TEACHERS' GALLERY NOTES
NORTHERN IRELAND – KS3

LESSONS FROM THE PAST
LEARNING
FOR THE FUTURE

THE WORLD'S LARGEST TITANIC VISITOR EXPERIENCE
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TITANIC BELFAST
EDUCATION

Area of activity	KS3

Titanic Belfast Experience	
	English with Media Studies - Interpreting visual stimuli including the moving image.
	English with Media Studies - Reading and viewing for key ideas, enjoyment, engagement and empathy.
	Communication - Use visual clues to locate information.
	Communication - Read independently.
	Using Information and Communications Technology (ICT) - Explore and interact with a digital device or environment.
	History - Explore issues related to economic awareness e.g. industrialisation.

Gallery 1 - Boomtown Belfast Industrialisation of Northern Ireland ~ Industries of Belfast ~ Workers conditions ~ Shipbuilding ~ Emigration and Communication ~ Belfast in 1911 ~ Harland and Wolff ~ the Drawing Office	
1907 map display with audio tracks looking at varying viewpoints - British Empire, British Isles and Ireland	History - Different perspectives and interpretations.
	Learning for Life and Work (LLW) - Investigate how and why conflict, including prejudice, stereotyping, sectarianism and racism may arise in the community.
	Geography - Develop geographical skills to interpret spatial patterns including atlas and map-work skills.
	Economic awareness - Critically examine how wealth is created and distributed.
	Employability - Be aware of the impact of technology and global markets on work patterns and prospects.
Map of Belfast	Geography - Develop geographical skills to interpret spatial patterns including atlas and map-work skills.
Interactive map of Belfast City Centre	Economic awareness - Critically examine how wealth is created and distributed.
	Geography - Develop geographical skills to interpret spatial patterns including atlas and map-work skills.
Conversation dramatisation - a "below stairs" view of the ordering of the olympic class ships	Communication - Listen for general and specific information.
Views of Belfast in the early years of the 20th century projected onto the walls	
Touch screen - more detailed look at the photos on the walls	

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Linenopolis	
The Millies' stories in the Mill House	Communication - Listen for general and specific information.
	Employability - Be aware of the impact of technology and global markets on work patterns and prospects.
Photographic images of linen industry	
Display of stages in journey from flax to linen	

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Industrial Belfast	
3 one armed bandits looking at facts and figures	Mathematics and Numeracy - The application of mathematical skills to real life and work situations.
	Mathematics and Numeracy - Knowledge and understanding of measures and handling data.
Import/export flip charts	
Touch screen - Belfast's industrial power network	Using ICT - Find, select and use information from a given digital source.
	Economic awareness - Critically examine how wealth is created and distributed.
Panels covering working conditions, docks and dock workers	

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Shipbuilding	
2 Models - wooden ship being built and a dry dock	
Artefact - Harland and Wolff declaration of name change (1888)	
Rolling visual presentation looking at the development of the Victoria Channel 1785-1901	Geography - Develop an understanding of physical processes of landscape development.
	Geography - Develop an understanding of the dynamic nature of physical and human. environments
Artefact - Harland and Wolff Deed of Partnership	
Touch screen - the first 401 ships built by Harland and Wolff (includes contemporary info)	Using ICT - Find, select and use information from a given digital source.

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Travel and Communication	
Emigration ship routes to New York	Geography - Develop geographical skills to interpret spatial patterns including atlas and map-work skills.
Marconi interactive - try your hand at Morse Code	
Artefact - legal document regarding the takeover of the White Star Line	

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Drawing Office	
Interactive floor	Mathematics and Numeracy - The application of mathematical skills to real life and work situations.
Arrol Gantry model	
Artefact - original drawing and plans	Mathematics and Numeracy - The application of mathematical skills to real life and work situations.
Artefact - original notebooks and shipyard salaries	Mathematics and Numeracy - The application of mathematical skills to real life and work situations.
Touch screen - ship drawings	Mathematics and Numeracy - The application of mathematical skills to real life and work situations.
	Using ICT - Find, select and use information from a given digital source.
Artefact - article in the 1908 "Engineering" journal	

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Gallery 2 - The Arrol Gantry and the Shipyard Ride Harland and Wolff ~ Life as a shipyard worker ~ Ship design ~ Shipbuilding methods	
Arrol Gantry mock up - set dressing	
Arrol Gantry	Mathematics and Numeracy - The application of mathematical skills to real life and work situations.
Shipyard Ride - roles in the shipyard and images of the workers	
5 stages involved in ship building	
Touch screens - more detailed information - blue prints, 3D CGI images, vintage photos, construction methods	Mathematics and Numeracy - The application of mathematical skills to real life and work situations.
	Using ICT - Find, select and use information from a given digital source.

