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Items Below Are All Found In 'STEAM Education Pack 5 - WW2 Support Materials'

- Dressing Up Tips
- Make Your Own Gas Mask Box
- Make Your Own National Registration Identity Card
- Make Your Own Ration Book
- Make Your Own Evacuee Label
- Practice Your Own Morale Boosting WW2 Song

1. An Introduction to STEAM – Museum of the Great Western Railway and Swindon Works

STEAM - Museum of the Great Western Railway opened to the public on 14 June 2000 and celebrates the story of the men and women who built, operated and travelled on 'God's Wonderful Railway'. The GWR in its heyday dominated the fortunes of the town and Swindon is famous as a place where some of the best steam locomotives in the world were built. STEAM itself is located in a beautifully restored railway building in the heart of the former Swindon Locomotive, Carriage and Wagon Works, just beside the main line that runs between London and Bristol.

The Great Western Railway and Swindon Works

The Birth of the GWR

Opened in 1825, the Stockton and Darlington Railway was the world's first scheduled goods and passenger railway. In 1829, Stephenson's Rocket demonstrated the feasibility of reliable, safe, fast and economical steam engines and the Liverpool to Manchester Railway opened the following year.

As Liverpool's main rival for Atlantic trade, Bristol businessmen soon realised the importance of securing a railway link between the port city of Bristol and London. Isambard Kingdom Brunel, just 23 years old, was appointed engineer to the new Great Western Railway in 1833. He carried out the surveys for the new line in 1834 on horseback. His route included a tunnel nearly two miles long – the longest ever built at the time – through solid limestone at Box, near Bath. The new line between London Paddington and Swindon was known as 'Brunel's billiard table' because of its flat gradients.

The first section of the line between Paddington and Twyford, near Maidenhead opened on 4th June 1838. The line was extended to Reading early in 1840 and reached Hay Lane outside Swindon in December. In August 1840, the line opened from Bath to Bristol. Box Tunnel was completed in June 1841 and for the first time trains could now run directly from London to Bristol.

Swindon Works

The decision to site the GWR's workshops at Swindon was made in 1841. The area chosen was some distance from the small 'old town' of Swindon, in green fields, a short distance from the Wilts and Berks Canal (which could carry in heavy raw materials). Swindon was of course already a railway junction and the site was midway between London and Bristol, at a point where engines could be changed to deal with the steeper gradients west of Swindon.

Work began in 1841. The foyer and the eastern wall of STEAM date from the first period of construction, making them among the world's earliest railway buildings still standing. The Works opened in January 1843 but was only a repair and maintenance facility in its early years. By 1846 however it had turned out its first engine 'The Great Western', starting a long tradition of locomotive manufacture on the site in the Locomotive Works. Further expansion took place in 1868 when the Carriage and Wagon Works was opened and, with the turn of the new century, Swindon was one of the biggest and best equipped railway workshops in the world. STEAM tells the story of the men and women who worked here.

'New' Swindon

There had been little tradition of heavy engineering in North Wiltshire, so most staff for the new Works came from areas where railway engineering was already established such as Scotland, the North East of England and Manchester. The small market town of Swindon known as 'old town' could not cope with such an influx. As a result, the GWR built what is now known as the 'Railway Village' for its staff.

It was not until the 1860s that work was finally completed on the estate of 300 stone houses. The estate was laid out on a regular grid pattern based on eight streets named after railway stations on the existing and proposed GWR. It was intended to be visible from the railway line as an advertisement for the GWR. The houses, though small by modern standards, were of an advanced design for that period, comparatively spacious, with each house having a small front garden. By the time the Village was complete, it was already too small and more streets of red brick houses grew up around the ever expanding 'Railway Works'.

Railway Community

A number of other facilities and organisations were an integral part of this railway community in new Swindon. We can still explore the unique, planned and preserved Victorian community built for the workers of the new GWR, just the other side of the London to Bristol railway line.

The Mechanics Institution began in 1843 as an attempt by the men themselves to set up their own library. By 1855 the Institution was big enough to have its own building in the heart of the Railway Village and this had excellent social, recreational and educational facilities, including a theatre and a library.

