**BOW OF THE SHIP (top deck)**

You are at the Bow of the Ship. Can you see the Ship’s Bell? Now do this activity.

Can we set sail today? The Beaufort Scale helps sailors measure the wind. Look at the view from the Ship. Use this table to decide how strong the wind is today.

<table>
<thead>
<tr>
<th>Force of the wind</th>
<th>What’s happening</th>
</tr>
</thead>
<tbody>
<tr>
<td>Calm</td>
<td>The water in the harbour is flat. The flags on the ship are still.</td>
</tr>
<tr>
<td>Gentle Breeze</td>
<td>There are little waves on the harbour. The flags are lifting.</td>
</tr>
<tr>
<td>Gale</td>
<td>The flags are waving. Branches on the trees are moving.</td>
</tr>
<tr>
<td>Storm</td>
<td>Trees are blowing over. Chimney pots are being blown off roofs.</td>
</tr>
<tr>
<td>Hurricane</td>
<td>Roofs are being blown off houses. People are being blown off the ship’s top deck.</td>
</tr>
</tbody>
</table>

Put your finger in your mouth and then hold it up to the wind. The side that gets cold is the direction the wind is coming from.

Look at the flags – do they show you where the wind is coming from? Use the diagram to work out the direction of the wind.

Now follow the map to the Stern of the Ship.

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Being at sea is a dangerous business! Can you steer the ship safely? Divide up your team. Give everyone a job and go to the right place.

**You are at the Stern of the Ship.**

Can you see the Ship’s Wheel? Now do this activity.

**FOR GROWN UPS:**

Stay at the Flying Bridge and give your Captain and First Mate these situations:

1. **Iceberg off the starboard bow!** There is an iceberg on the right of the ship.
2. **Whales off the port bow!** There are some whales on the left of the ship.
3. **Shipwreck dead ahead!** There is a shipwreck right in front of the ship.

**CAPTAIN AND THE FIRST MATE**
- Go to the flying bridge – careful when climbing the ladder!
- Decide whether to steer right or left and give the order to the nippers.

**NIPPERS (young boys)**
- Wait between the flying bridge and the wheel.
- Take the message to the sailors at the wheel.

**2 SAILORS**
- Ready to steer the wheel.
- Steer the wheel together.

**CAREFUL**
- Nippers, **WALK** don’t run!
- When you climb the Flying Bridge hold on with two hands and face the stairs.

Now follow the map down the stairs to the First Class Cabins.
You are in the First Class Cabins.
Can you see the Piano?
Now do this activity.

Hint! Look for:
A stewardess with an unwelcome animal in her cabin

Robert Tyndal Bright, who’s not looking too good

Samuel Archer – the ship’s surgeon

Mr Jones, who is making some money as a barber

Climb into a bed in one of the First Class cabins and check they are comfortable.

I’ve got some messages for the First Class Passengers but they are all muddled up.

Look in the cabins and find the right person for each message.

To ................................
I hear you’re not feeling too good. Don’t worry, we’ll get to Australia soon.

To ................................
Can I book an appointment to have a shave?

To ................................
Are you going to have to amputate this Sailor’s hand?

To ................................
Watch out for the rats in this cabin!
You are in the Galley.
Can you see the Ship's Cook holding the fish?
Now do this activity.

Useless cook! It's almost dinner time and no one has decided what's on the menu!
You have 5 minutes to decide what food to have and then draw it on the plates.

Now go to Steerage Accommodation.

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

Some people here have been behaving very badly and some are behaving well.
Decide if the people you find are behaving properly. If they are behaving well choose a reward, but if they're behaving badly choose a punishment!

REWARDS:
- Extra jam with your ship's biscuits for your next meal
- A better bunk for the journey
- Fresh meat from the porpoise the sailors caught

PUNISHMENTS:
- Locked up in shackles
- Being told off by the Captain
- Lights out early

HINT! Look out for:
- 2 women fighting
- A man mending a sock
- Someone helping a woman with her baby

Now follow the map down stairs to the Engine Room.
You are in the **Engine Room**.

Can you see the **stokers shovelling coal**? Now do this activity.

Look through the big windows at the engine. Put these steps in the right order by giving them a number from 2 to 5.

1. The stoker puts coal in the furnace
2. The chain wheel turns the propeller
3. Water becomes steam and makes the pistons move
4. Burning coal heats water
5. The moving pistons cause the wheel to turn
6. The propeller moves the boat

**Have a look at the workers through the little window. They have to shovel coal for 4 hours without stopping.**

Pretend you have a shovel and have a go at throwing coal for 1 minute. Your grown up can time 1 minute for you.

**Are you tired yet? Do you think you can go on for 4 hours?**

**Well done! You’ve completed all the Captain’s jobs!**