

Area of activity

KS2

Titanic Belfast Experience	
	Talking and Listening - Listen and respond to a range of fiction, poetry, drama and media texts through the use of traditional and digital resources.
	Talking and Listening - Identify and ask appropriate questions to seek information, views and feelings.
	Reading - Read, explore, understand and make use of a wide range of traditional and digital texts.
	Reading - Engage in sustained, independent and silent reading for enjoyment and information.
	Communication - Use visual clues to locate information.
	Communication - Read independently.
	Using Information and Communications Technology (ICT) - Explore and interact with a digital device or environment.

Gallery 1 - Boomtown Belfast Industrialisation of Northern Ireland ~ Industries of Belfast ~ Workers' Conditions ~ Shipbuilding ~ Emigration and Communication ~ Belfast in 1911 ~ Harland and Wolff ~ The Drawing Office	
1907 map display with audio tracks looking at varying viewpoints - British Empire, British Isles and Ireland	
Map of Belfast	The World Around Us (WAU) - The effect of people on the natural and built environment over time.
	WAU - Change over time in places.
Interactive map of Belfast City Centre	WAU - The effect of people on the natural and built environment over time.
	WAU - Change over time in places.
Conversation dramatisation - a "below stairs" view of the ordering of the olympic class ships	Communication - listen for general and specific information.
Views of Belfast in the early years of the 20th century projected onto the walls	WAU - The effect of people on the natural and built environment over time.
	WAU - Change over time in places.
Touch screen - more detailed look at the photos on the walls	WAU - The effect of people on the natural and built environment over time.
	WAU - Change over time in places.

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Linenopolis	
The Millies' stories in the Mill House	Communication - Listen for general and specific information.
	WAU - How they and others interact in the world.
Photographic images of linen industry	WAU - Change over time in places.
Display of stages in journey from flax to linen	

Industrial Belfast	
3 one armed bandits looking at facts and figures	
Import/export flip charts	
Touch screen - Belfast's industrial power network	Using ICT - Find, select and use information from a given digital source.
Panels covering working conditions, docks and dock workers	WAU - Positive and negative consequences of movement and its impact on people, places and interdependence.

Shipbuilding	
2 Models - wooden ship being built and a dry dock	
Artefact - Harland and Wolff declaration of name change (1888)	
Rolling visual presentation looking at the development of the Victoria Channel 1785-1901	
Artefact - Harland and Wolff Deed of Partnership	
Touch screen - the first 401 ships built by Harland and Wolff (includes contemporary info)	Using ICT - Find, select and use information from a given digital source.

Travel and Communication	
Emigration ship routes to New York	WAU - Causes that effect the movement of people and animals.
Marconi interactive - try your hand at Morse Code	
Artefact - legal document regarding the takeover of the White Star Line	

Drawing Office	
Interactive floor	
Arrol Gantry model	
Artefact - original drawing and plans	
Artefact - original notebooks and shipyard salaries	
Touch screen - ship drawings	Using ICT - find, select and use information from a given digital source.
Artefact - article in the 1908 "Engineering" journal	

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Gallery 2 - The Arrol Gantry and the Shipyard Ride Harland and Wolff ~ Life as a shipyard worker ~ Ship design ~ Shipbuilding methods	
Arrol Gantry mock up - set dressing	
Arrol Gantry	
Shipyard Ride - roles in the shipyard and images of the workers	
5 stages involved in ship building	
Touch screens - more detailed information - blue prints, 3D CGI images, vintage photos, construction methods	Using ICT - Find, select and use information from a given digital source.

