

Hands-On History:

Session takes approx. 80 mins

Aim:

- Explore the local history of Harrow through figures from the past, object handling and exploration of the Manor House, and creating art pieces.

Session breakdown:

The session will be divided into three parts: **Talk Time**, **Sensory Museum Exploration**, and **Creative Activity**.

Talk Time:

Introduction to three historical figures of Harrow from the Anglo-Saxon, Tudor, and Victorian time periods as well as the Manor House itself.

Sensory Museum Exploration:

Guided time in the Manor House to-

- Experience the herb gardens and learn about the variety of ways Tudors used herbs.
- Learn about Harrow's industrial history with object handling of Kodak cameras
- Tactile wallpaper exploration to consider similarities and differences between present day and the past.

Creative Activity:

You can select which creative activity will best suit your areas of study-

- **Clay fire badges**, as seen on the front of the Manor House, put into use after the Great Fire of London.
- **Peg dolls**, creating a Victorian toy to explore how toys have changed.
- **Cellophane stained-glass bookmarks**, design your own window much like the glassmakers of Whitefriars factory.

Curriculum Links:

- History: a study of an aspect or site in local history dating from a period before 1066
- Art: use a range of techniques and media in work
- Historical questioning skills