



The Lunch of the Lighthouse Keeper Outline

N1-P3

Workshop Outline

Introduction (10 mins)

The class are welcomed to the Classroom by a costumed Mrs Grinling and Hamish the cat. The session begins with a brief discussion about the purpose of lighthouses and why they are important to ships. Mrs Grinling will use visuals to show examples of real lighthouses.

The Lighthouse Keeper's Lunch Story (20 mins)

Students will listen to Mrs Grinling reading 'The Lighthouse Keeper's Lunch' and will have the chance to see and discuss some of the objects they will have heard about in the story. Mrs Grinling will then discuss what life in a lighthouse is like through roleplay.

Seagull Puppet Craft Activity (30 mins)

Making seagull puppets on sticks

Self-led Mouse Hunt (45 mins)

After the workshop, pupils will be split into 3 groups with at least one adult group leader per group. Children will embark on a hunt around the ship to help Jock find all of the pesky mice!

The mouse hunt concludes in the interactive cargo hold where pupils can explore our children's crawl through play area. (play area is limited to 12 pupils at any one time)