

Enniskillen Castle Museums Education Service

Find Yourself
Loving Learning



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FIND YOURSELF IN
Fermanagh

The Middle Ages - War, Strife and Everyday Life

(Key Stage 1-3)
(First Class - Sixth Class & Year 1-2)

Welcome to the Museum's Education
Service at Enniskillen Castle.

A specially formulated 3 hour education and activity programme ideal for the annual school trip. This programme combines 1½ hours of Middle Ages-themed sport activities at the Lakeland Canoe Centre with a 1½ hour museum Meet the Middle Ages education programme.

Lakeland Canoe Centre

Children will learn archery and how to make their own siege machines.

Museum

1. Sieges

Learn about medieval siege warfare and use working models of medieval siege machines.

2. Maguire's Medieval Banquet

Learn about daily life within a medieval castle – dress up in costume and prepare for a medieval banquet.

3. Quill Writing

Learn about writing in the Middle Ages. Discover how animal skins were used to write on and how inks were prepared. Using traditional writing equipment, write your own medieval law.

Duration: 3 hours. Admission charge applies, teachers free. Please book this programme directly with the Lakeland Canoe Centre at (028) 6632 4250 from NI or (048) 6632 4250 from ROI.

The Museum prides itself on the high quality of its education service. We provide all the materials required for your visit. Our programmes are suitable for groups of up to 60 children.

Most of our programmes are one and a half hours in duration. Each of our education modules are half an hour in duration.

Here are some of the comments we have received:

"A great facility right at our doorstep. Excellent for history topics."

- Florencecourt Primary School

"I was aware of some of the education services offered and was astounded by the depth and range of topics and activities offered."

- Enniskillen Integrated Primary School

"Enthusiastic staff willing to take the needs of our kids on board."

- Elmbrook Special Care School

"We have a great deal of respect and admiration for the work you do. Congratulations on your hard work and initiative."

- Western Education and Library Board

"The content of the visit was very much in line with the topics covered in class. The balance between learning and enjoyment was just right. The pace of the visit was good; the time span was long enough to convey information without losing the pupil's interest. The division of the class into different groups was a good idea as pupils are less distracted in smaller numbers."

- Portora Royal School, Enniskillen

***The Digital Film Archive can be accessed free of charge but if a staff member is required to guide a group in its use, an admission charge will apply.**



Life in Early Times

(Key Stage 2)
(Third Class - Sixth Class)

Learn about the typical life-styles of the Mesolithic and Neolithic people.

Museum staff will guide your group through three activities:

1. Food and Diet in Early Times:

Discover how the first people in Ireland went about getting their food and making their shelters.

2. Stone and Metal Technology in Early Times:

Handling real stone age artefacts, learn about the gradual development of tools.

3. Neolithic Pottery Workshop

Make simple pinch pots as well as more complicated coil pots. Produce your own pinch pots, decorating them with Neolithic or Bronze Age designs.

Duration: 1 ½ hours. Admission charge applies, teachers free.



The Vikings By Land & Sea

(Key Stage 2)
(Third Class - Sixth Class)

A specially formulated 3 hour education and activity programme ideal for the annual school trip. This programme combines 1½ hours of Viking-themed watersports at the Lakeland Canoe Centre with a 1½ hour museum Viking education programme.

Lakeland Canoe Centre

Using canoes, children will learn how Vikings sailed using square rigged sails discovering how Vikings overcame difficulties in sailing the oceans and developed new technology.

Museum

1. Vikings in Scandinavia

Using role-play children are welcomed into a Viking house where they investigate Viking food, clothing and social hierarchy.

2. Vikings in Ireland

Undertake an archaeological dig, uncover Viking artefacts and find out what they reveal about the people who once owned them.

3. Vikings Designer Workshop

Vikings designed and produced different types of jewellery and armour. Pupils can make their own Viking object to take home.

Duration: 3 hours. Admission charge applies, teachers free. Please book this programme directly with the Lakeland Canoe Centre at (028) 6632 4250 from NI or (048) 6632 4250 from ROI.





The Vikings By Land & Sea

(Key Stage 2)
(Third Class - Sixth Class)

The Middle Ages - War, Strife and Everyday Life

(Key Stage 1 - 3)
(First Class - Sixth Class & Year 1 - 2)



How did people live before electricity became common-place?

