

Workshop : WOR Donkey

National Curriculum Links

Reception, KS1, KS2, SEND

History, Literacy, and Expressive art and design

KS1 History- the lives of significant individuals in the past who have contributed to national and international achievements

-significant historical events, people and places in their own locality

KS2 History- a local history study

-Use of common words and phrases relating to the passing of time.

-Identifying differences between ways of life at different times.

-How to find out about the past from a range of sources of information.

-To ask and answer questions about the past.

-Knowledge, skills and understanding through studying the way of life of people in the past who lived in Britain.

- Represent ideas through design and technology, art, role play and stories.

Learning objectives	Session structure	Assessment for learning
To discover the story of South Tyneside’s local hero - John Simpson Kirkpatrick and his famous donkey. To explore the roles of people and animals during WW1 using storytelling and talk for writing. To explore ideas about remembrance and how an ordinary man became an extraordinary international hero.	Introduction Warm-up: Capture attention through picture & theatrical display of removing objects out of box relating to topic of hero in our story. Suspense and interest is created through”	Children will explore themes through role-play and games and we will ask questions throughout to check understanding. Children will have opportunities to respond and

<p>To create their own medal based on the story.</p>	<p>what's inside my special box", " ahh there's more" make actions with the items.</p> <p>Draw picture of large Purple Heart medal on white board easel. Stick paper donkey below. Inside Metal locker pull out: Bathing cap and suit, sailor top, cane, horse, wooden shovel, army outfit, medical box, medals.</p> <p>Quietly point to donkey at end and move right into question What is a hero?</p> <p>Session activities</p> <p>Guess the hero game played in small groups. Break the children up into 5 groups and give each group an animal card sheet. Ask the children to discuss which animal/s they think are the hero/s and come up with what they think they might have done to help during a war. Each group feeds back. Inform the children of the correct animal & heroic actions.</p> <p>Story: With children sitting on carpet in a circle read the story Simpson and his donkey. Key actions from the story are acted out for better understanding.</p> <p>Explore the gallery for related objects in the collection.</p> <p>Roll for poetry: Ask children to tell you things about the story and to describe Jack and the donkey. Write the words down on the white board. Older groups can</p>	<p>give feedback throughout the session.</p> <p>There will be opportunities for Q&A at the end of the session.</p>
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	<p>write words down and put in cube and roll dice to make a poem.</p> <p>Design a medal for your hero: children think about their heroes and design and make a medal for them.</p> <p>Plenary</p> <p>Group discussion on Heroism; who they think the hero was in the story and why? Who are their heroes and why? Are there other kinds of heroes?</p>	
Before your visit	After your visit	Key vocabulary
<p>Visit the statue of Kirkpatrick and his donkey outside the museum.</p> <p>Visit the collection search for TWAM and view the bronze sculpture of Kirkpatrick and his donkey.</p> <p>https://collectionssearchtwmuseums.org.uk/#details=ecatalogue.372664</p>	<p>Visit the statue of Kirkpatrick and his donkey outside the museum.</p> <p>Borrow a WW1 'Box of Delight' from Loans boxes Tyne & Wear Schools (twamschools.org.uk)</p> <p>Try to find out about other local heroes from the past and present.</p>	<p>John Kirkpatrick, heroism, hero, World War 1, Australia, New Zealand, Anzac Day, medal.</p>