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Gallery 3 - the Launch Launch day	
Moving images of Olympic's launch	
View to slipways and their interpretation	
Artefacts - Harland and Wolff notebooks	

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Gallery 4 - Fit Out Luxury on board ~ Life on board for crew and passengers ~ The workings of the ship	
Titanic Model - front shows Titanic on launch day, back shows Titanic when completed	
Quotes	
Statistics regarding size, capacity, etc.	Mathematics and Numeracy - Knowledge and understanding of measures and handling data. Mathematics and Numeracy - The application of mathematical skills to real life and work situations.
Images of massive scale of engineering involved	
Audio visual presentation of Titanic's early days	Communication - Listen for general and specific information.
Artefact - promotional brochure	
3 cabins - 1st class, 2nd class and 3rd class	
3D CGI tour of the ship from the engine rooms to Captain Smith's Bridge	
Information and statistics panels about life on board	Mathematics and Numeracy - Knowledge and understanding of measures and handling data. Mathematics and Numeracy - The application of mathematical skills to real life and work situations.
Information panel about navigation	
Touch screen - internal plans of Titanic and how people on board moved around the various areas	Using ICT - Find, select and use information from a given digital source.
Handling collection - linen, upholstery, carpets, wood, ropes	
China display	
Titanic's timetable and journey	
Statistics audio visual about cargo and people at each post of call	Mathematics and Numeracy - The application of mathematical skills to real life and work situations. Mathematics and Numeracy - Knowledge and understanding of measures and handling data.

Gallery 5 - Maiden Voyage photography ~ Life on board	
Father Brown photos	
Designed to feel as though you are on the deck of a ship	

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Gallery 6 - The Sinking Morse Code ~ Stories of the survivors ~ Media representation ~ The aftermath of the tragedy	
Thomas Hardy quote	
Cool blast of air	
Morse Code sound effects	
Morse Code visual effect	
Ripple effect	
Telegram messages on walls	
Voices telling their stories	Communication - Listen for general and specific information.
2 animated images of the sinking	
Panels looking at the Carpathia and the survivors of Titanic in New York	
Touch screens - newspaper articles of the day	Using ICT - Find, select and use information from a given digital source.
	Media awareness - Be critically aware of the range of print, sound, moving image and graphic media.
	Media awareness - Assess the role and influence of media within society.
Panels about retrieving the lost: (1) the search, (2) dealing with the dead (3) burials	
Touch screen - The Halifax Diaries	Using ICT - Find, select and use information from a given digital source.
Panels covering the stories of some of those who were lost and some of those who were saved	

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Gallery 7 - The Inquiries
Statistical analysis ~ The inquiries and their recommendations ~ Belfast and H&W after Titanic

Touch screens- statistics regarding passengers, survivors and passenger lists	Mathematics and Numeracy - Knowledge and understanding of measures and handling data.
	Mathematics and Numeracy - The application of mathematical skills to real life and work situations.
	Using ICT - Find, select and use information from a given digital source.
Recommendations from the 2 inquiries	History - Critical thinking skills to evaluate a range of evidence and appreciate different interpretations.
Lifeboat	
Audio visual dramatisiation of elements of the 2 inquiries	Communication - Listen for general and specific information.
Harland and Wolff panel	
Olympic and Britannic panels	
Panel about Belfast today	
Harland and Wolff crane model and information	

Gallery 8 - Myths and Reality
Titanic myths ~ Titanic movies, books etc. and how they tell Titanic's story with their own agenda

Touch screens - stories, films, TV and music about Titanic	History - Investigate how history has been selectively interpreted to create stereotypical perceptions and to justify views and actions.
	History - Critically investigate and evaluate the power of the media in their representation for a significant historical event.
	Media awareness - Be critically aware of the range of print, sound, moving image and graphic media.
	Media awareness - Assess the role and influence of media within society.
Audio visual screen with excerpts from films	History - Investigate how history has been selectively interpreted to create stereotypical perceptions and to justify views and actions.
	History - Critically investigate and evaluate the power of the media in their representation for a significant historical event.
Panels about the films	
Display cabinet with some of the "myths" on display	
Touch screens - "Myths and Legends" true or false quiz	History - Investigate how history has been selectively interpreted to create stereotypical perceptions and to justify views and actions.

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Gallery 9 - Titanic Beneath Titanic today ~ The debris field ~ Marine exploration ~ Professor Ballard ~ The marine biology of Ireland	
TV reports audio visual	Communication - Listen for general and specific information.
Professor Ballard interview audio visual	Communication - Listen for general and specific information.
Wall chart showing depth of wreck site in comparison to well known landmarks	

Immersive Theatre	
Video of Titanic's wreck with dramatised commentary	Science - Research scientific information from a range of sources.
	Communication - Listen for general and specific information.

Glass Floor	
Glass floor with 3D images of the wreck of Titanic moving beneath you	
Touch screens - images of the artefacts found in the debris field	

Ocean Exploration Centre	
Remote operated vehicle	Science - Research scientific information from a range of sources.
Side scan	Science - Research scientific information from a range of sources.
Side scan images	Science - Research scientific information from a range of sources.
3D imaging visuals	Science - Research scientific information from a range of sources.
Professor Ballard's control room audio visual	
Audio visual of wreck in the Aegean Sea	
Marine Biology of Ireland visual presentation - stills and video	Science - Research scientific information from a range of sources.
JIBS project visual presentation and panel	Science - Research scientific information from a range of sources.
Panel about rusticles	Science - Research scientific information from a range of sources.
Panel about invasive species around coast of Ireland	Science - Research scientific information from a range of sources.