

**Playful ideas  
for families**

# Ways To Play

TYNE & WEAR  
archives &  
museums

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Sign up for the Family Explorers e-newsletter or join the Facebook Group to find out which events other North East families are recommending.

[familyexplorers.co.uk](http://familyexplorers.co.uk)



## Hello!

We've created lots of fun ways for you to play inspired by all the amazing things in our museums and galleries. We hope you enjoy them and we can't wait to welcome you back to our venues soon!

Don't forget to tell us what you liked and didn't like in our quick survey at:

[www.surveymonkey.co.uk/r/WaysToPlay](http://www.surveymonkey.co.uk/r/WaysToPlay)

**Clare Smith**

Learning and Engagement Manager  
Tyne & Wear Archives & Museums

# SEGEDUNUM ROMAN FORT



You can use the space below to collect any ideas or important information, then create your own map for the Commanding Officer.



Blank space for collecting ideas or important information.

## Imagine

In this activity, you will need to go for a walk, but you don't need to go far! Try to look really closely, you might spot things you'd normally miss.

Imagine you are a Roman soldier. You've been sent ahead of your unit by the Commanding Officer to find a good place to set up camp. He has asked you to draw a map of the area and to look out for any important features.

### Here are some things you might need to look for, but you can add anything interesting you find:

- Are there trees growing? They'll be needed for building, for firewood and for making tools and weapons. You could collect leaves, take rubbings with a crayon or draw a picture.
- What kind of plants are growing nearby? Can you find out their names?
- Is there water? Is there somewhere to find food? You could add shops to your map!
- Are there roads or rivers for transporting supplies?
- Are there animals? Are they dangerous? Look out for track marks!
- Are there any good places for hiding valuable things?
- Is it a safe place where no Britons could be hiding, waiting to attack?

My map of \_\_\_\_\_

By \_\_\_\_\_

Soldier of the Fourth Cohort Lingones, Segedunum Fort

Blank space for drawing a map.

Key

Blank space for drawing a key.



Ralph Hedley, Blinking in the Sun, 1881, Laing Art Gallery



## Draw

This painting shows a cat looking out of a window and is one of the best loved artworks in the Laing Art Gallery. Try these three activities inspired by the painting:

- Draw a real or imagined view out of your window.
- Get a family member or a teddy to sit at the window and draw a portrait of them from outside your home.
- Decorate your window for neighbours to see.

A	B	C	D	E	
F	G	H	I	J	
K	L	M	N	O	
P	Q	R	S	T	
U	V	W	X	Y	Z

## Decode

Use these Ancient Egyptian hieroglyphics to help you crack the codes!

The Ancient Egyptians had lots of gods and goddesses that they worshipped. Sekhmet was the goddess of war and healing.

**Code 1** What animal head does the goddess Sekhmet have?

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The Rosetta Stone is a broken part of a bigger stone slab with a message carved into it, written in three types of writing. It was an important clue that helped experts learn to read Egyptian hieroglyphics.

**Code 2** Who cracked the code on the Rosetta Stone?

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Miss Amy C. Flagg,  
local historian and  
photographer



An Easter egg



South Shields town hall



A pair of roller skates  
from the 1920s

Stick here

Stick here

Stick here

Stick here

## Create

Using your imagination and items from South Shields Museum & Art Gallery create your own wonderful, original stories.

Cut out the pictures opposite and arrange them in the order you would like to use them to make up your story. Space is provided at the top of the page to place the pictures. Experiment telling and/or writing a story with one, two, three or all of the pictures shown.

Imagine the actions, reactions, and situations of your characters and the smells, sounds, feelings, touch and taste in the art and objects to create as detailed a story as possible.

### PLAY+

Act your story out  
with props, costumes  
or puppets!

#### When you are finished you can:

- Give your story a title
- Share it with your family and friends
- Design a cover to staple on to the page(s) and make a book
- Make a story board or comic book version of your story
- Write a sequel and build on what you have already created!

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**Use this space to draw or doodle!**



Salvator Rosa, Soldiers in a Rocky Gorge, c. 1625-75, Hatton Gallery



## Look

Go out into your garden, a park or look out of the window and find a tree. Look carefully:

- What shape are the leaves?
- Is the bark rough or smooth?
- Do a quick sketch, take a photo or just remember it.

Back at home, glue down a straw, a lolly stick or even a twig in the middle of a piece of paper for the tree trunk.

Get some green paint or some pink for blossom and using a piece of sponge, a crumpled up tissue or your fingers (or all three) make marks that look like leaves and blossom.



