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# **Background to a visit**

# The Egypt Centre & Cynefin

"The place where we feel we belong, where the people and landscape around us are familiar, and the sights and sounds are reassuringly recognisable. Though often translated as 'habitat', cynefin is not just a place in a physical or geographical sense: it is the historic, cultural and social place which has shaped and continues to shape the community which inhabits it."

(https://hwb.gov.wales/curriculum-for-wales/designing-your-curriculum/cross-cutting-themes-for-designing-your-curriculum/#local,-national-and-international-contexts)

Swansea has been home to the Egypt Centre's collection since 1971. The majority of the collection belonged to Sir Henry Wellcome (1853–1936), a pharmaceutical entrepreneur. He was a keen collector of objects from all cultures but was particularly keen on medical artefacts as he wanted to create a *Museum of Man*. When he died, he had over one million artefacts in his collection, some of which were distributed to museums around the world. Ninety-two boxes of ancient Egyptian artefacts were sent to the Classics Department, Swansea University, under the care of Dr Kate Bosse-Griffiths. After securing Heritage Lottery funding the Egypt Centre was built and opened to the public in 1998.

The Egypt Centre provides a connection to ancient cultures. An object's story does not end when it is placed in a museum. The Egypt Centre is Wales' only museum of Egyptian antiquities and the journeys of these objects to Swansea are

part of their history.



# A school's context to a Visit

# **The Four Purposes**

Museums are perfect places to put the Four Purposes of the Curriculum for Wales into practice. These are just some of the ways the Egypt Centre feeds into them.

### 1. Ambitious, capable learners, ready to learn throughout their lives.

- Provide new contexts for pupils to develop and use their learning.
- Set new challenges and develop pupils' critical thinking skills.
- Develop problem solving and questioning.
- Encourage pupils to develop their knowledge and have the skills to connect and apply this knowledge in different contexts.

# 2. Enterprising, creative contributors, ready to play a full part in life and work

- Develop creative ideas and expressing emotions.
- Problem solving individually and collaboratively.
- Develop team working skills where pupils can play different roles.
- Creatively expressing ideas and emotions.

## 3. Ethical, informed citizens of Wales and the world

- Engage with contemporary issues within a historical context.
- Understanding how actions had an impact in the past as they do in the modern world.
- Develop knowledge about culture in the world, now and in the past.
- Understanding the rights and needs of others and exploring the diversity of modern society compared to the past.

# 4. Healthy, confident individuals, ready to lead fulfilling lives as valued members of society

- Developing values and beliefs.
- Building and maintaining mental and emotional wellbeing through developing confidence, resilience and empathy.
- Develop confidence and participation skills.
- Overcoming challenges.

# **Key Information**

### **How to Book**

To check availability, please call 01792 602668 or 01792 295960 or email p.h.j.hobbs@swansea.ac.uk or alternatively eclearning@swansea.ac.uk. You will be booked in and issued with a booking form. Please use this pack to choose your activities and return the booking form to the Museum. **Please note** your booking is provisional until we receive your completed booking form. We only hold provisional bookings for 1 week due to high demand.

If you feel that the activities may conflict with your groups faiths/beliefs (e.g. reading out an Egyptian spell), please contact us to discuss what activities are suitable for your group.

### **Before Your Visit**

To save time on the day, please ensure that your group is split into two groups (groups up to 40) or three groups (groups of 40-60) before arrival. Please ensure that you arrive and depart on the times you gave on your booking form as best you can. The Museum uses these to timetable your activities and so any changes should be passed onto the Egypt Centre as soon as possible.

### **Prices**

#### **Museum Facilitated Visit**

£3 per child

**Please note.** If you need to cancel your visit, please let the Museum know immediately. We require 10 working days notice of a cancelled visit. Please note there is a possible 50% charge for any cancellations after this point.

Please make it known when booking how you intend to pay as this will affect how we produce your invoice. We will need to know this prior to your visit.

### 3D virtual classroom (1 hour) with Loan Box included (2 week loan)

£2 per child

Joint package - 3D virtual classroom/ Loan Box and Museum Facilitated Visit £4 per child

# Loan Box (General ancient Egypt themed or specific topics — enquire for further information)

£10 for the box per week (plus p&p if outside Swansea area)

## Note: All cheques must be made payable to Swansea University.

Our museum gift shop has ancient Egyptian themed souvenirs starting at 75p. We also offer a 'goody bag' service made up to your chosen price. If you require this service or time in the gift shop please make this clear in your booking. Please note that time in the gift shop may take away from your activity time.

