



## **The Captain's Trail Key Stage 2 Group 5: Adult Guide**

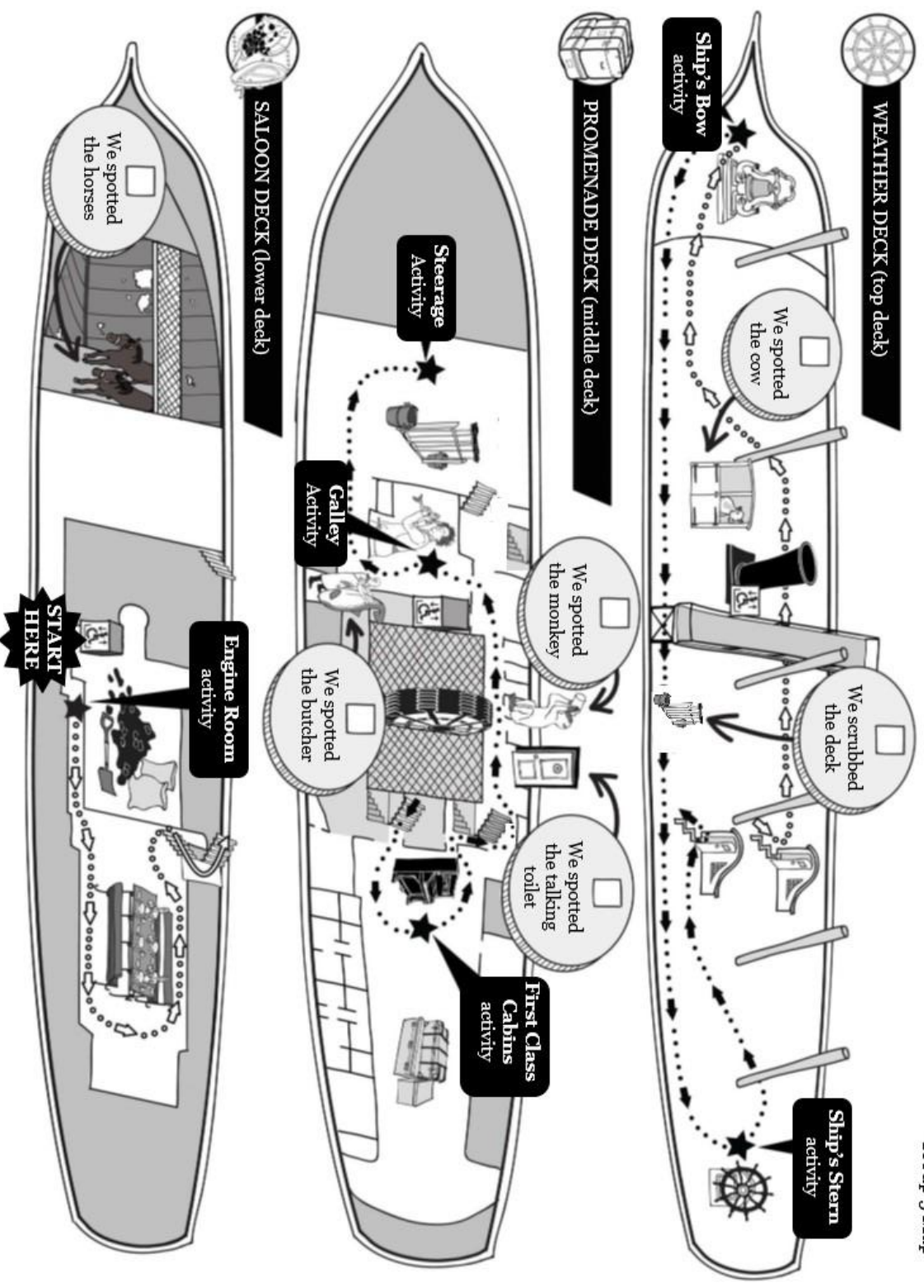
Please read through this guide before your visit. It will help you prepare for leading your group around the ship.

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 have to have a trail each but make sure they all see one and can all 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.

Use this map to find your way around. Find your starting point, do the activity, and then follow the dotted line.

Group 5 Map



## Lower Deck: Engine Room

Do these activities with your group on their sheets

### Children's Trail

Group 5 page 1

**ENGINE ROOM (lower deck)**

You are in the **Engine Room**.  
Can you see the stokers shovelling coal?  
Now do this activity.

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

The stoker puts coal in the furnace  
The chain wheel turns the propellor  
Water becomes steam & makes the piston move  
Burning coal heats water  
The moving pistons cause the wheel to turn  
The propeller moves the boat

1 2 3 4 5 6

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 do this in 1 minute for you it will be 4 hours.  
Are you tired yet? Do you think you can go on for 4 hours?

Now follow the map and go up 2 levels to the **Bow of the Ship** on the **Weather Deck**.