In 1847, the Great Western Medical Fund was set up, initially to fund the provision of a doctor for the Village and the Works. The GWR funded half the salary of a doctor, and the workmen themselves raised the rest from their wages. The Medical Fund

soon grew into a superb 'Cradle to Grave' medical service with doctors, dentists, opticians, public baths and a pharmacy. The hospital in the Village opened in 1872 and the new GWR Medical Fund HQ was built in 1892 including two swimming pools and Turkish baths. The National Health Service drew much of its inspiration from Swindon.

St Mark's Church was built to serve the new estate in 1845 and the GWR School opened soon after the Works itself in 1843. Opposite the church lies the GWR Park where the annual summer GWR fete was held. Every year from 1868 until 1939 thousands crowded into the park with children receiving a piece of special fruitcake and tickets for two rides on the fairground, which was always provided.

A steam-powered whistle was mounted in 1864 on the roof of one of the workshops in the Works. Known locally as the 'Swindon Hooter', this was sounded at 5.15am, 5.45am and 6am to summon the workers to the factories. It had a range of 12-15 miles! A tunnel was built underneath the London to Bristol railway line connecting the Railway Village and the Works in 1870. The workers that lived in the Village had no excuse to be late!

Closure of the Works and the Site Today

After the nationalisation of the railways in 1948, locomotives built to Swindon designs continued to be produced, but there was a gradual decline in the fortunes of the Works. In 1963 a large part of the Carriage Works was closed and the end finally came in 1986 when British Rail Engineering Ltd finally closed the Works after 143 years of operation.

The closure of the workshops left a core of important industrial buildings. In 1995 the former Works Managers' Offices were opened as the HQ of the National Monuments Record Centre and two years later the old Boiler Shop complex was converted into the Great Western Designer Outlet Village, a large shopping centre set within the old railway workshops. As well as STEAM, further developments are to take place in the years ahead to complete the restoration of this historic site.

2. We'll Meet Again, Practical Information for Teachers

To ensure your visit goes as smoothly as possible, please read the following directions.

Please Note

Each group will be allocated a 'minder' (a member of Museum staff or a Museum volunteer) who will greet the group on arrival and remain with the group throughout the visit (except at lunchtime). The minder will escort the group around the carousel of workshops and will manage the timings of your visit. There will be five groups of pupils circumnavigating the five activity areas at the same time and it is essential that timings are strictly adhered to.

A. Supervision of Pupils

The behaviour of the pupils at STEAM is the responsibility of the teacher. Please see 'Risk Assessments and Health and Safety requirements'.

For the safety and security of your group, would teachers and adult helpers please note that there are areas within the Museum where particular care and attention need to be taken. STEAM Education require that all educational parties with students under 18 years are supervised at all times whilst in the Museum. Please familiarise yourself with the Standard Conditions for School Groups Visiting STEAM and our supervision requirements on the Risk Assessments.

Parties or individuals behaving in an unreasonable manner will be asked to leave the Museum.

B. On Arrival

Arrival

From the coach drop off point, which is right outside the main entrance to the Museum, pupils should be led inside the Museum and gathered quietly in the main entrance. Please ensure that the pupils remain here while the Group Leader registers your arrival at the Ticket Desk.

Payment

Your invoice will be sent in advance of your visit by email, directly to the Finance email you supplied on your Booking Request Form. Payment is expected within 30 days of the invoice date and you will pay for the number of pupils booked. Details about payment options can be found on your invoice.

On entering the Museum, a member of STEAM staff will count your pupils and accompanying adults, and the Group Leader will be required to sign to confirm the head count in attendance on the day. This is to ensure that STEAM's minimum supervision ratios are adhered to, and so that a supplementary invoice can be raised if more pupils are in attendance on the day than were originally booked. If there are fewer than 25 pupils in a group, the group will be charged as 25 pupils. 25 pupils is the minimum group charge for We'll Meet Again. STEAM does not issue refunds for any pupils absent on the day of the visit.

Coats and Bags

STEAM staff will meet and greet your group/s, give a brief introduction, explain the STEAM Code of Conduct for school visitors and our guidelines for Health and Safety, including Fire and Emergency Evacuation procedures and what pupils should do if they become lost or separated. STEAM staff will supervise whilst coats and bags are collected and locked in a secure cloakroom. Lunches are collected separately and will be taken to the school lunchroom, so please ensure no valuables are left with the lunches. The cloakrooms will be available to the group again only at lunchtime and on departure. Please take any essential medicines that pupils may need into the Museum with you.