# **Safety Information**

Safety information to plan your risk assessment is available when making a booking and is also available as a word document which is sent out to schools.

# Planning your visit

## What we offer

### Museum facilitated visit (groups of up to 40 children)

Group leaders can choose up to 6 hands-on activities which will be facilitated by Museum staff and volunteers. Your class will be split into two groups, half of which will start in the *House of Death* gallery and the other in the *House of Life*. The groups will switch after lunch. The museum has a designated space for school groups to have lunch. Please ensure you have enough adults to supervise all groups and that children bring a packed lunch.

### Museum facilitated visit (groups of 40-60 children)

Group leaders will choose up to 4 hands-on activities which will be facilitated by Museum staff and volunteers. Your class will be split into three groups. These groups will rotate around the *House of Death, House of Life* and our *Education area* where they will try their hand at mummifying our dummy-mummy and play the ancient board game of *Senet*. For large groups the Museum will book a lunch space within the University which is as near as possible to the Museum. It may be a 5 minute walk away. Please ensure you have enough adults to supervise all groups and that children bring a packed lunch.

### Virtual 3D classroom workshops/ Loan Boxes (groups of up to 120 pupils)

Using "Zoom", our 3D virtual classroom is a 1 hour immersive teaching experience for pupils to enjoy in the comfort of their classroom. Showing 3D presentations of a range of artefacts you are provided with a range of themes to choose from. Our presenter will interactively explore these on-screen from limitless angles and by magnification to increase/decrease their size.

In addition we offer loan boxes of replica artefacts that directly match with the specific 3D classroom chosen. By combining the 3D virtual classroom with the loan box of replica artefacts, this enables pupils to physically explore our collection in 3D onscreen and in the classroom; to ask questions and to develop their inquisitiveness and interest in ancient Egypt.

An excellent means of launching the ancient Egyptian era to pupils at the beginning of the topic, the 3D workshops (as a stand alone as well as in combination with a loan box) can effectively introduce pupils to the theme or perhaps as an accompaniment to a museum visit at a later date.

#### **Loan Boxes**

Bring the power of object-centred learning into your classroom with one of our Loan Boxes. Different from the 3D virtual classroom loan boxes, we offer a Loan box with a general Egyptian theme for schools to borrow as a means of introducing the topic using replica objects. Along with the objects, the boxes also contain a number of suggested activities for pupils to do in class. As a stand alone the boxes can ignite the pupils' interest as they will be able to interact with realistic replica objects and schools can hire the boxes for 1 week or more.

#### **Outreach**

If you are interested in an outreach session where we visit your school with our activities, please email egyptcentre@swansea.ac.uk to discuss your specific needs, the cost involved and discover what we can offer.

# Planning your visit

# What we offer

# Mindfulness in the Museum (Half day session) AOLE areas: LLC, HWB

Explore how Museums can support the wellbeing of your class with our half day workshop. This fun object-centred experience will teach children mindfulness techniques that will develop self confidence, focus their attention and increase their capacity for learning. As well as having a fun learning experience, based on exploring ancient Egyptian objects, children can use their wellbeing skills outside the Museum and throughout their lives.

Your visit will include three activities based around the new Health and Wellbeing AOLE:

- **1.** A 30 minute mindfulness session, relaxation and practice STOP, which stands for:
- Stop
- Take a breath
- Observe your feelings
- Proceed

Slow looking of an ancient Egyptian object and then a Mindful Drawing session



- **2.** A 30 minute trail around both galleries of the Museum, following 5 steps to improve wellbeing:
- 1 connect,
- 2 be physically active,
- 3 take notice,
- 4 learn,
- 5 give.
- **3.** A 30 minute creative activity. Creativity is important to wellbeing.

Children will get creative with an ancient Egyptian inspired craft activity which they can take home.

# The House of Life

The *House of Life* is our upstairs Gallery. It focuses on the daily life of the people of ancient Egypt. The *House of Life* takes you on a journey starting in Prehistoric Egypt. It is also home to our oldest object: a hand axe which may be 1 million years old. Children have the chance to learn about ancient Egyptian writing, maths, clothing and many more engaging hands-on activities.

