

Cromford Geographers **KS2**

Build your own Geography trip with our pick 'n' mix selection of activities to suit all topics. Brush up on your map skills, compare Cromford to your locality or learn new field skills. This visit can enrich your learning around Cromford Mills and Richard Arkwright, or act as a standalone day.

Visit programme

Your day can be:

- part-led with Cromford Mills staff running part of the day* and the other sessions being self-led (we would provide you with all resources and instructions for the self-led activities) **up to 60 minutes of activities*

- fully led by Cromford Mills staff, for an extra cost

Choose which activities you would like to do from the list below. All activities except the Arkwright Experience and Photo Orienteering can either be self-led or run by our staff. We suggest allowing 30-45 minutes for lunch (45 minutes if you would like the children to go in the gift shop). If you choose a self-led day, you may also wish to include time for your own planned activities as part of the visit.

A) Natural v Man-made (30mins)

Explore Cromford Mills and the surrounding area, identifying natural and man-made features of the landscape. Children can record their findings on a Venn diagram or simply observe and discuss. Works well as an introduction to the site on arrival.

B) Photo Orienteering (60mins)

A great introduction to orienteering. The children learn to orientate a map, identify how photograph locations translate to a map of the site and work out routes to the next location. Will they complete the challenge?

C) Field Sketch (30mins)

High on Scarthin Rock - just behind the mills at Cromford - or across the road at Cromford Wharf, you can look at the physical geography of the surrounding area, a perfect place to learn the skills of field sketching.

D) Traffic Survey

Record the volume and types of traffic passing through Cromford. Can be an add-on to the village tour or a standalone activity (allow 30 minutes for one location or 45 minutes for two). A useful comparison to traffic surveys conducted in your own local area.

E) Village Tour (60-90mins)

Take a tour of Cromford village to understand the human and physical geography of this special place and discover what has changed in this purpose-built settlement over the last 200 years. Why did Arkwright choose to build his innovative mills in Cromford?

F) Map Comparison (30mins)

Compare old and modern maps of the Cromford area. Identify features of human and physical geography and observe change and continuity over the years. Works well directly before or after the village tour.

G) Map Symbols Game (30mins)

Learn to identify Ordnance Survey map symbols as well as the eight points of the compass through a fun, active game.

H) Visitor Questionnaire (30mins)

Collect data from the general public visiting the mills. Using a ready-made questionnaire, children can collect data about our visitors ready to be analysed and interpreted back at school. A perfect link to your handling data maths lessons.

I) Canal Walk (30mins)

Enjoy the peace and rural tranquillity down by the canal for a gentle walk. Can be an add-on to the village tour or a separate session. Perfect for comparing Cromford's countryside locality with a town or city or a topic related to historical means of transport.

J) Arkwright Experience (15mins)

Meet Sir Richard Arkwright inside the award-winning Arkwright Experience, where CGI technology brings this historically significant man to life. Discover how he went from humble beginnings to become the richest commoner in the country with tales of his inventions, cotton-spinning empire and espionage! **Please note, if chosen as part of a part-led day the Arkwright Experience incurs a small additional cost and must be booked in advance.**

We are happy to advise which sessions will work best for your learning outcomes. Once your activities have been selected, we will create a bespoke timetable for your visit.

Example timetables

Your visit may look something like this:

Map-themed Day		Comparison of Cromford and your school locality	
Time	Activity	Time	Activity
9.30am	Arrival and welcome	9.30am	Arrival and welcome
9.45am	Arkwright Experience	9.45am	Arkwright Experience
10.00am	Natural v Man-made	10.00am	Natural v Man-made
10.30am	Break	10.30am	Break
10.45am	Photo Orienteering	10.45am	Field Sketch
11.45am	Map Symbols Game	11.15am	Canal Walk
12.00pm	Lunch	11.45am	Lunch
12.30pm	Map Comparison	12.30pm	Village tour including traffic survey
1.00pm	Village tour	2.15pm	Feedback and reflection
2.30pm	Depart	2.30pm	Depart

Pre / Post visit activities

For additional resources about Cromford Mills follow this link <https://www.cromfordmills.org.uk/primary-school> or look on the Cromford Mills website and follow the link through 'Learning' where you will find a downloadable collection of pdf documents.

Please contact Lyndsay if you would like more information, or to book a visit and/or pre-visit:
learning@arkwrightsociety.org.uk; 01629 343058 (direct line)