Select three programmes from those detailed below:

1. Traditional rural life in Fermanagh.

Visit a 1930s-style kitchen and handle the kitchen utensils and equipment used in pre-electricity days. Learn about methods of heating, cooking and food production. Explore issues such as self-sufficiency.

2. History Detectives

Investigate an assortment of mystery objects from the 1930s and use these clues to build a picture of the families they belonged to.

3. 1930s Wash Day - The Most Important Day of the Week

Handle laundry utensils - wash boards, mangle and irons - and discover how they were used.

4. The Lighting Timeline

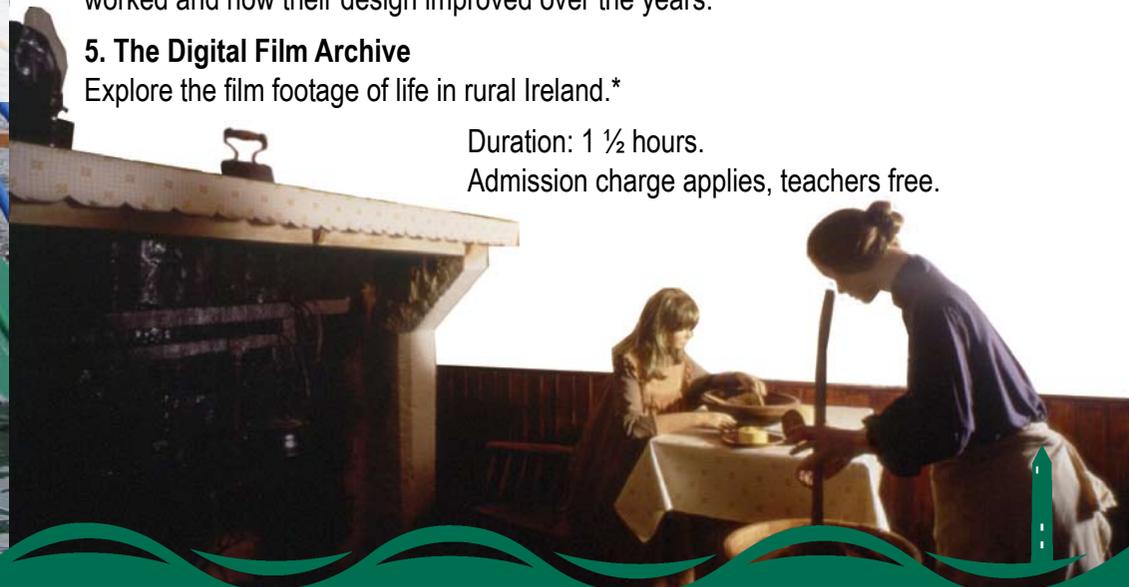
Handle various forms of lighting from candles to oil lamps. Discover how they worked and how their design improved over the years.

5. The Digital Film Archive

Explore the film footage of life in rural Ireland.*

Duration: 1 ½ hours.

Admission charge applies, teachers free.



An exciting and interactive experience of Viking life using role-play, costume, replicas and models.

Museum staff will guide your group through three activities:

1. Vikings in Scandinavia

Using role-play, children are welcomed into a Viking house where they investigate Viking food, clothing, and social hierarchy.

2. Vikings in Ireland

Undertake an archaeological dig, uncover Viking artefacts and find out what they reveal about the people who once owned them.

3. Vikings Designer Workshop

Vikings designed and produced different types of jewellery and armour. Pupils can make their own Viking object to take home.

Duration: 1 ½ hours.
Admission charge applies, teachers free.



Learn about the experiences of local soldiers during the First World War.

Select three programmes from those detailed below:

1. A soldier's life in the Great War:

Dress up in military uniform and handle the weapons used in the First World War.

2. Personal Stories from the Great War:

Learn about the experiences of a Tyrone family during this period, discover the war poetry of an Irish Nationalist Francis Ledwidge and hear the stories of the soldiers who won the Victoria Cross medal for bravery and valour.

3. Evidence from the Great War:

Read the letters from soldiers of the Inniskillings that tell of their experiences on the Western Front.

4. The Digital Film Archive

Explore the film footage of life in Ireland during the Great War.*

Duration: 1 ½ hours.
Admission charge applies, teachers free.