# **House of Life Activities**

**Egyptian Costumes and Clothing (60 Minutes) AOLE areas:** LLC, Hum

Discover the role individuals played in ancient Egyptian society. We will learn about the clothes the ancient Egyptians wore and how they were made. You will also dress up as an ancient Egyptian and use role play to see how their character's clothes reflected their position in society. **Please note: this activity counts as two choices.** (Not available for groups over 40)

**Topics:** Society, Technology, The Pharaoh, Using Sources, Jobs & Roles, Clothing.

**Skills:** Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness.

# Egyptian Writing (30 Minutes) AOLE areas: LLC, Hum

Join the Egypt Centre's scribal school and learn to write like an Egyptian. We will discover which direction to read hieroglyphs, find out why vowels were often omitted and learn how to write your name. You will learn about the religious significance of hieroglyphics and discover why the king's name was always written inside a cartouche. This activity is all about picture association and children are encouraged to think more about the alphabet they use everyday. We will explore who could write in ancient Egypt and why. This challenges children to think that not everyone (particularly in ancient times) wrote in the same way.

**Topics:** Writing, Communication, Literacy, The Pharaoh, Society, Materials, Languages, Religion, Magic.

**Skills:** Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness.

# **House of Life Activities**

Egyptian Numbers (30 Minutes) AOLE areas: Maths/Num, LLC, Hum

Discover how numbers were written in ancient Egypt, using a unit value rather than place value and complete simple calculations using this base-10 system. Children will be able search the *House of Life* counting objects on display and record the data in ancient Egyptian. We will put what we have learn into a historical context by examining temple stela and expressing information in a table. \*This activity provides a good opportunity to explore the gallery\*

**Topics:** Mathematics, Religion, Jobs, Language, Daily Life.

**Skills:** Numeracy, Communication, Critical Thinking & Organising, Creativity & Innovation, Planning & Organisation.

**Exploring Egypt (30 Minutes) AOLE areas:** LLC, Hum.

Take on the role of early 20th Century explorers using props from our 'Hat Box'. Through role play the children will re-enact the discovery of Tutankhamun's tomb and have an opportunity to explore the *House of Life*, searching for their favourite object on display. Children will share their work with others in their group and talk about the object they 'discovered'. \*This activity provides a good opportunity to explore the gallery\*

**Topics:** Archaeology, Tombs, Religion, Early Explorers, The Victorians, The Pharaoh.

**Skills:** Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness, Planning & Organisation.

# Egyptian Materials (30 Minutes) AOLE areas: LLC, Hum, Sci/Tec

Get up close and personal to real ancient Egyptian objects. Handle real artefacts and use your senses and critical thinking skills to come to conclusions. Learn about the materials used by the ancient Egyptians and discover how they were manufactured. You will also discover about the importance of preserving artefacts and what we can learn from them.

**Topics:** Archaeology, Tombs, Religion, Mummification, Daily Life, Preserving artefacts, Technology.

**Skills:** Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness.

# **House of Life Activities**

Senet (30 Minutes) AOLE areas: Maths/Num, HWB, LLC

was probably played on a day-to-day basis by both the rich and the poor. It also had significance as a funerary item. Tutankhamun had four sets of *senet* boards in his tomb. Learn about the rules of *senet* as well as its place in Egyptian society. Children will play *senet* in teams problem solving, developing strategy and team building skills as they compete to win!

**Topics:** Religion, Leisure, Mathematics, The Afterlife.

**Skills:** Communication, Critical Thinking & Organising, Creativity & Innovation, Planning & Organisation, Numeracy, Personal Effectiveness.

The Home (30 Minutes) AOLE areas: LLC, Hum, Sci/Tec

This activity is all about understanding that people of a past civilisation lived in a home just as we do. During this activity children are encouraged to look around the gallery and find items that would have been used in the ancient Egyptian home, making links to modern equivalents. \*This activity provides a good opportunity to explore the gallery\*

Topics: Daily Life, Houses, Materials, Buildings, Objects.

**Skills:** Communication, Critical Thinking & Organising, Creativity &

Innovation, Personal Effectiveness, Planning & Organisation.

# Egyptian Measuring (30 Minutes) AOLE areas: Maths/Num, LLC

Discover the measuring units used by the ancient Egyptians and decide which ones to apply in order to measure various objects of different lengths. Children will compare ancient measuring units with modern measuring units and recognise the problems with the 'non-standard' units used by the ancient Egyptians. Children work in pairs to measure things around them including each other and even the length of the *House of Life* gallery itself!

