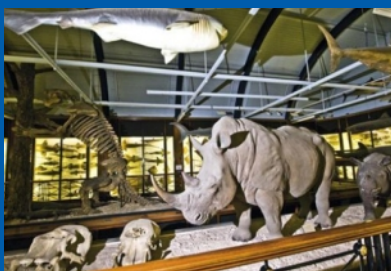




Education Pack Tring - Past and Present

An Education Resource,
Notes for Teachers
Key Stages 1 and 2



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Information for teachers

A visit to Tring can bring learning to life. Exploring the town and the wider area can provide a wealth of learning opportunities across a range of curriculum subjects.

This education pack will:

- give information, ideas and support to teachers wishing to visit Tring with their class.
- support learning across the Key Stages and across various subjects.
- support self-led discovery of Tring.
- accompany the Tring Heritage Trail app.
- suggest activities at key points along a route around Tring with curriculum links.

We hope you enjoy your visit to Tring.

How to use this pack

This education pack can be used on its own or to complement the Tring app. It contains information and activity ideas at key points along the Tring trail.

The pack supports curriculum planning and the activity suggestions are relevant to a range of learning outcomes in Key Stage 1 and 2. There are also additional activities that can be carried out before and after a visit to enrich your topic planning.

You may wish to follow the entire trail and carry out the suggested activities at each point of interest. However, the activities can be done in any order and you can take any safe route from one activity to the other. You may want to dip into the pack, picking and choosing particular activities and places along the trail. You may wish to come back on another day to carry out further activities in different places along the trail.

The activities and app are completely flexible, allowing you to adapt ideas and routes depending on your needs.

The Route

The 'Tring Heritage Trail' app is available for free from the AppStore and GooglePlay.



A printed version of the trail can be collected from Tring Local History Museum, The Natural History Museum at Tring or the Tring Information Centre.

Directions

Tring is situated in Hertfordshire and can be reached easily from the A41M that runs from Hemel Hempstead to Aylesbury.



Facilities

Toilets are located in the Forge Car Park.

On the day of your visit you may wish to bring:

- Drawing materials
- Clipboard and paper
- Measuring equipment
- Camera
- Map of Tring
- Compass
- Pedometer

Staying Safe

Risk Assessment

Teachers and group leaders are responsible for carrying out their own risk assessments before a visit, in accordance with guidance issued by local authorities. We recommend teachers undertake a familiarisation visit in order to write the risk assessment and plan the activities beforehand.

Common hazards to consider

Traffic/crossing roads/car parks

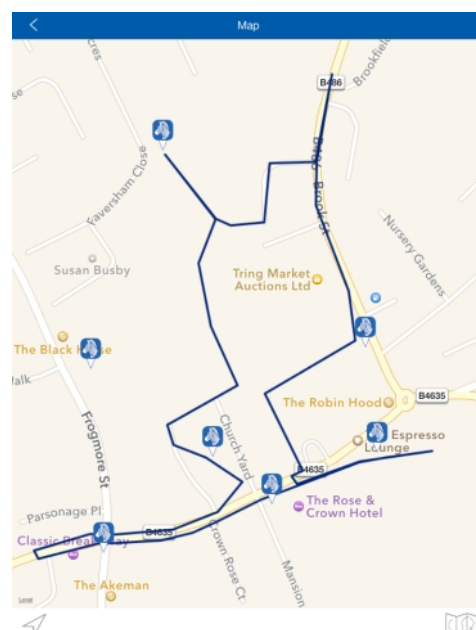
Moving hazards e.g. dogs, pedestrians, bicycles, vehicles.

Ground hazards e.g. potholes, tree roots, litter, mud, dog mess.

Route hazards e.g. embankments, kerbs, low branches.

