



The Captain's Trail Key Stage 1

Group 1: Adult Guide

Please read through this guide before your visit. It will help you prepare for leading your group around the ship.

On The Captain's Trail your group takes on the role of the "Captain" inspecting the SS Great Britain during a voyage to Australia.

- Each group has their own starting point on the ship.
- Find your starting point and do the activity there.
- Then use the map to help you find the next activity point.
- As you follow the dotted line on the map there are things for your group to spot as you go along. This also helps you to make sure you are going the right way!
- The children do not need a trail each, but make sure they all see one and can get involved in the activities.
- There are facts and questions below for each stopping point to help engage your group. You do not have to use all of these. They are just some ideas to get you going.

Weather Deck: Ship's Bow

Do these activities with your group on their sheets.

Children's Trail

Group 1 page 1

START HERE

You are at the Ship's Bow.
Can you see the ship's bell?
Now do this activity.

MEASURE THE WIND AND RAIN

Put out your hand and count to ten. How much water is falling on your hand? Is it:

- Raining a lot?
- Raining a bit?
- Not raining at all?

Put your finger in your mouth and then hold it up in the air so you can feel the wind. Is it:

- Very windy?
- A little windy?
- Not windy at all?

What is the weather like today?

- Not enough wind to sail
- Perfect sailing weather
- Too wet and windy to sail

Do you think this is a good day to go to sea?