**Topics:** Mathematics, Data Recording, The Pharaoh, Daily Life, The Body.

Skills: Communication, Critical Thinking & Organising, Creativity & Innovation,

Personal Effectiveness, Planning & Organisation, Numeracy.

# **House of Life Activities**

# **Pyramid building (60 Minutes)**

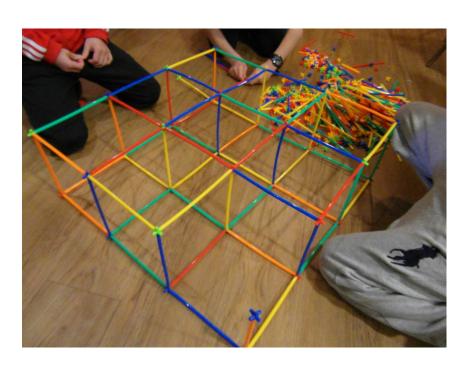
AOLE areas: Maths/Num, Sci/Tec , LLC, E. Arts.

This activity discusses the development of pyramids in ancient Egypt over time, as well as revealing the secrets of how they were built. Pupils will also work in teams to problem solve and compete with the other teams to build the tallest, most stable, structure. Each structure will be tested for stability and the winning team's structure is the one that doesn't fall over when its' design is put to the test!



**Topics:** Architecture, Society, Technology, The Pharaoh, Mathematics, Religion, Occupations.

**Skills:** Developing ideas, communication, problem solving, teamwork, expressing ideas and emotions, critical thinking & organising, evaluating evidence, numeracy,





# The House of Death

The *House of Death* is our downstairs gallery which explores the funerary culture of ancient Egypt. Discover the secrets of mummification, search for the powerful ancient Egyptian Gods amongst the objects and much more!

# **House of Death Activities**

**Mummification (30 Minutes)** 

**AOLE areas:** Hum, LLC, Sci/Tec

Discover the secrets of mummification using our child-friendly dummy-mummy. Become ancient Egyptian embalming priests and help the pharaoh on his journey to the afterlife by removing the organs, wrapping the body and giving him magical help to the afterlife. Learn how the ancient Egyptians preserved their dead and why this was important.

**Topics:** Mummification, Science, Religion, Magic, The Pharaoh, The Afterlife, Daily Life, Gods & Goddesses, The Body.

**Skills:** Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness, Planning & Organisation, Numeracy.

Weighing of the Heart (30 Minutes) AOLE areas: Maths/Num, LLC, Hum.

Discover what it took for ancient Egyptians to get to the afterlife. Take on the role of the gods and meet *Ammut the Devourer*, a demon made of the three most dangerous animals in ancient Egypt, and decide whether a symbolic heart will be lighter than the 'Feather of Truth'. Learn how to identify different objects in the gallery as well as scenes that appear on a coffin. Children will then design and name their own *Devourer*.

**Topics:** Religion, Gods & Goddesses, The Pharaoh, The Afterlife, Mummification, Animals.

**Skills:** Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness, Planning & Organisation.

## Food and Drink (30 Minutes) AOLE areas: LLC, E. Arts

Just as food and drink are essential for life, the ancient Egyptians believed both food and drink were essential for the deceased in the afterlife. Discover the ways the ancient Egyptians left offerings for the dead, using examples on display in the *House of Death*. Children will design and create their own offering tray out of playdough, as well as the food they would like to receive if they were in the afterlife.

(Not available for groups over 40 or if doing Servants)

**Topics:** Religion, The Afterlife, Tombs & Burials, Food and Drink, The Nile, Ecology, Magic.

**Skills:** Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness, Planning & Organisation.

# **House of Death Activities**

## In Search of Gods (30 Minutes) AOLE areas: LLC, E.Arts

Using role-play and wearing 'God's hats' children discover the gods and goddesses of ancient Egypt as they re-enact the myth of Osiris and Seth. In pairs, the children will be encouraged to look closely at the artefacts in search of a god or goddess, counting how many they find and drawing their favourite example. They will then share with the rest of the group what they have learned about the god or goddess they were hunting for. \*This activity provides a good opportunity to explore the gallery\*

**Topics:** Gods & Goddesses, Myths, Oral Tradition, The Pharaoh, Art & Iconography, mathematics.

**Skills:** Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness, Planning & Organisation, Numeracy.

# **Servants in the Afterlife (30 Minutes)**

AOLE areas: Hum, LLC, E. Arts.