Schedules

Your minder will have a schedule for your day, which you are welcome to consult on arrival. Your minder will escort the group around the carousel of activities and will manage the timings of your visit.

Resources

Please bring along enough photocopies of the STEAM map (in STEAM Education Pack 1) for all of your adult helpers. Don't forget that we would love it if pupils and staff could dress up in 1940s costume in order to fully recreate the wartime atmosphere. Look in STEAM Education Pack 5 for dressing up and prop making tips for your class, including templates for an evacuee label, a National Registration Identity Card and a gas mask box with label. These three props are used during the day. Other suggested preparation is optional e.g. ration books, and wartime songs.

Toilets

There are toilets located in the foyer (general use) for pupils who need to visit the toilets at this point, before entering the Museum. Additional small toilets are located on the Station Platform (general use) and alongside the lunchroom (school groups only).

C. Lunchtime Arrangements

The school lunchroom will be available to visiting school groups at no extra charge.

We are not able to confirm the timings of your lunchtime slot(s) when you make your booking because of the number of schools using STEAM each day. Your minder will have details of your lunchtime slot on the schedule for your visit.

Your minder will direct you to the eating area and your lunches will be waiting for you in a trolley with your school name on it. Lunch boxes will be returned to the foyer for collection in time for your departure.

The behaviour of the pupils in the eating area is the responsibility of the accompanying adults. Please clear up any litter before leaving the area. If any cleaning materials or extra bin bags are needed, please ask for the Duty Manager at the Ticket Desk and s/he will organise the attentions of a Housekeeper.

Please keep to your allotted times to avoid difficulties for other groups using the facilities either before or after your group. Your minder will come and collect you just before you are due at your post lunch workshop.

D. Workshops

Each workshop can accommodate 25 – 33 pupils. If you are bringing more than one class to the Museum for this event, you will already have been advised of the groupings we have allocated to your school.

Your group will experience several workshops, focusing on The Blitz, Evacuation, Women in WW2 and the Home Front. These will include role-play, dressing up and handling of 1940's artefacts. It is very important that you keep to your allotted times to avoid difficulties for other groups participating in workshops either before or after your group.

Each group will usually have the opportunity to talk to people who remember the War. It is very important that the class teacher ensures that the pupils understand that these volunteers are elderly, have given their time to come and talk to them and are not necessarily used to dealing with groups of children. We expect your pupils to show the volunteers the respect they deserve. To make the job of the volunteers easier, it would also be helpful if teachers could prepare a few questions with their class to ask at this point.

E. Departure arrangements

When it is time to leave, your group should congregate again in the foyer area. STEAM staff will supervise the distribution of coats, bags and lunches from trolleys.

The coach pick-up point is directly outside the Museum entrance

F. Other Information

Preliminary Visits

Teachers who have already booked a place on this event can make a free pre-visit. Because of the high volume of schools using STEAM, it is not necessary to book a Familiarisation Visit or to tell us you are coming. Simply bring along a copy of your Booking Confirmation email to show at the Ticket Desk on arrival and you will be let into the Museum free of charge. STEAM is open between 10am and 5pm Monday to Saturday, and between 11am and 4pm on Sundays but please always check the website for unexpected closures before visiting. We are happy for any school staff that will be accompanying the children on the day to attend the Familiarisation Visit so that everyone feels fully confident about planning for their visit

Please bear in mind that the 1940's theme is running for 2 weeks only. When you make your preliminary visit, it is probable that you will see the Museum before its transformation.

A preliminary visit will of course still be useful for orientation and preparation purposes for those of you who have not visited before.

Health and Safety

A member of STEAM staff will explain the STEAM Code of Conduct for school visitors, our guidelines for Health and Safety, and Fire and Emergency Evacuation procedures to each class on arrival at the Museum. Pupils will also be told how to recognise STEAM staff and volunteers and what to do if they become lost. Please ensure you look at 'Risk Assessment and Health and Safety requirements' and are fully familiar with its contents. The Group Leader should brief all participants on all hazards and procedures prior to the visit.

