

## **Feasting & Farming**

**Session takes approx. 60 mins**

**Aim:** To discover about Headstone as a farm. What jobs, animals and buildings can be found on a farm? To think about the rich people who had fancy feasts in Headstone Manor, how would feasts be prepared and celebrate?

### **Session breakdown**

Whole group welcome

#### **Manor House Activity (half the group):**

Use special Tudor hats.

Entertainment at the feast – talk about the Archbishop living at Headstone Manor and the feasts he would have (think about what type of food, smells etc.). Use the food from the Bakehouse to prepare a great feast for the archbishop (10 minutes) then have a volunteer wear the archbishop hat and inspect the food.

Do a simple dance to celebrate!

#### **Farming Activity (half the group):**

Through songs, stories and objects think about life when Headstone Manor was a farm. The children will think about the animals, jobs and buildings.