Further Information

The Health and Safety Executive (HSE) provides guidance on risk management in the education sector (www.hse.gov.uk) and further information can be obtained from your local authority.



iPad screenshot of the Children's Trail route map

About Tring

Tring is a very old market town - there is evidence of prehistoric life, with the earthwork known as Grim's Ditch and an Iron Age Settlement at Cow Roast. The ancient Icknield way along the Chiltern escarpment is crossed here by the Roman Road called Akeman Street and Saxon burials have been found here too. William of Normandy probably brought his army through Tring on his way to Berkhamsted, where he accepted the Saxon surrender. The Manor of Tring, described in the Domesday survey, was to be the dominant influence on the town for centuries.

The Industrial Revolution was marked by the building of the Grand Junction Canal, crossing the Chiltern summit in 1799. Less than forty years later the same route was followed by Robert Stephenson's London and Birmingham Railway. Industry followed in the form of a vast Silk Mill, competing for labour with the local cottage industry of straw-plaiting, which was used to produce products including straw hats and ornaments.

In the late 19th century the estate was bought by a branch of the Rothschild family whose influence on the town was considerable - the banker and statesman Nathaniel, who became the first Lord Rothschild, set about a radical transformation of Tring, rebuilding the farms and building new cottages to replace decaying properties in the town. The Mansion is now home to the celebrated Tring Park School for the Performing Arts. The town is also home to the Natural History Museum at Tring, built for Lord Rothschild's son Walter.



Local History Museum

Tring's Local History Museum marks the start and the end of the trail.

School groups are very welcome to visit the museum and can make bookings by contacting the Education Officer. School groups are able to visit the museum at times not normally open to the public.

Schools can find out about all aspects of Tring's local history and also use the museum for a range of cross curricular activities. The activities are suited to most age groups and we will liaise with individual teachers to cater for different needs. The museum is set out in chronological sections which date from pre-Iron age to present day and there is a range of interactive activities for children to enjoy.

More Information

The museum is open on Fridays and Saturdays from 10-4 (closes at 3.30 between November and February). Please see our website www.tringlocalhistorymuseum.org.uk for more information.

Curriculum Links

The activities along the trail around Tring support and enrich many curriculum areas.

In Art and Design pupils will:

- Use sketch books to record and revisit observations
- Find out about the Victorian architect William Huckvale

Pupils will be given opportunities to develop 'Spoken Language' by:

- Participating in discussions
- Asking and answering questions
- Listening and responding to adults and peers
- Giving descriptions, explanations and expressing their feelings

Pupils will also be inspired to write for a range of real purposes and audiences.

In Geography pupils will:

- Use a range of maps to locate and describe the features of Tring
- Use compass points to build their knowledge of Tring
- Name and locate local areas
- Use a range of fieldwork techniques including measuring, recording and presenting
- Have firsthand experiences of human geography including land use and settlements

In Science pupils will:

- Investigate living things and their habitats

In PSHE pupils will:

- Consider the importance of looking after our community

In Maths pupils will:

- Problem solve
- Describe position and direction
- Measure
- Collect and present data

In History pupils will:

- Study aspects of British history
- Investigate local history

In Design and Technology pupils will:

- Use research to inform their own designs
- Communicate design ideas in a variety of ways

In computing pupils will:

- Use digital devices to find information

Before your visit

- Arrange for a package to be delivered to class containing a selection of items linked to Tring. Use the objects to prompt discussion and generate questions about Tring. The objects could include; straw plaiting, photographs from the past, postcards, old and recent maps etc.
- Explore the route you will take to Tring from your school using digital maps. Work out how far away it is and how long it will take you to get there. Research the modes of transport you could use and how much each will cost.
- Compare a selection of maps of Tring from different years. Search for evidence of how things have changed. Have local services changed? Why? Is there more housing? Why do you think that is?
- Research Tring and make a timeline that records important events in the town's history. Research how people made a living in the past across the whole of Hertfordshire.
- Think about carrying out a geographical enquiry during your visit. Questions to investigate could include: Is traffic a problem here? How clean is the High Street?
- Take a pedometer on your journey. How many steps did you walk?

