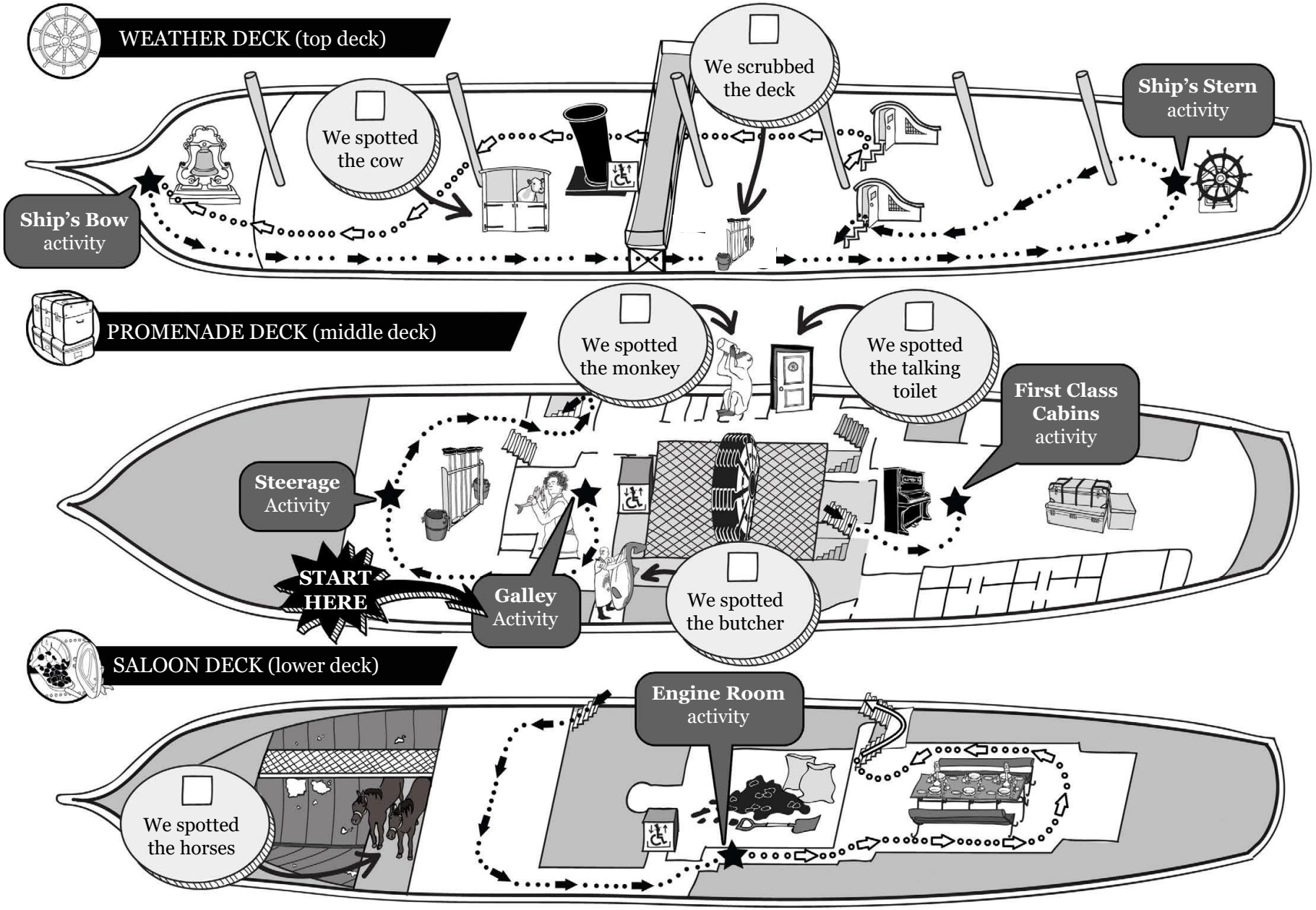
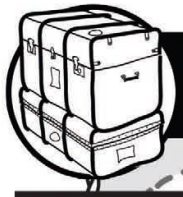
Group 4 Map


WEATHER DECK (top deck)
We spotted the cow
We scrubbed the deck
Ship's Stern activity
Ship's Bow activity
PROMENADE DECK (middle deck)
We spotted the monkey
We spotted the talking toilet
First Class Cabins activity
Steerage Activity
START HERE
Galley Activity
We spotted the butcher
SALOON DECK (lower deck)
Engine Room activity
We spotted the horses



GALLEY & STEERAGE (middle deck)

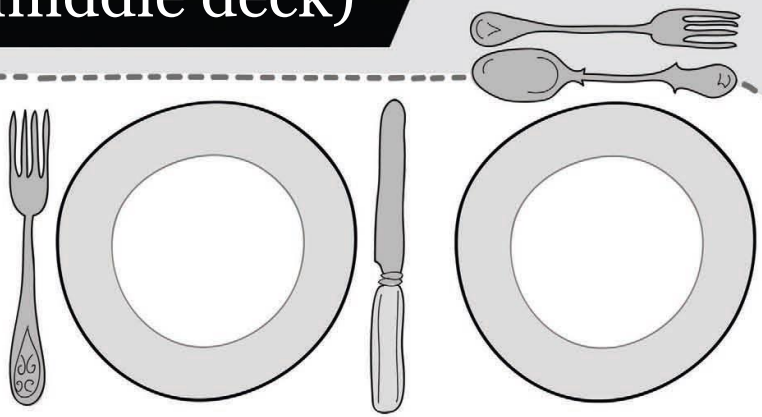
You are in the **Galley**.

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!

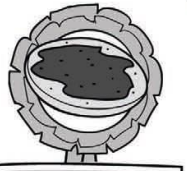
Hint! Look out for:

2 women fighting

A man mending a sock

Someone helping a women with her baby

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

Now follow the map down stairs to the **Engine Room**.