The Blue Lion, Dennis Barrass, 1968, Shipley Art Gallery

## Design

This Blue Lion artwork lives in the Shipley Art Gallery. Try these activities inspired by the painting:

- Design a fantasy animal and give it a name.
- Draw, paint or collage your own colourful animals using whatever you have at home.
- Make a mixed-up animal picture or model, using surprising colours.

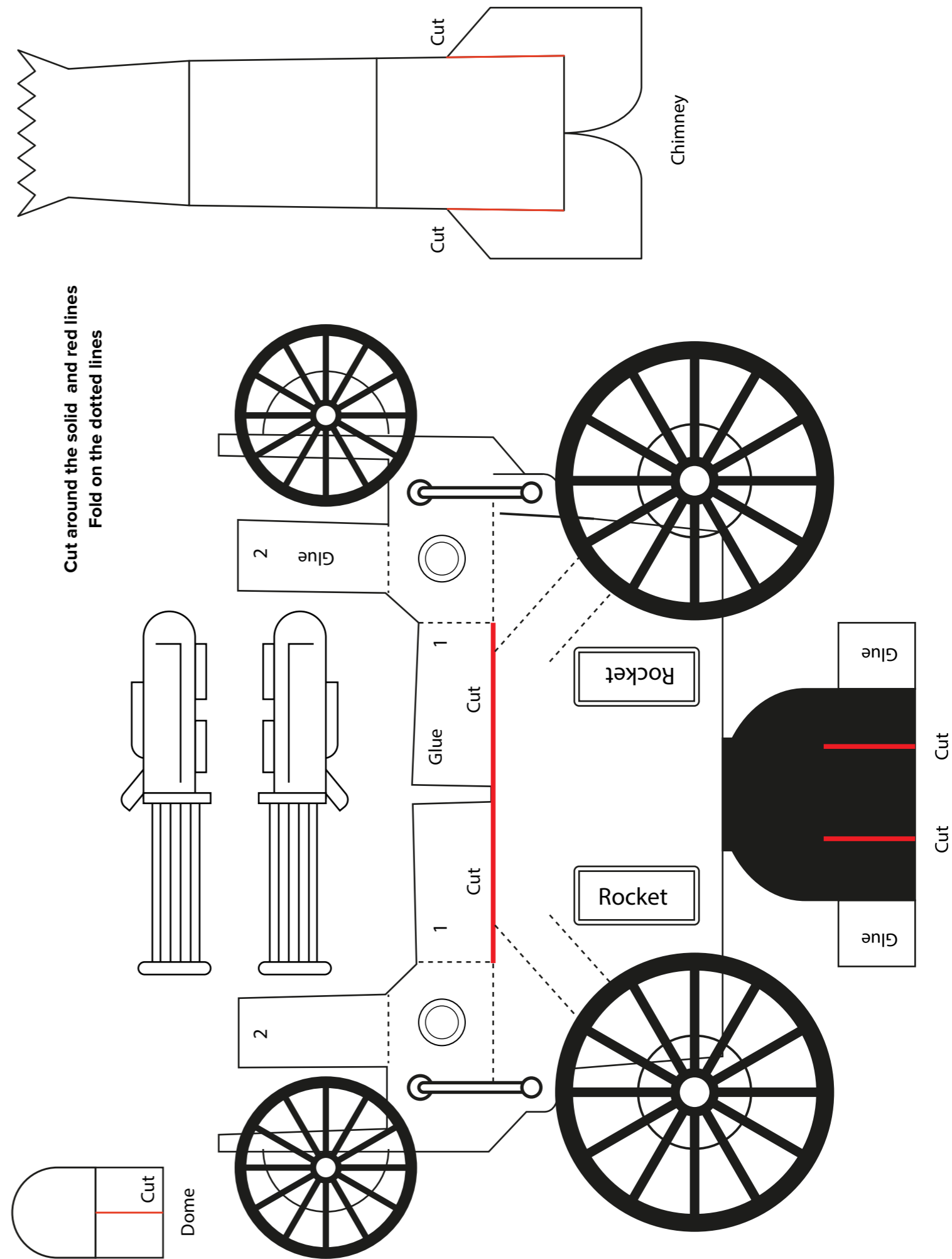


## Build

On display in Discovery Museum is an amazing model of 'Stephenson's Rocket,' one of the most important steam engines ever invented, built in Newcastle not far from the Museum.

Three years ago, the Rocket came back to the North East and Discovery Museum was its home for a few months.

Using the template opposite can you build your very own Rocket?





[twmuseums.org.uk/ways-to-play](http://twmuseums.org.uk/ways-to-play)



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