Discover the ancient Egyptian belief that life's tasks carried on after death so servants were needed in the afterlife. Children will discover servant and *shabti* figures and discuss the type of work they performed. They will examine objects on display, draw, and make, their own *shabti* out of playdough deciding what work they would do for them! This activity links the past with the present and compares work that was performed by these figures with work that is done today.

## (Not available for groups over 40 or if doing Food and Drink)

**Topics:** The Afterlife, Mummification, Tombs & Burials, Daily Life, Jobs, Materials.

**Skills:** Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness, Planning & Organisation, Numeracy.

## Animals (30 Minutes) AOLE areas: LLC, Hum

Discover how important animals were to the ancient Egyptians and how some animals were linked with gods. Explore the animals of ancient Egypt, comparing them to the animals we know are found in Egypt today. Children will count the types of animals seen on display and are then encouraged to guess the ancient Egyptian name for each animal using onomatopoeia. They will also play 'Guess the Animal' as they try to determine what animal toy is hidden in the goody bags using their sense of touch, developing their motor skills. (Suitable for younger children)

**Topics:** Gods & Goddesses, Myths, Animals, Religion, Ecology, Geography.

**Skills:** Communication, Critical Thinking & Organising, Creativity & Innovation, Personal Effectiveness, Planning & Organisation, Numeracy.

# **House of Death Activities**

Ba bird (30 Minutes) AOLE areas: HWB, LLC, E. Arts

Learn about the ancient Egyptian belief that the **ba** represents the personality of a person and all the things that make them unique and different. The **ba** appears in the form of a bird with a human head and the children will have the opportunity to learn about the significance

of the Ba bird in ancient Egypt. They will examine Ba bird artefacts in the gallery and talk about their own personalities as well as those of the Ba birds in the museum. The children will have the opportunity to be creative by drawing their own Ba birds showing their faces and do some paired work where they consider the personality and appearance of their partner.

**Topics:** Gods & Goddesses, Myths, Animals, Religion.

**Skills:** Communication (speaking and listening), Creativity, Collaboration, Discussing feelings and using empathy.



# PS 3/4 focused activity

# An introduction to Archaeology (30 Minutes\*)

AOLE areas: Hum, LLC, Sci/Tec, Maths/Num

Aimed at older children: Have the opportunity to learn about the work of archaeologists at unearthing artefacts and discover the methods they use to catalogue their finds. The children will learn about some famous archaeologists, look at examples of finds, look at co-ordinates and gridding, learn about the language used and have the opportunity to explore the gallery and record artefacts of their own choice.

**Topics:** Archaeology, Data recording, Geography.

Skills: Communication, Planning and organisation, Using num-

ber and co-ordinates accurately, estimation.

\*Activity time can be extended on request.

# Extra activity (held in learning area)

Mindfulness - shorter version (30 Minutes) AOLE areas: HWB, LLC, E. Arts

The children will have the opportunity to enjoy a health and well-being focused activity. Over the 30 minutes they will be encouraged to become relaxed and calm in an Egyptian-themed mindfulness session. The children will use their various senses whilst they examine Egyptian artefacts, think about hieroglyphs and draw using mindfulness techniques. They will be encouraged to be creative as they listen, follow instructions and relax.

**Skills:** Communication (listening focus); Following instructions, Creativity, Collaboration.



# **Booking agreement**

## **Role of The Egypt Centre**

For a Museum led visit we will provide trained activity leaders to work with the groups of children. All staff working with your children are fully-enhanced DBS checked. Activity leaders are not expected to supervise and discipline children, this is the responsibility of the School Teachers.

We will endeavour to provide as many of the activities chosen by the school in the time available. If the school arrive late for whatever reason, it may be necessary for activities to be shortened or an activity to be dropped altogether. We will provide all materials and equipment needed for each activity. We will also provide each child with a clipboard, pencil and work-pack for their use during the visit where applicable. For all-day visits we can provide a safe area for lunch near toilet facilities as close to the museum as possible. We welcome feedback from schools and each school will be sent an email post-visit with a feedback questionnaire link for them to complete after their visit.

### Role of the school

The school should make every effort to arrive at the agreed time. If for whatever reason the school is running late, they should make every effort to contact us and keep us informed. During the day, the school will ensure the equipment and materials that are to be used for subsequent school groups and the public are not being misused. The school must also ensure respect for other visitors to the Museum at all times.

