



Mermaids and Sea Creatures Outline

N1-P1

Workshop Outline

Introduction (5 mins)

The class are welcomed to the Classroom by a costumed Sailor Sally. The session begins with a brief discussion about ships, the role of a sailor onboard a ship such as *Glenlee* and the purpose of cargo ships.

Learn a Simple Sea Shanty (5 mins)

Storytelling and Object Handling (15 mins)

Children will listen to Sailor Sally's interactive storytelling session, learning about her role on *Glenlee* and her encounters with mermaids and sea creatures on her many voyages. Children will have the chance to handle and discuss some of the objects they have heard about in the story.

Mermaid/Merman Craft Activity (20 mins)

Taking inspiration from the story, and range of visual stimuli and materials, children will make their own mermaid or merman to take home.

Self-led Mouse Hunt (45 mins)

After the workshop, students 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)