier's Story

## Teacher notes

Duration: **60 minutes**

Meeting Point: **Entrance to Learning Centre**

It is 1940 and the world is at war for a second time. Tommy Smith, a local soldier from the Royal Regiment of Fusiliers, shares his experience of the war through storytelling, role play and object handling.

A costumed presenter will enable children to find out what life was like for a young Fusilier soldier fighting on the front line.

This session was jointly created by The Tower of London and the Fusilier Museum, London.

### Learning objectives

Children will:

- Use objects to learn about the life of a soldier in 1940.
- Use role play to discover more about a soldier's wartime experience.
- Develop their skills of historical enquiry by questioning a costumed character.

### National Curriculum links

This session supports:

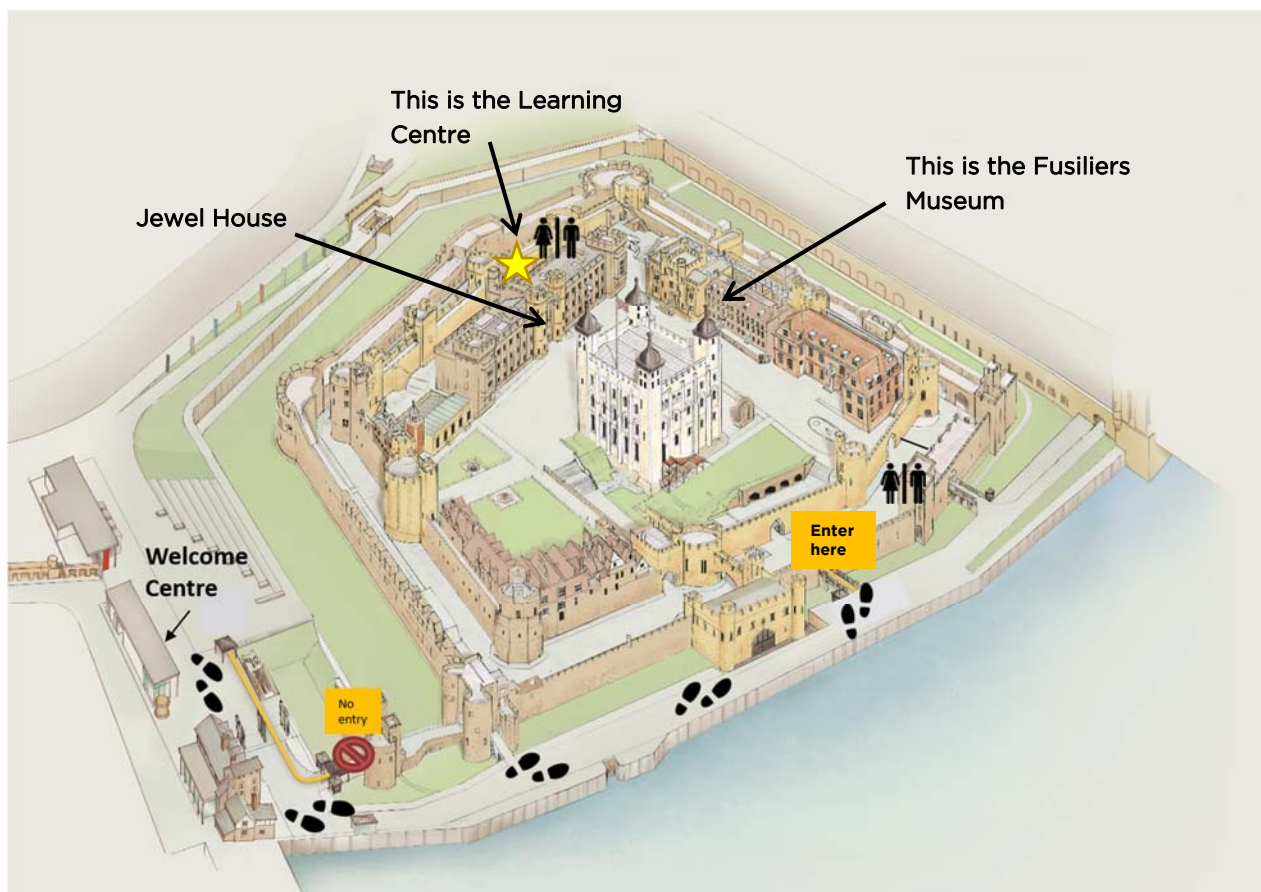
- Using spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas.
- Study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066: a significant turning point in British history

### During your session:

Please note that the 1:10 staff to child ratio which we ask for throughout your visit still applies during your learning session. We ask that sufficient adults remain with the group as they will be encouraged to join in with the session activities. For Health & Safety reason, our sessions are for a maximum of 35 children.



Please meet your session presenter at the **Entrance to the Learning Centre**. This is marked on the map below with a star.



- Head to the back of the Jewel House, walking past the Fusiliers Museum.
- Continue past the visitor toilets until you come across a chain with a sign saying “No entry except for booked school parties”.
- Pass over this; the entrance to the Learning Centre will be on your left.

This is where your costumed session presenter will meet you at your allocated start time. We recommend being there a few minutes early.