After your visit

- Use the photographs and sketches made during your visit to create a log of your visit and the route you took. Or create an audio trail that interprets Tring for visitors.
- Create a new shop for Tring High Street.
- Design and make a shop sign and shop front.
- Design a town logo or mascot.
- Find out more about the Rothschild family and the impact they had on Tring. Create their family tree.

- Take a family member on a guided tour around Tring.
- Compare and contrast Tring with another Hertfordshire town or village.
- Make a plan or map of the town.
- Use the Commonwealth War Graves Commission website (www.cwgc.org) to research the names on the War memorial.
- A visit to Tring can inspire a variety of written work for a range of audiences. You could:
- Provide information for visitors and tourists with a 'Welcome to Tring' brochure, leaflet or poster.
- Write a report about land use in Tring.
- Use Tring as the setting for a spooky tale or the beginning of an adventure.
- Print one of the photographs of Tring taken on the day of your visit and use the other side of it to write a postcard to a friend or family member telling them what you did on your trip.
- Find out more about local personalities such as Walter Tothschild, William Huckvale and Edward Barber.
- Write a letter of application for a job at the museum.
- Write a newspaper article about the day "Zoo animals rampaged through the town" or about the opening of the Memorial Garden.
- Create a Tring Fact File.
- Write a diary entry of the day you discovered a new insect or butterfly species.
- Write a poem about "A Day In Tring".
- Write a guidebook for Tring's Local History Museum.

Handling items can be borrowed from Tring Local History Museum. Maps of the area can be found at the Dacorum Heritage Trust in Berkhamsted
www.dacorumheritagetrust.org.uk.

Tring Local History Museum

You are about to embark on a trail around Tring.

Find out why there is a zebra on the High Street and walk in the footsteps of Walter Rothschild and his exotic animals.



App text and activity

The museum was originally built in 1893 as the livestock market offices. It looked out across the sheep pens for over 100 years. One of the pens has been reconstructed outside the museum.

The museum was opened in 2010 and contains artefacts and information about Tring and the surrounding villages.



Explore...the museum and find five fascinating facts about Tring.



Investigate...the sheep pen outside the museum. Can you work out how they moved the sheep around?

Find...the old photos of the market in the image gallery and match them up with today's scene.

Please contact the museum about additional activities on offer by staff.

On the move

Leave the museum and walk up through the Forge Car Park (the farrier once put shoes on a zebra!) to the High Street. Use the crossing and head left, towards the Memorial Garden.



As you walk test your observational skills. Can you spot the Rothschilds' Mansion?



Memorial Garden

You are entering the Memorial Garden. How did it get its name? The sign at the entrance will give you a clue.

App text and activity

This area used to be full of houses and was called Lower Dunsley. In 1885 all the houses were demolished and the residents re-housed to create a garden for Lord Rothschild.

Imagine... what the area was like before the Memorial Garden was created. Think about how tranquil the garden is now and how different it would have been then.



Further activities

English: Generating ideas and describing atmosphere

Think about your 5 senses and connect them to the space around you. What can you... See? Hear? Smell? Touch? How do you feel? Write a sensory poem about 'A Day in the Garden'.

Science: Living things

Look at the tree by the pond it is a Giant Redwood. Can you find different ways to measure it?

Get to know the tree. Sketch it from different angles and distances. Take bark and leaf rubbings. Collect materials fallen from the tree.

Create a natural collage, write the word 'tree' or make tree bunting. Produce leaf prints. Hug it, feel it, listen to it, smell it!

Use a torch and magnifying glass to discover what is hiding in the bark. What lives there? What are the conditions like?



PSHE:

Discuss: How should places like this be cared for? How should we behave in places like this?

Write rules about how to look after the Memorial Garden.

Scavenger hunt Find something: wet, tall, smelly, loud, busy, important, expensive, beautiful, calm, natural, old, man made, colourful, prickly, cream, smooth, sticky and jagged.

On the move

Leave the Memorial Garden from the same way you entered and walk back up the High Street until you reach Mansion Drive, which is immediately after passing 'The Counting House'.