Encounter historical characters and fascinating equipment to discover how lighting has changed over the ages.

Museum staff will guide you through three activities.

1. 'Rainbows and Mirrors' workshop.

Be amazed as Sir Isaac Newton explains light reflection and refraction.

2. The Electric Light Bulb

Meet Mrs Thomas Edison to find out what lighting was like before electricity and how light bulbs work.

3. Dr Maguire's Operating Theatre

Explore lasers, fluorescence and UV lighting.

Duration: 1 ½ hours. Admission charge applies, teachers free.



Discover what life was like in Ireland during the War. Explore Ireland's neutrality, Convoy Patrols, smuggling and rationing.

Select three programmes from those detailed below:

1. The Blitz

Visit an Anderson Shelter and learn about the hardships of war, including air raids, evacuation and the Blackout.

2. A Soldier's Life in the Second World War

A visit to the Inniskillings Museum to see weapons of the period, to view an American jeep and to dress up in World War Two uniforms.

3. Identity Card Workshop

Create your own Identity card to bring home with you.

4. Rationing

Visit a wartime kitchen scene and discover how people survived rationing in Fermanagh.

5. Fermanagh's Role in the Second World War.

Unearth the secrets of Fermanagh's airbases, the Donegal Corridor and explore tales of smuggling and the arrival of the Yanks.

6. The Digital Film Archive

Explore the film footage of Northern Ireland during the Second World War.

Duration: 1 ½ hours. Admission charge applies, teachers free.



Explore life in a medieval castle and discover how people lived, what food they ate, how they spent their leisure time and how they defended their castle.

Museum staff will guide you through three activities.

1. Sieges

Learn about medieval siege warfare and use working models of medieval siege machines.

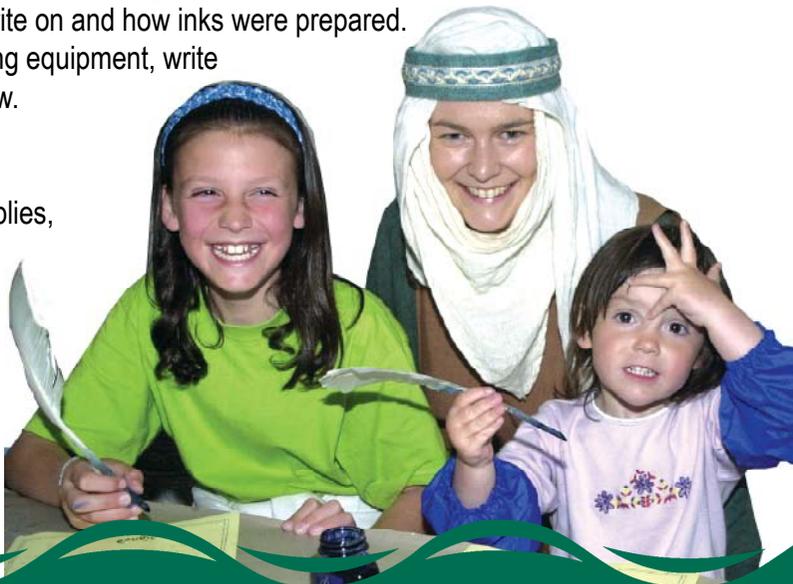
2. Maguire's Medieval Banquet

Learn about daily life within a medieval castle – dress up in costume and prepare for a medieval banquet.

3. Quill Writing

Learn about writing in the Middle Ages. Discover how animal skins were used to write on and how inks were prepared. Using traditional writing equipment, write your own medieval law.

Duration: 1 ½ hours.
Admission charge applies, teachers free.



How did the Plantation change Ulster?

Museum staff will guide you through three activities.

1. Enniskillen Castle's Role in the Plantation

Study and interpret documents and maps relating to the 17th century development of Enniskillen Castle and the establishment the Plantation town of Enniskillen. Includes computer animations on CD-ROM and structured task-orientated activities.

2. Fermanagh During the Plantation

Discover the different Plantation Castles throughout Fermanagh and why they were so important.

3. The Maguires of Fermanagh and the Town of Enniskillen

View an audio-visual programme explaining the changes in Gaelic society caused by the 9 Years War and the Plantation of Ulster.

Duration: 1 ½ hours.

Admission charge applies, teachers free.

