

Overview of Resources

Introduction

4

Teachers' Notes: Living on after the British Civil Wars

1-2 lesson activities

4.2 Museum Challenge

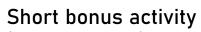
Examine Sir Thomas
Fairfax's wheelchair. Read
sources to find out about
Fairfax's wounds and
create a museum display

4.3

Reverend Scribewell
Will See you Now!
Take on the role of a
wounded soldier, widow or
orphan. Visit a petitionwriter and find out how to
ask for money at the
County Court.

4.4 County Court Challenge

Examine the experiences of some real soldiers in the war. Role play a County Court.



(only available $\underline{\text{here}}$)

4.5

Chat with the Past

'Chat' with our film characters and find out what help they need after the war.

National Curriculum Learning Objectives

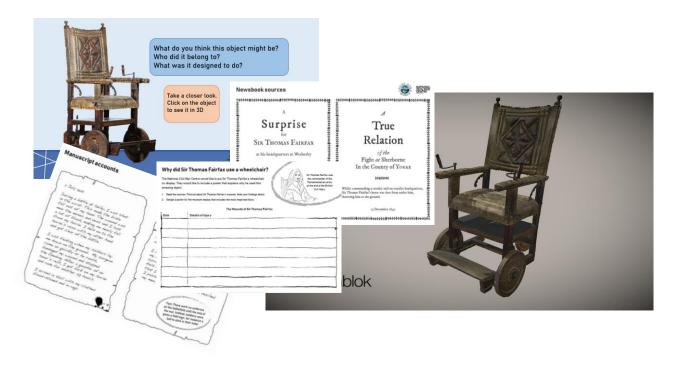
- learn to construct informed responses that involve thoughtful selection and organisation of relevant historical information.
- understand how our knowledge of the past is constructed from a range of sources



4.2 Museum Challenge

This cross-curricular activity could include work in literacy lessons.

This unit includes a 3D scan of the wheelchair of Sir Thomas Fairfax. Children work as historians, using adapted historical sources (4.2 a and b) to find out what happened to Sir Thomas Fairfax on the battlefield. They take notes (4.2c) and design an information board for use in a museum display



4.3 Reverend Scribewell Will See You Now!

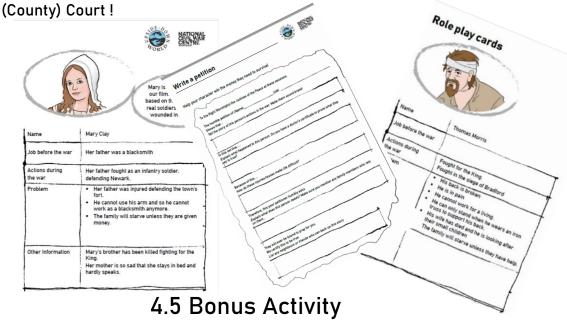


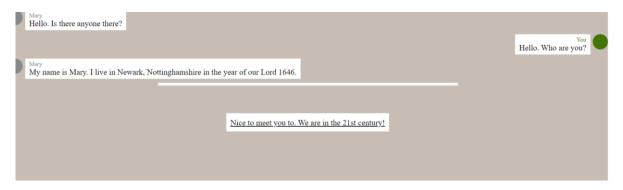
Meet Reverend Scribewell, a seventeenth-century petition-writing expert and become one of his clients! The interactive hyperlinks in this slidepack allow children to choose a character and their injury or loss, read a petition and find out if it is successful in court. We recommend that these slides are used to model writing a petition text in preparation for activity 4.4. These could be used with the whole class on a whiteboard or as a small group activity on an i-pad

4.4 County Court Challenge



Children examine the experiences of four real soldiers who were wounded in the war. A card matching game (PDFs 4.4 a, b and c,)enables them to decide how the soldier's lives were saved by battlefield surgery and what kind of ability aids might have been available to ordinary people. Children hot seat their choice of characters (including some from our film, , take notes (4.4d), help them write a petition (4.4e) and present their cases at a Classroom





Visit our <u>website</u> for this bonus activity in which children can chat with characters in the past. Taking inspiration from <u>here</u>, this simple resource mimics a texting experience with characters from our film <u>Mary The Soldier and The 'Witch'</u>, part of the Siege Unit. This resource can be used instead of hot seating for small groups or home learning. The characters have found a magic book that helps them chat to pupils in the classroom. Can the children find out what they need and help them to petition the County Court for help?