- Yes
- No

Now turn the page and go to the Ship's Stern

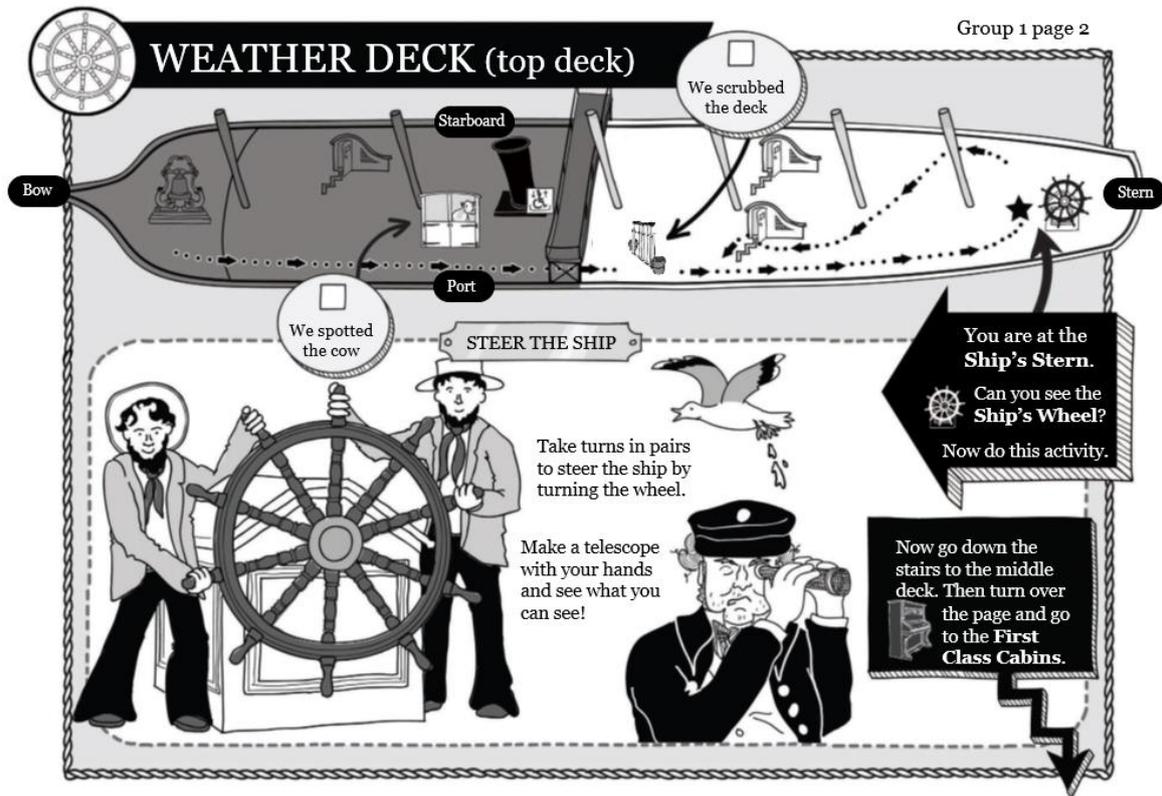
Adult Notes

- This is the front of the ship.
- The bell was used to let the crew know what time it was.
- What do you think could happen if you set sail in very stormy weather?
 - Danger of shipwreck or people being washed overboard
- What would happen if you set sail when there wasn't any wind?
 - The ship wouldn't be able to use the sails to move.
- The SS Great Britain had an engine and sails to make it move. Why do you think it had both?
 - To be able to move when there was no wind

Then use the map to find the next place.

Weather Deck: Ship's Stern

Children's Trail



Adult Notes

- This is the back of the ship.
- Two people were needed to turn the wheel.
- You had to face the bow (front) of the ship while steering.
- Because the SS Great Britain is so long you can't see what's happening at the bow if you are steering. Somebody would have to shout orders from the flying bridge (in the middle of the deck).
- Why do you need two people to steer the ship?
 - Because it would need a lot of strength to turn the wheel.
- What sort of things do you think the sailors would be looking out for at sea?
 - Other ships, icebergs, whales, and land

Middle Deck: First Class Cabins

Children's Trail

Group 1 page 3

FIRST CLASS CABINS (middle deck)

You are in the First Class Cabins.
Can you see the piano?
Now do this activity.

William Jones
Barber

Annie Green
Sick stewardess

Alfred Bright
A boy who likes playing with toys

Samuel Archer
Ship's surgeon

You have some presents for the First Class Passengers. Find these passengers in the cabins and decide which presents they would like best.

A toy boat

A shaving brush

A jar of leeches

Medicine for someone not feeling well

Now turn the page and go to the Galley (the kitchen).

Adult Notes

- Only First Class passengers were allowed in here.
- The First Class passengers would have stewards and stewardesses to do things for them such as bringing them drinks and emptying their chamber pots!
- Do you think you would have liked to travel in the First Class Cabins?
- Why do you think the bunks are so small?
 - So that you wouldn't roll around in bed when the ship was rolling and because there wasn't much space on the ship.
- Why do you think the stewardess is feeling sick?
 - She is seasick.

Middle Deck: Galley

Children's Trail

Group 1 page 4

GALLEY (middle deck)

You are at the Galley.
Can you see the Ship's cook holding the fish?
Now do this activity.

The chef has made lots of food for the passengers.
Look around the galley and find these types of foods.
Decide what the passengers should have for lunch today.

A calf's head

A jelly

Jellied eels

Some porridge

A pie

Now turn the page and go to **Steerage**.

Adult Notes

- Food was cooked here for all the passengers and crew
- First Class Passengers had four meals a day
- Can you spot the rats? They were particularly a problem in the galley where they would eat the food supplies!
- Where do you think they would get milk, eggs, fresh meat, and fish from on long journeys to Australia? (About 60 days)
 - From cows, chickens and pigs carried on board. Fish could be caught on stops along the way.
- Would you have liked to eat the food cooked in this galley?

Middle Deck: Steerage

Children's Trail

Group 1 page 5

STEERAGE (middle deck)

You are in Steerage.
Can you see the brooms and fire buckets?
Now do this activity.

Some passengers here have been behaving very badly, and some are being really good.
Decide if the people you find are behaving well.
In your best Captain voice, tell off the people who are behaving badly and say "well done" to the people behaving well.

Look out for:

- Someone helping a woman with her baby.
- A man mending his sock
- Two women fighting

Well done!
You have completed all the Captain's jobs!

Adult Notes

- This was the cheapest accommodation on board, but it was still expensive.
- Steerage passengers ate food from their own kitchen including ships' biscuits. They sometimes had insects called weevils in them, so passengers always had to check before they ate them!
- Do you think you would have liked to travel in Steerage?
- Where do you think Steerage Passengers would have had a wash?
 - They had to wash in a barrel of sea water on deck or may not have washed at all for 60 days!

Congratulations, you have finished your trail!

If you have time, visit the Dining Saloon and Crimean War horses on the lower deck.