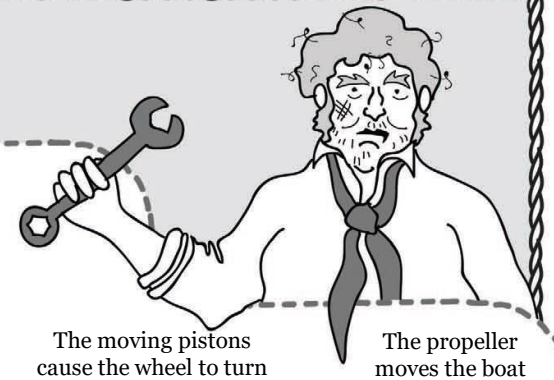
ENGINE ROOM (lower deck)

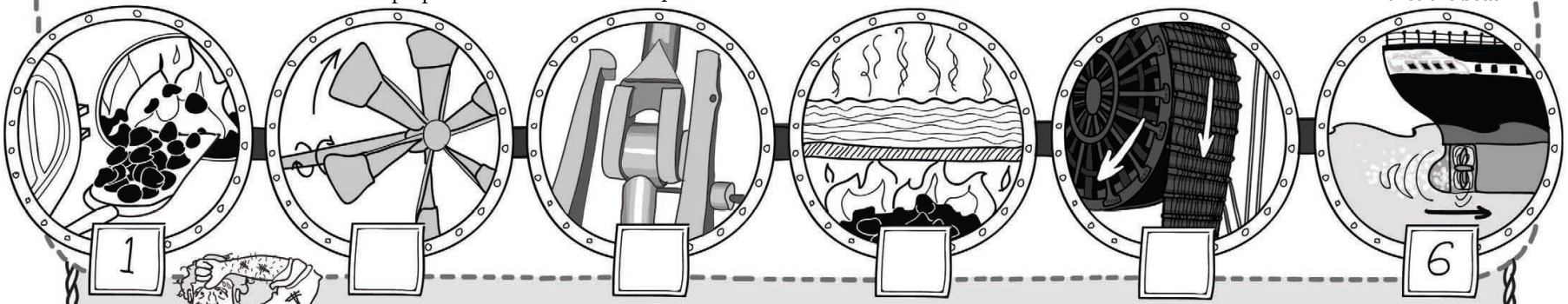
You are in the **Engine Room.**

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.





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.

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

BOW OF THE SHIP (top deck)

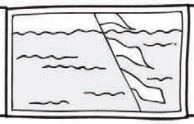
You are at the **Bow of the Ship**.

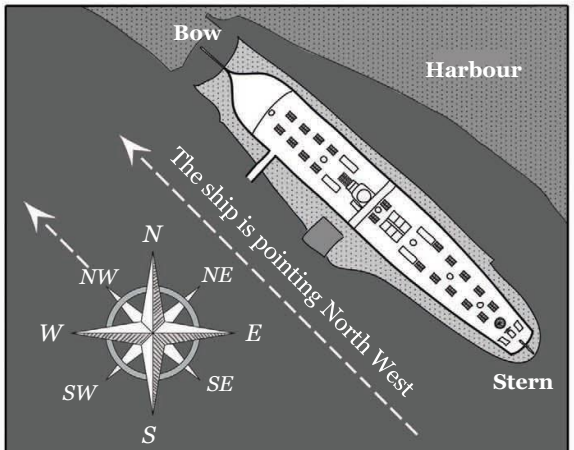
Can you see the Ship's Bell?

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.
Gentle Breeze		There are little waves on the harbour. The flags are lifting.
Gale		The flags are waving. Branches on the trees are moving.
Storm		The flags are waving. Branches on the trees are moving.
Hurricane		Roofs are being blown off houses. People are being blown of the ship's top deck.



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**.

STERN OF THE SHIP (top deck)

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

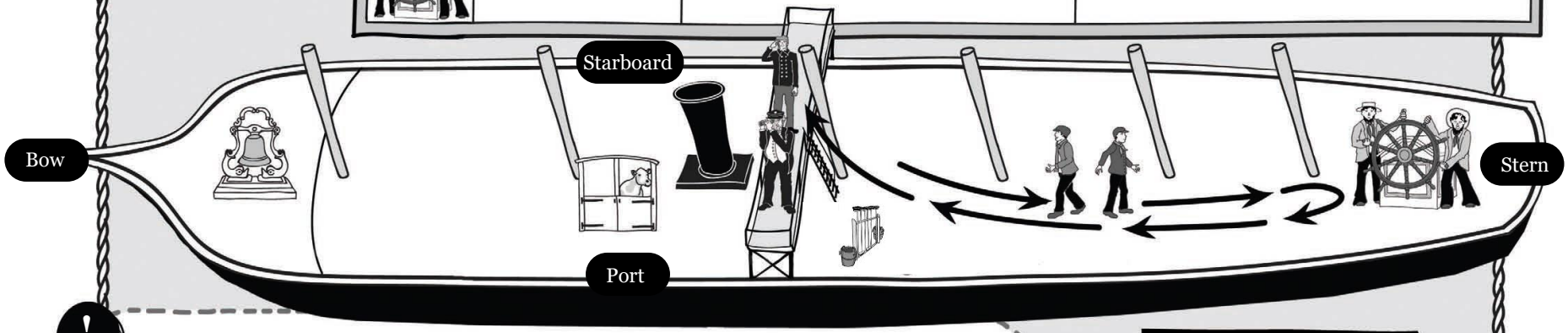
You are at the **Stern of the Ship**.

Can you see the Ship's wheel?

Now do this activity.

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.

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:

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.

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

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.

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!

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

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

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