

# The Prisoner's Perilous Plot

## KS2: Digital Mission

### Teacher notes

Duration: **Approx. 75 minutes**

Meeting Point: **Tower of London, entrance to the 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 your help 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!

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

### 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

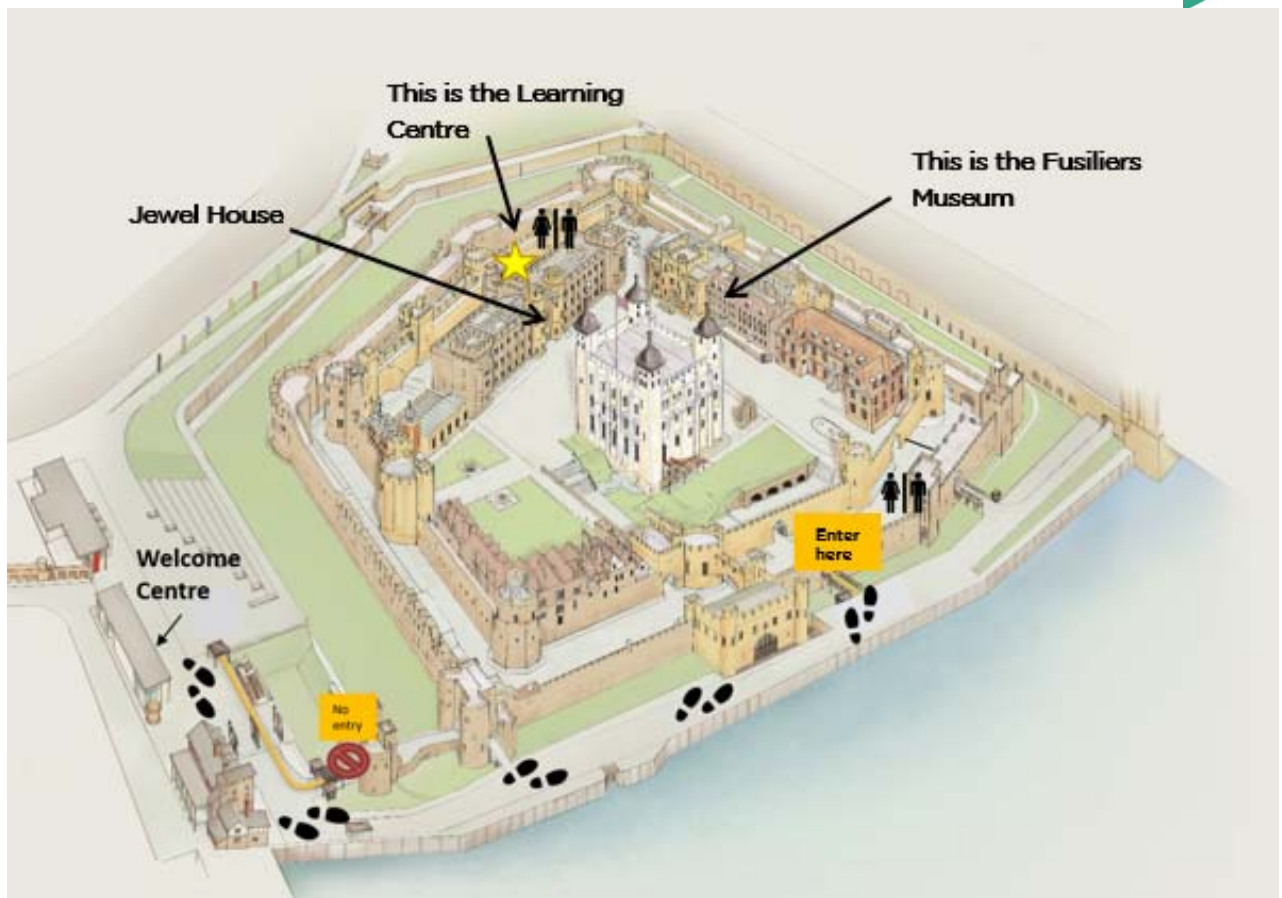
### National Curriculum links

This session supports:

History

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





### During your session

Please note that the 1:10 staff-to-child ratio which we ask for throughout your visit still applies during your 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 reasons, our sessions are for a maximum of 35 pupils.

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

- 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 through this chain; the entrance to the Learning Centre will be on your left.

For your information, this session includes time outside on the visitor route, so please encourage your group to dress accordingly.

