

Stay a While!

Make the most of your visit to Headstone Manor and Museum by trying some of these activities in our grounds.

You might wish to bring:
pencils/paper
rulers/metre sticks
magnifying glasses

English

- Alphabet hunt- find items beginning with a certain letter. Can you find something for EVERY letter?
- Close your eyes listen to the sounds around you. Write your feelings or write a haiku.
- Follow the moat. Tell its story as it flows around the house. Who does it meet? What is it thinking? What has it seen over the years?
- Write a diary entry for one of the creatures you see today.
- Think of adjectives or similes to describe what you discover today. Can your partner guess what you are describing?
- Play 20 Questions to guess partner's chosen object.
- Make a calligram: use objects to spell a related word- eg make 'soft' out of feathers and moss.

Maths

- Practise counting. How many... ducks? Trees? Windows? Paces round the house? Make a graph with sticks, stones or leaves.
- Collect $\frac{1}{2}$ of 20 stones, 50% of 10 leaves, 25% of 12 grass blades.
- Measure the length, width and perimeter of the buildings. How many times longer than you are they? Calculate the area.
- Use sticks to make sums on the ground.
- Which shapes and angles can you see? Which are the most common?
- Look for symmetry. Make a symmetrical pattern on the ground, using nature finds.
- Directions- pretend your friends are Roman soldiers marching, or oxen ploughing. Give them directions to follow- N,S,E,W, left, right, half turn...
- Can you find the dates on the house bricks? Find the oldest? How long ago was it? Order them.

Science

- Collect some leaves and sort them according to colour, size, shape and texture.
- Is the sun shining? Play shadow tag! Investigate shadows made by trees and buildings.
- Try some rock balancing. How tall can you make your stone stack?
- Go on a minibeast hunt. Observe size/legs/ colour/markings/movement/ habitat.
- Look for clues of animals- feathers, spider webs, animal tracks etc.
- Materials-find something bendy/hard/soft/ smooth/rough/strong/fragile. How many things can you find for each category?
- Blindfold a partner. Give them a stone, stick or leaf to feel. Take blindfold off and see if they can identify their stone from a choice of three.

Art

- Draw what you see.
- Make a picture or sculpture out of natural objects
- Make crayon rubbings of interesting textures.
- Make a nature picture or collage. Can you turn a leaf into a creature?
- Find 5 green things and order them according to their shade.
- Can you find something for each colour of the rainbow?

Games

- Play 'I Spy'?
- Collect sticks and stones. Play noughts and crosses, or jacks, or pick-up-sticks.
- Can you invent your own game?

History/Geography

- Pretend to do some farm jobs; milk a cow, harvest wheat, or build a fence.
- Make a map of the museum grounds. Use the compass to mark directions.
- Record the weather each time you come.
- Write a list of questions you could research about the buildings- eg why are the barn doors so big?
- What do the clouds look like today? Lie on your back and say what you see.