Primary

Inventors and Innovation

Teacher notes

Duration: 90 minutes

Meeting Point: King's Stairs

Explore the royal court as the centre of invention and innovation over the ages.

Led by a Georgian costumed presenter, pupils will use the palace as a primary source to inspire their own hypotheses on what constitutes an invention. Students will see the breadth of innovation at Hampton Court in this route-based session.

Learning Objectives:

Children will:

- Discover that innovation is a continuum over time with knowledge and discovery passed from the past to the present.
- Analyse how inventors & innovators generate, hone and implement their ideas.
- Create their own hypothesis around what constitutes an invention.

National Curriculum Links

This session supports:

History

- Extending chronological knowledge beyond 1066 (legacy of art/architecture).
- Understanding the methods of historical enquiry, how evidence is used to make historical claims.

Design and Technology

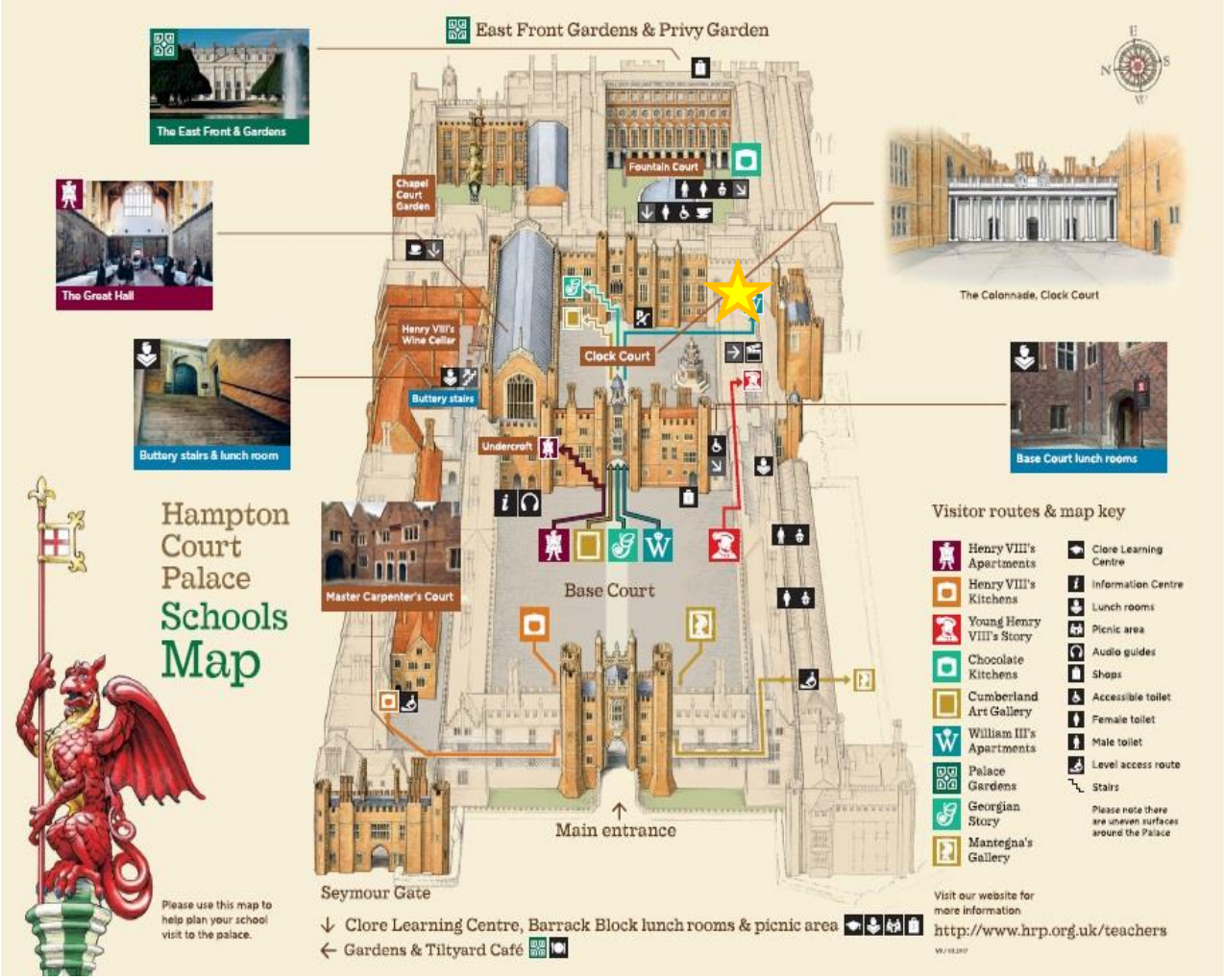
- Understanding how key events and individuals in design and technology have helped shape the world.

Art and Design:

- Learning about great artists, architects and designers in history.

During your session:

Please note that the 1:10 staff to pupil 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 pupils.



Please meet your workshop presenter at the bottom of the King's Stairs, shown as a star on the map above. This is where your costumed session presenter will meet you at your allocated start time. We recommend being there a few minutes early.

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