Our Risk Assessments fix our maximum group size for this event at 33 pupils.

Accessibility

Most areas within the Museum (including some toilets) have wheel chair access, and lifts and ramps connect all floors. One toilet in the Museum is equipped with an adult changing table.

Our Air Raid Shelter has wheelchair access. Our Evacuation carriage can be fitted with a ramp for standard, manual wheel chairs but we apologise that this Victorian carriage does not have a wide enough turning circle for motorised wheel chairs. We also apologise that wheel chair access to the footplate and tender of Caerphilly Castle Locomotive during the We'll Meet Again event is not possible. Alternative interactive activities will be provided.

Please always make us aware of any wheelchair users at the time of booking or before the day of your visit, as arrangements need to be made in advance for two of the Workshops.

Ratios and Minimum Group Size Accompanying adults are free at the ratio of 1:6 at Key Stage 1, 1:10 at Key Stage 2 and 1:12 at Key Stage 3 and above. Any adult providing one to one care for a pupil with additional needs or SEN is also given free admission.

Normal admission price applies for additional adults. Our minimum group charge is fixed at 25 pupils.

Please note that groups which fall below the minimum number of 25 pupils will be charged for 25 pupils.

Shop Visits

If you are planning to visit the STEAM Gift Shop during your wartime day, please be aware that Standard Conditions still apply i.e. minimum supervision ratios need to be adhered to and behaviour of pupils carefully monitored. If pupils behave in a manner that the Shop staff find unacceptable, the Group Leader will be asked to remove the group from the Shop.

The minimum group walkabout number also still applies i.e. at KS1, the group needs to be divided

into smaller groups of no more than 6 (under the supervision of an accompanying adult) and at KS2, the group needs to be divided into groups no larger than 10 (under the supervision of an accompanying adult). It is vital that teachers and accompanying adults play a large part in ushering pupils through the shop quickly.

**We hope that you enjoy your visit to
'We'll Meet Again'!**

3. Overview of We'll Meet Again Workshops

The day involves pupils in five different experiences, all of which are delivered in different styles and planned to provide a range of diverse learning opportunities for the pupils. Please refer to the map of STEAM in STEAM Education Pack 1 so that you become aware of the location of each workshop (as itemised below).

Air Raid Experience (location 'Speed to the West')

This session is led by an Education Officer (a qualified and experienced teacher with enhanced DBS). The purpose of this session is for the pupils to empathise, observe, imagine and quietly reflect. They directly experience conditions inside a public air raid shelter and the associated anxiety and relief.

The Education Officer may ask your class to sing a 1940s morale boosting song whilst inside the Air Raid Shelter (if you have prepared one). Some suggestions can be found in STEAM Education Pack 5.

Note

It may not always be possible for all of the accompanying adults to join the group inside the shelter for Health and Safety reasons. It depends on the size of the group, age of the pupils and number of accompanying adults.

Women at Home, Women at Work Experience (location 'The Works, Offices')

This session is led by an Education Officer. It tells the story of a family affected by the Second World War and how their lives changed. The purpose of this session is for the pupils to step into the shoes of the family with the assistance of narrative, original artefacts, costume and objects.

Evacuation Experience (location 'Passenger Travel')

This session is led by an Education Officer. The purpose of this session is for the pupils to simulate the experience of leaving, travelling and arriving at destination as evacuees. The dressing up tips and props in STEAM Education Pack 5 (especially the gas mask box, National Registration Identity Card and evacuee label) are designed specifically to support this session (as well as to add to the general atmosphere of the day).

Accompanying adults will have the opportunity to participate in the group's role-play during the final section of this experience.

Memories Experience (location 'Station Platform')

This session is managed by an Education Officer. The purpose of this session is for the pupils to use and develop their speaking, listening and questioning skills by finding out about the wartime memories of a group of STEAM volunteers (who were themselves children during the Second World War). You might like to prepare some questions with your class to ask the gentlemen.

Note

Because our volunteers are becoming increasingly elderly, there may be occasions where they are unable to come into the Museum at short notice. On those occasions, the Education Officer will deliver an alternative session, which focuses on wartime childhood. The pupils will have a chance to experience handmade toys and will learn about wartime shortages.

