

Digital Mission: The Prisoner's Perilous Plot

Teacher notes

Duration: approx.. 60 minutes
Meeting Point: Entrance to Learning Centre

It's 1611 and William Seymour has been imprisoned in the Tower. Help William Seymour's loyal wife Arbella try and free him; she is under house arrest so desperately needs Time Explorers to assist her plot. You will need to work out where William is held, how tough the Tower's defences are and what seemingly innocent items William could use in his escape. Be careful! If the guards get suspicious, Arbella might never see her husband again!

Learning objectives

Children will:

- Understand the Tower's role as a prison, and the kind of prisoners that were kept there
- Examine the features of the Tower that made it a good prison
- Gather clues, and use information given, to devise a plan to help a prisoner escape

National Curriculum links

This session supports:

- Encouraging children to use the Tower of London as a primary source to weigh historical evidence.

About Digital Missions

Digital missions are character-led adventures that encourage children to navigate and observe the palace spaces while solving challenges on an iPad. Children are encouraged to use the palace as a primary source to weigh historical evidence. Working as part of a team, they will develop their perspective and judgement by exploring particular palace spaces in more detail.

Your school group will be shown a 'How to do a mission' film at the start and issued with one iPad between two children.

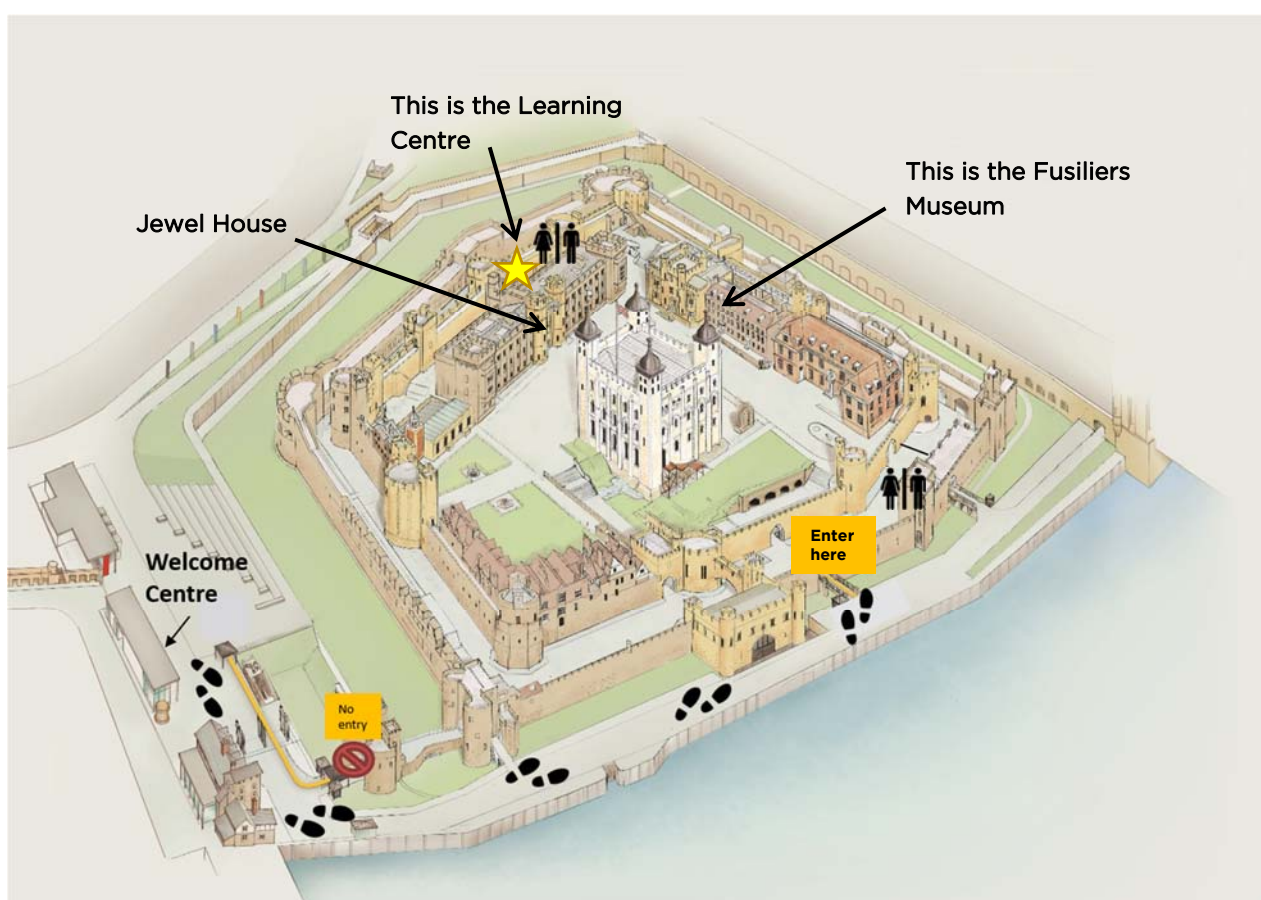
For your information, parts of this session may include time outside so please encourage your children to dress accordingly.



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.