### Adult Notes


- First class passengers would come and watch the stokers working and sometimes pay for them to have a beer.
- Hot water from the engine room had to be carried up a ladder to the galley (the kitchen) in buckets.
- Would you have liked to do a stoker's job?
- What do you think would happen if you ran out of coal during a voyage?
  - The engine needs coal to run so the ship had to delay its journey and go to the nearest place to buy coal.

Now use the map to find the next place

## Top Deck: Bow of the Ship

### Children's Trail

Group 5 page 2




### BOW OF THE SHIP (top deck)

**You are at the Bow of the Ship**






Can you see the Ship's Bell?

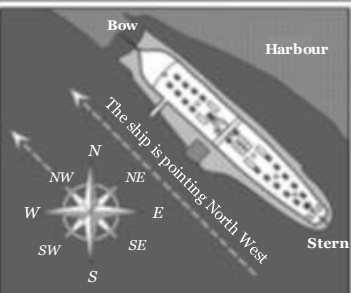
Now do this activity



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.

Force of the wind		What's happening	
Calm		The water in the harbour is flat. The flags on the ship are still.	<input type="checkbox"/>
Gentle Breeze		There are little waves on the harbour. The flags are lifting.	<input type="checkbox"/>
Gale		The flags are waving. Branches on the trees are moving.	<input type="checkbox"/>
Storm		The flags are waving. Branches on the trees are moving.	<input type="checkbox"/>
Hurricane		Roofs are being blown off houses. People are being blown off the ship's top deck.	<input type="checkbox"/>



**Bow**

**Harbour**

*The ship is pointing North West*

**Stern**

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.**

### 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.

## Top Deck: Stern of the Ship

### Children's Trail

Group 5 page 3

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

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.




**CAREFUL!**

- Nippers ~~Walk~~ don't run!
- When you climb the flying bridge hold on with two hands and face the stairs.

You are at the Stern of the Ship

Can you see the Ship's wheel?

Now do this activity

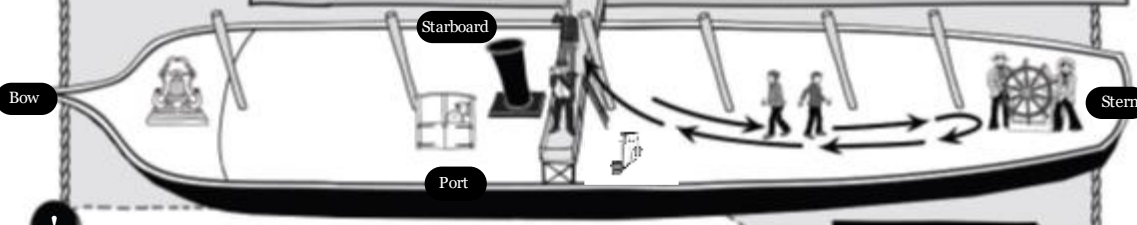
JOB	LOCATION	NOW DO YOUR JOB!
 Captain and the First Mate	Go to the flying bridge – careful when climbing the ladder!	Decide whether to steer right (starboard) or left (port) and give the order to the nippers
 Nippers (young boys)	Wait between the flying bridge and the wheel	Take the message to the sailors at the wheel
 2 Sailors	Ready to steer the wheel	Steer the wheel together

**FOR GROWN UPS**

Stay at the flying bridge and give your Captain and First Mate these situations:

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

Now follow the map down the stairs to the **First Class Cabins**.



### Adult Notes

- This is the back of the ship.
- Two sailors were needed to turn the wheel.
- You had to face the bow (front) of the ship while steering.

#### CAREFUL!

- Nippers should **walk not run** – the Weather Deck can be slippery if wet.
- Children should face the stairs and hold the handrail when climbing up and down from the Flying Bridge.
- The group adult should stay at the Flying Bridge during the activity.



## Middle Deck: First Class Cabins

### Children's Trail

Group 5 page 4



#### FIRST CLASS CABINS (middle deck)

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



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.

Hint! Look for:



**Annie Green**  
A seasick stewardess



**Robert Tyndal Bright**  
Who's not looking too good



**Samuel Archer**  
The ship's surgeon



**William Jones**  
Who is making some money as a barber

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

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

To.....  
Are you going to have to amputate this sailor's hand?

To.....  
Watch out for rats in this cabin!

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



Now follow the map to the **Galley**.


### 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.

## Middle Deck: Galley

### Children's Trail

Group 5 page 5







### GALLEY & STEERAGE (middle deck)

**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.

Main Course
Dessert

**Now go to Steerage Accommodation.**


**You are in the 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


**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

**Well Done!**  
You've completed all the Captain's jobs!

### Adult Notes


#### Galley

- The Galley is the ship's kitchen where the food for the First Class Passengers was made.
- 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 5 page 5



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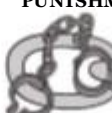






Extra jam with your ship's biscuits for your next meal

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:

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A man mending a sock

Someone helping a woman with her baby

**Well Done!**  
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### Adult Notes

#### Steerage

- 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!**