Ensure adequate insurance cover for the group and leaders. A member of school staff should supervise each group of children at all times and ensure good behaviour throughout the day. In particular, all teachers must: Make sure they have adequate staff supervision using the ratios laid down by their institution. (0-2 years = 1 adult to 3 children, 2-3 years = 1 adult to 4 children, 3-7 years =1 adult to 8 children, 7 years += 2 adults, for up to 20 children, add one additional staff member for every additional 10 children).

In case of an accident or a lost child, contact a member of the Museum staff immediately, who will then follow the Museum /University procedures.

Ensure that the appropriate group leaders carry any necessary medicine for the children with them at all times, with the permission of the parents/guardian.

Refrain from having possession of, or consuming, alcoholic beverages on the Museum premises, or from either verbally or physically abusing a child/young person.

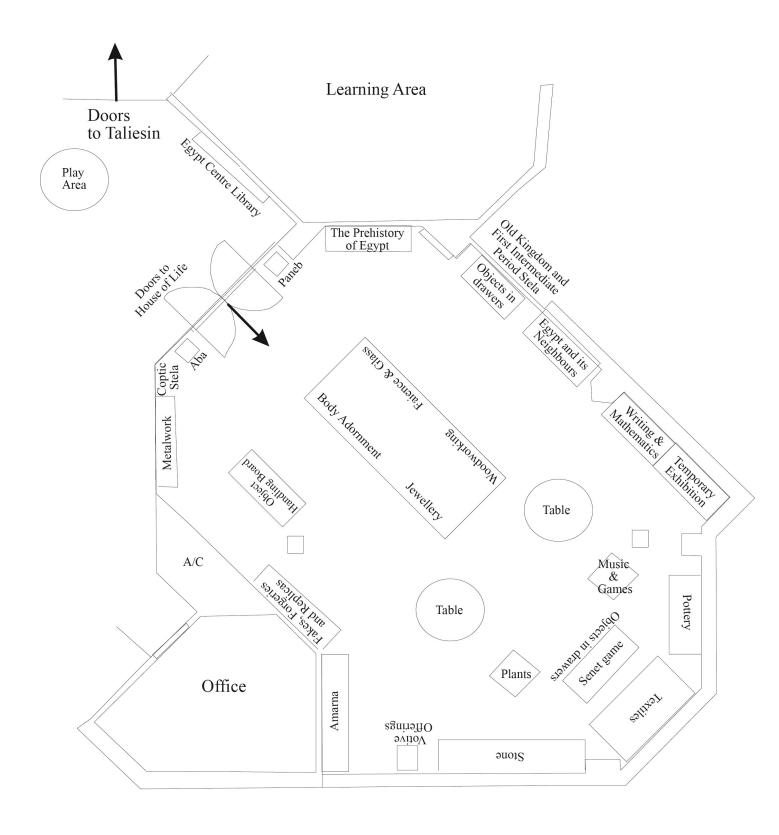
Inform their group of behavioural expectations while in the Museum:

Group leaders should not allow members of their group to: make any sectarian, racist, sexist or other offensive remarks toward any person or other group, vandalise Museum property, leave litter in the Museum/University grounds.

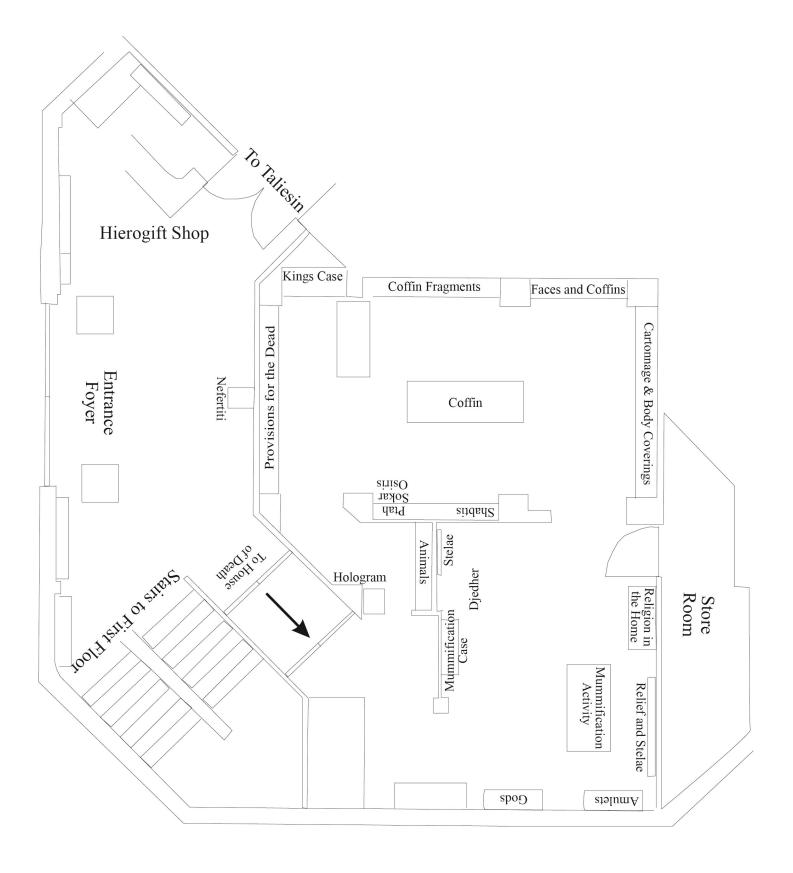
The school will pay £3 for each child for a museum facilitated visit. (Please make cheques payable to **Swansea University**). If the school has any concern please report it to a member of staff.

