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

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
➢ Collect ½ 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?

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.

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