Caerphilly Castle Activities (location

'Caerphilly Castle Locomotive Hall')

This session is managed by an Education Officer.

There are a range of activities that may be delivered during this slot. Pupils may be taken up onto the footplate of Caerphilly Castle Locomotive (which is usually not open to the public). They will find out about GWR Engine Drivers and the experiences they had during the Second World War. Pupils use listening, questioning and observation skills.

In order to help put this experience into context, it is useful if the pupils have discussed the role that railways and the GWR played during WW2 before their visit (see 'Railways and the Great Western at War – An Overview' included in STEAM Education Pack 5).

4. Bring On the Day Checklist

A National Registration Identity Card each (green for adults and buff for under 16s) with your personal details filled in. Please see STEAM Education Pack 5 for a template. Don't forget that you will all be expected to produce your ID cards on demand on the day of your visit!

An evacuee label for each child with the relevant details filled in, attached to indoor clothing. Please see STEAM Education pack 5 for a template.

A gas mask box each with label. Please see STEAM Education Pack 5 for suggestions.

A food ration book each (optional). Please see STEAM Education Pack 5 for a template.

Enough maps of STEAM for all of your colleagues and adult helpers. Please see STEAM Education Pack 1.

A rationed/wartime lunch (optional).

Remember.....

Dress up 40s style! Please see STEAM Education Pack 5 for ideas.

Practice a WW2 song to sing in the air raid shelter (optional). Please see STEAM Education Pack 5 for some ideas.

Ensure that pupils put their names on everything so that any item mislaid can swiftly be returned to its owner.

5. We'll Meet Again Challenge – 'Poster Puzzle'

(You may wish to do this activity at the end of your day, or as a post visit activity back at School.)

When you find each numbered wartime poster in the Museum, fill in the gaps on this answer sheet. When you have finished, you will have a collection of wartime slogans.

1. D _____ F _____ V _____

2. W _____ O _____ B _____

C _____ I _____ T _____

F _____

3. M _____ D _____ A _____ M _____

says Mrs Sew-and-Sew

4. Join the R _____ A _____ F _____ and

Share Their H _____ and G _____

5. You never know who's listening. C _ _ _ _ _ T _ _ _

C _____ L _____

5. We'll Meet Again Challenge – 'Poster Puzzle' (Continued)

6. Hitler will send no warning - S ____ A _____ C _____

Y _____ G _____ M _____

7. B ____ L _____ D _____ K _____ M _____

Careless talk costs lives

8. Wait! Count 15 slowly B _____

M _____ I ____

T _____ B _____

9. Beat 'Firebomb Fritz'. B _ _ _ _

S _____ N _____ B _____

10. C _____ Y _____ N _____

I _____ C _____ A _____

11. Every available piece of land must be cultivated. G _____

Y _____ O _____ F _____.

Supply your own cookhouse

6. 'Poster Puzzle', Answers For Teachers

There are many wartime propaganda posters as well as official government issued notices around the Museum. We have selected 11 examples for the pupils to look at closely in this fill in the gaps activity.

During the activity, the pupils first need to find each numbered poster. Each numbered poster correlates with a numbered answer below. Each pupil should finish with a list of wartime propaganda slogans.

We hope that this activity will enable you to introduce the concept of propaganda when you return to the classroom after the visit (if you haven't done so already).

We will be supplying copies of the Poster Puzzle on the day of your visit. However, if you feel that it is not suitable for all of the pupils in your class please feel free to modify it and bring along your own version on the day. This particularly applies to Key Stage 1 groups/pupils. Pencils will be supplied.

Answers

1. Dig for victory
2. Women of Britain, come into the factories
3. Make do and mend says Mrs Sew-and-Sew
4. Join the Royal Air Force and Share Their Honour & Glory
5. You never know who's listening. Careless talk costs lives
6. Hitler will send no warning – so always carry your gas mask
7. Be like dad, keep mum. Careless talk costs lives
8. Wait! Count 15 slowly before moving in the blackout
9. Beat 'Firebomb Fritz'. Britain shall not burn
10. Carry your National Identity Card always
11. Every available piece of land must be cultivated. Grow your own food. Supply your own cookhouse.