# **House of Life Gallery plan**

# **Taliesin**



# **House of Death Gallery plan**



# **Example booking form**

Y Ganolfan Eifftaidd
Amgueddfa Hynafiaethau'r Aifft
Prifysgol Abertawe, Parc Singleton, Abertawe, SA28PP

The Egypt Centre
Museum of Egyptian Antiquities
Swansea University, Singleton Park, Swansea, SA28PP

#### **Egypt Centre School Booking Form**

Please ensure your completed booking form is returned to <a href="mailto:egyptcentre@swansea.ac.uk">egyptcentre@swansea.ac.uk</a> within 5 working days of booking your visit.

|   | your vis   | iit.       |             |  |                    |            |       |  |
|---|--|------------|-------------|--|--------------------|------------|-------|--|
| Date of visit/s   | 21.01.   | 21.01.24   |             |  |                    |            |       |  |
| Lead Teacher Name   | Mrs Brown  |            |             |  |                    |            |       |  |
| Full Name and Address of School   | Highgrove Primary School. Newtown,<br>Anywhere, SA2 8PP  |            |             |  |                    |            |       |  |
| Contact Telephone number  | 01234 567890 school office 07123 456789 mob  |            |             |  |                    |            |       |  |
| Contact Email Address   | a.n.other@highgroveprimary.ac.uk   |            |             |  |                    |            |       |  |
| Number of Children  | 32   |            |             |  |                    |            |       |  |
| Age of Children   | 7-8  |            |             |  |                    |            |       |  |
| Expected Time of Arrival  | 10am   |            |             |  |                    |            |       |  |
| Expected Time of Departure  | 2.30pm   |            |             |  |                    |            |       |  |
| Do you require a comfort break on arrival? (this will shorten your activity time)                             | Yes please   |            |             |  |                    |            |       |  |
| Would you like shop time <u>OR</u> goody bags? (shop time may shorten your activity time)                     | Shop Time?   |            | no          | Goodie Bags?<br>(£2, £2.50, £3,<br>other?) |                    | yes        |       |  |
| Will you be paying on the day <u>OR</u> would you like an invoice to take back? Please choose 1.              | Paying on Day?   |            | no          | Invoice to take you back?                  |                    | yes        |       |  |
| Will you be paying by cash, cheque, card, or BACS? Please choose 1.   | Cash   |            | Cheque      |  | Card               | BACS       | yes   |  |
| Do any of your children have any special education or access requirements?                                    | 1 child in wheelchair (broken leg), 2 children ALN will<br>be one-to-one, one child with nut allergy with<br>EpiPen. |            |             |  |                    |            |       |  |
| Museum Led: Choice of Activities  | House of Life (Up to 40 children = three activities.   |            |             |  |                    |            |       |  |
| See teachers pack for activity choices -  | Over 40 children = two activities only)  |            |             |  |                    |            |       |  |
| http://www.egypt.swan.ac.uk/education<br>/key-stage-2/  | PLEASE NOTE COSTUME & PYRAMIDS COUNT AS 2  |            |             |  |                    |            |       |  |
| They stage 21   | ACTIVITIES   |            |             |  |                    |            |       |  |
| <ul> <li>For a full day visit with groups of up to 40</li> </ul>  |  |            |             |  |                    |            |       |  |
| children, please select up to 3 activities totalling 1.5 hours in each gallery.                               | 2. Senet 3. Egyptian Materials   |            |             |  |                    |            |       |  |
| (For half day visits please select up to 2  | ٥.   | FBAL       | riaii iviat | Citais                                     |                    |            |       |  |
| activities totalling 1 hours in each gallery)   | House  | of De      | eath (Up t  | to 40 cl                                   | hildren = th       | ree activi | ties. |  |
|   | Over 40 children = two activities only)  |            |             |  |                    |            |       |  |
| <ul> <li>For groups of over 40 children activities<br/>will be split over 3 areas. Please choose 2</li> </ul> | 1. Mummification   |            |             |  |                    |            |       |  |
| activities totalling 1 hour in each gallery.  | <ul><li>2. In Search of Gods</li><li>3. Food and Drink</li></ul>   |            |             |  |                    |            |       |  |
| Mummification and Senet are compulsory and will take place in the Education Area.                             |  |            |             |  |                    |            |       |  |
| Costume activity is not available for groups over 40.  Education Area (ONLY FOR                               |  |            |             |  | OR GROUPS OVER 40) |            |       |  |
| (Not suitable for half day visits)  | 1. Mummification   |            |             |  |                    |            |       |  |
|   |  | — 2. Senet |             |  |                    |            |       |  |