Walk quietly and listen carefully. Count on your fingers all the different sounds you can hear as you walk along the High Street.



Mansion Drive

Tring High Street has a range of shops, businesses and facilities.

App text and activity

The Mansion was built in 1682 (originally by Sir Christopher Wren) and was once the home of the Rothschild family. It is now a school and is not open to the public.

In the 1890s a grand pair of gates were placed across the drive and were highly decorated for Royal visits. Like a lot of fancy metal gates across the country they were taken down during the Second World War for scrap.

Find...the evidence. Can you spot where the gates once stood?

Look at...the old photographs on the app to see what the gates looked like.

Design...your own mansion gates.



Further activities

Art and Design: Recording observations

William Huckvale was an architect who designed much of Tring High Street. He designed many of the black and white buildings you can see in the 1880s. Can you spot the buildings designed by William Huckvale? Make quick sketches of their common features.

English: Participating in discussions

What shop or business would you like to see on the High Street?

What would Tring be like without its High Street?

When do you think the shops were built? Why do you think that? Can you find any dates on the buildings?

What do you think the High Street was like in the past?

Design and Technology: Using research to design products

If you were opening a new shop in Tring what would it be?

Design a shop sign for your new shop. Think about: Colour, shape, pattern, symbols, logos, typeface. Use them to give clues as to what your shop sells.

Take pictures of the buildings along the High Street to create a display back in class.



Maths: Statistics

As you walk along the High Street count how many shops and businesses you can see?



Carry out a survey

and use a tally chart to show your finding? How many different shops/businesses are there? Back in the classroom you could use your tally charts to create different graphs to show land use.

Maths: Problem Solving

Where do people park in Tring? How much are they charged?

Work out how much it costs to park for a 2 hours? For a whole day? For a week? How many cars are parked in the car park? Estimate the total income?

Art and Design: Developing techniques

Without moving your pencil off the page of your sketchbook draw the High Street rooftops.

On the move

Continue along the High Street until you reach the crossroads.

Play a 'High Street Scavenger Hunt' as you go. Find something: useful, solid, decorative, unusual, dusty, dangerous, black, hidden, open, closed and bright.



Market House

In front of you is the Market House. Over the years it has changed locations, changed uses and changed appearance.

App text and activity

Designed by William Huckvale the Market House was built in 1900 to commemorate Queen Victoria's Diamond Jubilee. It was here that the townspeople would buy straw from dealers. They would plait the straw and then sell the plaits for use in Luton's hat factories.

In later years, the ground floor was a Fire Station and today it is a shop. The Council Chamber is on the first floor.



Look...at the image of the Market House in the past. How has it changed over time?



Why...did the fire station move and where is it now?

Sketch...the Market House as it is now.



Design... your own straw hat.

Further activity

Art and Design: About great architects

Find a safe place to sketch William Huckvale's Market House in detail. Label your sketch with information about the materials used, colours and textures, construction techniques and decorative features.

On the move

If you have time you may like to head up Akeman Street to visit the Natural History Museum at Tring. Otherwise, continue past the Market House, use the pedestrian crossing and turn right to return back along the High Street to Church Square.



Keep your eye out for a zebra lying low on the High Street.



Church Square

App text and activity

Tring's Parish Church has been at the heart of the town for centuries. A market has been held in Tring for 700 years, firstly in the churchyard and then in a Market House that stood nearby. It possibly dated from medieval times.

This is the town's focal point and was the site of the first Market House built by Henry Guy who acquired the Manor in 1680. The pavement maze is in the shape of a Zebra's head to commemorate the achievements of Walter Rothschild the founder of the Natural History Museum.



Navigate...the maze. How long will it take?

Count...the number of steps it takes to go back though the maze.

Find... the plaque that commemorates the man who won a Victoria Cross in the First World War.



