



## Learning outcomes

- Understand how a locality's past can be investigated through artefacts.
- Understand that people from all walks of life have lived in this locality.

## Content

Whole class or group activity handling artefacts and assigning them to people buried in St James' Graveyard.

## Preparation and resources

- Arrange to borrow the **artefacts resource collection\*** and download the **Step 2 teacher's crib** from [www.stjameschurchnewcastle.wordpress.com](http://www.stjameschurchnewcastle.wordpress.com)
- Examine the artefacts and associated information. Borrow laminated information cards about the six people\* or download (**Step 2 resource**). Decide on appropriate advice for handling the items.
- Decide whether you wish to do this unit as a plenary or in table groups.
- Decide whether this is to be a purely discussion activity or if the children are to record their findings e.g. on the artefacts fact file (**Step 2 worksheet**); then organise the classroom accordingly.
- Download and duplicate fact files if you are using them and check sets of information cards.
- Take artefacts out of their containers, ready to be passed around (two for each St James' person).

## Whole class activity option

- Have the names of the six St James' people in view e.g. on a whiteboard (revise what's known about them if necessary) and give each pupil an artefacts fact file (optional). If you intend pupils to handle the artefacts, discuss appropriate and safe ways of doing so.
- Hold up each item in turn or ask a volunteer to hold it. Use 'when where why what who' questions to establish what it is, then ask class to assign the artefact to one of the six people, giving reasons. The fact file can be completed as you go.

## Group activity option

- Groups should be small enough to allow artefacts to be handled and discussed. NB if you have fewer than six groups, make sure that you put out at least one artefact linked to each of the six St James' people.
- Start by identifying one of the artefacts as in the class activity above, to make sure pupils understand what they are to do. Discuss appropriate and safe ways of handling items.
- On each table place three information cards – Buddle, Grainger and Sowerby – and an artefacts fact file for each pupil to complete (optional). Read them through together.
- Give each group an artefact associated with these three people.
- Ask them to decide what it is and which of the three it is linked to (recorded in the fact file by writing or drawing)
- Move the artefact/s on to the next table and repeat the process until all groups have seen all items.
- Ask each group to choose someone to talk about the artefact on their table – who did it belong to and why? What can it tell us about the person?
- Gather in the artefacts and cards.
- Then repeat, with the cards and artefacts related to Alderson, Ferguson and Ryan.

## Recommended time

5 minutes introduction with an example; 5 minutes for examination of each artefact, plus extra for recording; 2-3 minutes in group activity for reports back.

NB Please make time afterwards to carefully repack the artefacts and ensure a speedy return to St James'.

## Extra activity option: Sowerby Glass Detectives - handling game

\*Borrow from: Pendower Good Neighbour Project 0191 272 2962 / [patpen@blueyonder.co.uk](mailto:patpen@blueyonder.co.uk)