Please date, sign and print your name below to state that you have completed the booking form and fully agree with the terms and conditions set out by the Egypt Centre.

| Print Name | Mrs Brown | Sign |
|------------|-----------|------|
| Date       | 27.11.23  |      |

Office 01792 295960

Gift shop 01792 602662

www.egypt.swansea.ac.uk

# Other activities we offer

# Young Egyptologist Workshops (in person or online)

Each month the Egypt Centre offers a free workshop to a school who would otherwise not be able to visit the Museum. Our aim is to improve literacy and numeracy but most importantly to build confidence, self esteem and foster a love of learning. Our Young Egyptologist Workshops are designed for children aged between 7 and 11 who would otherwise not be able to visit the Museum. They may need extra educational enrichment or need a self-esteem or confidence boost. We give priority to schools in WIMD40 areas. For more information or to take part, please contact us on 01792 602668 or email eclearning@swansea.ac.uk

# **School Holiday Workshops**

The Egypt Centre runs one-day workshops throughout the school holidays. Each workshop has a different theme from mummification and magic to hieroglyphs and explorers. Participants get the chance to learn about ancient Egypt with various hands-on activities as they explore the galleries and take part in fun arts and craft sessions, developing their creativity and giving them the chance to make something they can take home!

10 am—3pm. Cost: £20 per day

Suitable for ages 6-11

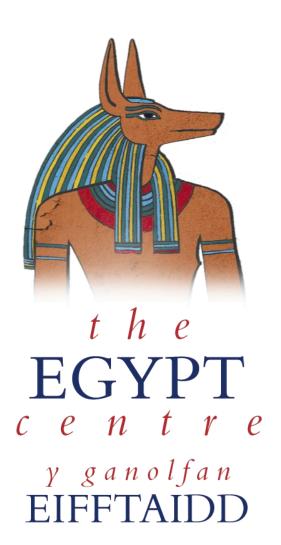
More information and booking can be found on our website: www.egypt.swan.ac.uk/events

# **Museum Gift Shop**

The gift shop is available for all visiting parties during their time at the Museum. There are many items geared towards school children, and at a very affordable price (items start from 75p). If you would like time in the Museum gift shop, please let us know so we can allocate sufficient time around your activities. This is often done during the lunch break, where children can visit the gift shop in small groups.

## **Goody Bag Service**

We can also provide a **'goody bag'** service which can be prepared in advance. This can make the visit easier for schools especially for larger groups, and if you are pressed for time.



### **Useful contacts**

#### **Main Office**

(Enquiries)
egyptcentre@swansea.ac.uk
01792 295660

## **Learning and Engagement Co-ordinator**

(Bookings)
Phil Hobbs
p.h.j.hobbs@swansea.ac.uk
01792 602668
or eclearning@swansea.ac.uk

### **Gift shop, Front of House Officer**

(Invoices and goody bags)
Angharad Gavin
a.gavin@swansea.ac.uk
01792 602660

# **Open Hours:**

Tuesday-Saturday 10.00am-4.00pm

Egypt Centre Swansea University Singleton Park Swansea SA2 8PP

01792 295960

www.egypt.swansea.ac.uk

\*This pack is available in Welsh\*