Further activities

History: Studying local history

Look at the names on the memorial. Do you recognise any of the surnames? How many of these men have Christian names of George or Charles? Why do you think these were such popular names? Which war had the biggest impact on Tring?

Copy the inscription around the memorial and carefully decorate your page.

Religious Education: Signs and symbols

As you walk towards the church notice the gravestones and the dates on them. Remember to walk carefully and treat your surroundings with respect. Most of the dates are from the 1800s - where are people buried now? Collect signs and symbols around the churchyard by sketching or carefully rubbings. Research what they mean.

Maths: Problem solving

Find the oldest person buried in the churchyard. How many years, months, weeks, days old were they when they died?

Art and design:

When you reach the church look up at the roof. Can you see the 'grotesques'? In the Middle Ages they were used to symbolise the fight between good and evil.

Design and make your own 'Grotesque' to scare aware evil spirits.

On the move

Head through the churchyard, turn right at the church tower and right again to follow the path behind the church. Just after the gatehouse, a path goes left that leads into the open space of Pond Close you will see a playground ahead of you. Continue up the grassy slope to the top of the avenue of trees.



As you walk through the churchyard can you find the oldest grave?



Pond Close

Measure your resting heart rate - run to the top of the hill - measure your heart rate again - what do you notice?

App text and activity

Turn around to take in a fine view back across the town.

Down the slope to your left and behind the housing is the Silk Mill. In the past it employed hundreds of children who worked long hours. You can see part of the mill by taking the path by the flint wall (which enclosed a millpond that provided water to the mill). After the mill closed, Lord Rothschild turned it into a power station and in the Second World War it became a factory making military equipment.

Find...north, south, east and west.

Spot...The church and the Mansion hidden amongst the trees.

Follow...the path by the flint wall to find the Silk Mill.



Further activities

Maths: Geometry - position and direction

English: Using poetry conventions

If you have a compass find North, South, East and West.

Write one sentence to describe what you can see as you look in each direction. E.g. In the north I can see... Or, if you look north you will... Or, I look north, I can...

When you get back to class use the sentences to write a descriptive poem of Tring. This can be developed further if different groups concentrate on different senses. E.g. In the north I can hear... When I look north it makes me feel...

History: Studying British history

Geography: Fieldwork

The Silk Mill was originally a huge factory with five storeys. It was used to spin raw silk into thread and was powered by a water wheel. At its peak it employed 500 people, many of whom were children who were brought out from the London workhouses.



Make a plan of the area and put this landmark in the correct place. Use your compass to help you. Can you think of other landmarks to add? Give your plan a key and grid references.

I spy... the church, Mansion House, Brook Street, Mill Gardens, the Fire Station tower, the playground, the Nora Grace Hall, the Petrol Station and the Block of Flats.

On the move

Leave pond close via the small pedestrian entrance to Mill Gardens opposite the playground.

Go through Mill Gardens. If you want to see the Silk Mill site turn left along the narrow pavement and walk for about 100 yards. If you are ready to return to the museum turn right from Mill Gardens and follow the path past the Fire Station to the museum.



As you walk back to the museum test your memory skills. How many facts can you recall about Tring?



Natural History Museum

Make a day of it! Why not combine your visit with a trip to the Natural History Museum at Tring?

Book a visit through the Learning Team on 0207 942 6177 to make the most of your trip. Visit nhm.ac.uk/tring to find out about sessions and activities.



App text and activity

When Walter Rothschild was a boy he was fascinated with natural science and zoology and wanted to 'make a museum'. He set about building a large collection of specimens including zebras and giant tortoises. Walter kept an astonishing variety of live animals in the grounds around the Museum and in the magnificent 300-acre Tring Park. When he died he gave his museum to the nation and it became part of the Natural History Museum.

Can you spot the coat of arms on the side of the building? These were put on houses the Rothschilds built.



Design... your own coat of arms for you and your family. What symbols or objects would you include?



Decide... what you like to be when you grow up?

Find... dressed up fleas, a smiling polar bear and a dodo as you explore the museum.