Gallery 3 - the Launch Launch day	
Moving images of Olympic's launch	
View to slipways and their interpretation	
Artefacts - Harland and Wolff notebooks	

Gallery 4 - Fit Out Luxury on board ~ Life on board for crew and passengers ~ The workings of the ship	
Titanic Model - front shows Titanic on launch day, back shows Titanic when completed	
Quotes	
Statistics regarding size, capacity, etc.	
Images of massive scale of engineering involved	
Audio visual presentation of Titanic's early days	Communication - Listen for general and specific information.
Artefact - promotional brochure	
3 cabins - 1st class, 2nd class and 3rd class	
3D CGI tour of the ship from the engine rooms to Captain Smith's bridge	
Information and statistics panels about life on board	
Information panel about navigation	WAU - Our place in the Universe.
Touch screen - internal plans of Titanic and how people on board moved around the various areas	Using ICT - Find, select and use information from a given digital source.
Handling collection - linen, upholstery, carpets, wood, ropes	
China display	
Titanic's timetable and journey	
Statistics audio visual about cargo and people at each port of call	

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Gallery 5 - Maiden Voyage photography ~ Life on board	
Father Brown photos	
designed to feel as though you are on the deck of a ship	

Gallery 6 - The Sinking Morse Code ~ Stories of the survivors ~ Media representation ~ The aftermath of the tragedy	
Thomas Hardy quote	
Cool blast of air	
Morse Code sound effects	
Morse Code visual effect	
Ripple effect	
Telegram messages on walls	
Voices telling their stories	Personal Development and Mutual Understanding (PDMU) - Develop knowledge, understanding and skills in their management of a range of emotions and the feelings and emotions of others.
2 animated images of the sinking	WAU - The causes and effects of energy, forces and movement.
Panels looking at the Carpathia and the survivors of Titanic in New York	
Touch screens - newspaper articles of the day	Using ICT - Find, select and use information from a given digital source.
Panels about retrieving the lost: (1) the search, (2) dealing with the dead (3) burials	
Touch screen - The Halifax Diaries	Using ICT - Find, select and use information from a given digital source.
Panels covering the stories of some of those who were lost and some of those who were saved	

Gallery 7 - The Inquiries Statistical analysis ~ The inquiries and their recommendations ~ Belfast and H&W after Titanic	
Touch screens- statistics regarding passengers, survivors and passenger lists	Using ICT - Find, select and use information from a given digital source.
Recommendations from the 2 inquiries	
Lifeboat	
Audio visual dramatisation of elements of the 2 inquiries	Communication - Listen for general and specific information.
Harland and Wolff panel	
Olympic and Britannic panels	
Panel about Belfast today	

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Harland and Wolff crane model and information	

Gallery 8 - Myths and Reality Titanic myths ~ Titanic movies, books etc. and how they tell Titanic's story with their own agenda	
Touch screens - stories, films, TV and music about Titanic	Reading - Begin to be aware of how different media present information, ideas, and events in different ways.
Audio visual screen with excerpts from films	
Panels about the films	
Display cabinet with some of the "myths" on display	
Touch screens - 'Myths and Legends' true or false quiz	

Gallery 9 - Titanic Beneath Titanic today ~ The debris field ~ Marine exploration ~ Professor Ballard ~ The marine biology of Ireland	
TV reports audio visual	Communication - Listen for general and specific information.
Professor Ballard interview audio visual	Communication - Listen for general and specific information.
Wall chart showing depth of wreck site in comparison to well known landmarks	

Immersive Theatre	
Video of Titanic's wreck with dramatised commentary	WAU - Ways in which people, plants and animals depend on the features and materials in places and how they adapt to their environment.
	WAU - Change over time in places.
	WAU - The causes and effects of energy, forces and movement.
	Communication - Listen for general and specific information.

Glass Floor	
Glass floor with 3D images of the wreck of Titanic moving beneath you	

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Touch screens - images of the artefacts found in the debris field	WAU - Change over time in places.

Ocean Exploration Centre	
Remote operated vehicle	
Side scan	
Side scan images	
3D imaging visuals	
Professor Ballard's control room audio visual	
Audio visual of wreck in the Aegean Sea	WAU - Change over time in places.
Marine Biology of Ireland visual presentation - stills and video	WAU - How place influences the nature of life.
JIBS project visual presentation and panel	
Panel about rusticles	WAU - Ways in which people, plants and animals depend on the features and materials in places and how they adapt to their environment.
	WAU - Positive and negative effects of natural and human events upon place over time.
Panel about invasive species around coast of Ireland	