



ENGLISH HERITAGE
EDUCATION

KS1-2

KS3

DISCOVERY VISIT GUIDE

1066 Battle of Hastings, Abbey and Battlefield

This guide has been designed to give teachers everything they need to know about our expert-led Discovery Visit at Battle, Abbey and Battlefield. Students will walk in the footsteps of King Harold and William the Conqueror, and learn about the events of 1066 and the impact it had on England.



GET IN TOUCH WITH OUR EDUCATION
BOOKINGS TEAM:

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📄 bookings.english-heritage.org.uk/education

Share your visit with us on Twitter [@EHEducation](https://twitter.com/EHEducation)

Step into England's story

WELCOME

This guide for 1066 Battle of Hastings, Abbey and Battlefield has been designed to support teachers and group leaders on a Discovery Visit at the site. We know that each class and study group is different, so we have collated all the information into one guide so you can prepare for your upcoming Discovery Visit.

For practical information and activity ideas to help support a free self-led visit, download the useful guide on our [Schools page](#).

We hope you enjoy your visit and that you find this Discovery Visit Guide useful. If you have any queries please don't hesitate to get in touch with a member of our team either via bookeducation@english-heritage.org.uk or on 0370 333 0606.

English Heritage Learning Team

ICON KEY

The icons below will help you quickly identify which key stage each Discovery Visit is for.



EXPERT-LED DISCOVERY VISIT

1066 CONQUEST TOUR & TALES

KS1-2

KS3

Recommended for

KS2 and KS3
(History, Drama, English)

Learning objectives

WHAT: Learn about the story of 1066, the events of the Battle of Hastings and the aftermath of the battle.

HOW: Handle replica artefacts in the Discovery Centre and explore the site of Battle Abbey using costume and role play.

OUTCOME: Understand, through role play and object handling, the events of 1066 and the Battle of Hastings and how it has had an impact on how we live our lives today.

Duration

1 hour 10 minutes

DISCOVERY VISIT SUMMARY

Our Discovery Visits are award-winning, hands-on, expert-led, site-based activities, which combine inspiring experiences with quality learning out of the classroom. At just £100 a session at selected sites, these visits are delivered by our experts and have been designed to meet the needs of different groups across the key stages.

Led by specialist educators, site staff and volunteers, with knowledge and expertise across the curriculum, these visits enable students of all ages and abilities to meet characters from the past, through role play or handling intriguing objects.

CONQUEST TOUR AND TALES

Walk in the footsteps of William the Conqueror and King Harold on our expert-led Discovery Visit at 1066 Battle of Hastings, Abbey and Battlefield and take learning out of the classroom. Your students will meet our resident Anglo-Saxon who tells the tales of Norman power and English rebellion, and through dress-up, role play and more, students will learn about the events of 1066 and the impact it had on England.

PRIOR LEARNING

We recommend you do the following before the Discovery Visit:

- Introduce students to the history of 1066 by discussing key events and significant figures from the year, including similarities and differences between the Norman and Saxon armies.
- Develop students' chronological understanding and remind students where 1066 features on a timeline.

HELPFUL HINTS

If you want to find out more about the aftermath of the Battle of Hastings, then book our Discovery Chest for free and learn more about the monks who lived and worked at Battle Abbey.



SHARE YOUR VISIT WITH US

Why not share pictures from your day on Twitter and Facebook?

 @EHeducation

 www.facebook.com/englishheritage

RISK ASSESSMENT

1066 CONQUEST TOUR AND TALES

ACTIVITY: 1066 Conquest Tour and Tales Discovery Visit

SITE: 1066 Battle of Hastings, Abbey and Battlefield

DATE UPDATED: 18 December 2017

REVIEW DATE: December 2018

PREPARED BY: Education Visits Officer (Kent, Sussex and Surrey)

DESCRIPTION AND NOTES

This risk assessment covers the 1066 Conquest Tour and Tales Discovery Visit, from the time when the group meet our education volunteers at the Discovery Centre, to the point where the education volunteers end the session. It does not cover the walk from the coach/car park to the exhibition or Discovery Centre. This information can be found in the Hazard Information in the Teachers' Kit on our **Schools page**.

The activity consists of a 70-minute workshop and tour of Battle Abbey by English Heritage volunteers. During this time the children will have the opportunity to dress up, take part in role play and handle replica artefacts.

Hazard	To whom	Initial risk $S \times L = R$			Control measures	Risk after controls		
		S	L	R		S	L	R
Dropping heavy handling items onto feet. Helmet, chain mail and blunted axes.	Adults, pupils, staff	3	4	12	Verbally draw attention to the possible hazard, assist with heavy items. Request that care is taken when putting on armour etc.	3	1	3
Tripping over bags and coats.	Adults, pupils, staff	3	3	9	Ensure that all bags and coats are put in the storage provided and away from walkways prior to the session starting.	3	1	3
Tripping on paths, steps and uneven ground.	Adults, pupils, staff	4	3	12	Verbally draw attention to risks. Children will be asked not to run and to be careful when moving across the site at all times.	4	2	8
Possible cuts from arrowheads or weapons.	Adults, pupils, staff	3	3	9	The weapons are blunt, but verbally draw attention to the hazard. Ask participants to take great care when handling items.	3	2	6

Risk assessment score overall = 5

Continued...

RISK ASSESMENT EXPLAINED

Risk assessments are worked out by identifying possible hazards and putting in place measures to significantly reduce the likelihood of the hazard occurring. Once this has been done a simple calculation which multiplies the hazard score for the activity by the chance of it happening gives a risk assessment score. A low score signifies little or no risk; a high score would indicate the activity is potentially dangerous.

HAZARD SEVERITY (S):

1. No risk of injury
2. Slight risk (minor injury requiring first aid)
3. Moderate risk (injury resulting in three days off work/school)
4. High risk (resulting in a major injury)
5. Very high risk (causing death or serious injury to an individual)
6. Extremely high risk (causing multiple deaths and widespread destruction)

Multiplied by

LIKELIHOOD OF OCCURRENCE (L):

1. Not likely (only under freak conditions)
2. Possible (if other factors are present)
3. Quite possible (if other factors precipitate it)
4. Likely (with other factors or carelessness)
5. Very likely (an accident waiting to happen)
6. Certain

RISK FACTOR (R):

Risk factor of 8 or less: Any activity that scores 8 or under has an acceptable risk factor.

Risk factor between 8 and 12: Any activity scoring between 8 and 12 has a level of risk that may be tolerable but measures must be taken to reduce the risk.

Risk factor of 13 or more: Any activity scoring 13 or more has an unacceptable risk and shouldn't be done.

The numerical scale used is to allow comparisons of risk levels only.
No literal meaning is implied by the scoring level.