

**Links to KS1 New Science curriculum**

Nature Day in the Summer Term: using the Forest Trail and *OneOak*, meadow and pond

**Links to KS2 New Science curriculum**

Year 3: Plants - Identification and life cycle      Year 4: States of Matter  
Years 4/5/6: Living things and their habitats      Year 5: Forces - Levers, pulleys, gears  
Year 6: Evolution and Inheritance

**Links to KS2 New History curriculum**

- a study of a theme of history: Combe Mill from the Domesday survey of 1086 to the industrial revolution and present day.
- a study of an aspect of history: significance of life as a Victorian worker in Oxfordshire compared to now.

**Links to KS2 Year 5/6 New Maths curriculum**

Exploring maths skills in real-life situations in the fields of science, engineering and technology.

Your visit can be any combination of activities

**Mill Tour:**

See the Waterwheel and Steam engine; use models to demonstrate changes of state and the power of steam; investigate levers, gears and pulleys found in the Mill. Operate a replica water wheel to measure water flow and revolutions per minute.

**Forest Trail and *OneOak*, Meadow and Pond:**

Explore varied habitats for birds, mini-beasts and small mammals on our ancient Mill Wood trail; make a clay model of an animal; study the life cycle of trees grown as a renewable crop; identify trees. Classification, food chains and life cycles using our wild meadow; pond dipping.

**Bushcraft and Woodcraft:**

Design and build a den using ropes and wood; construct and decorate a log car or wooden pendant.

**Forge:**

Investigate the temperature when metals change state and use the INFRARED sensor.  
Make a mini poker with skilled Blacksmiths - £2 each. Groups of 6/7 at a time for safety reasons.  
Typical temperatures card game, tools identification card game, use of bi-metal strip as a temperature gauge.

**Carpentry Pattern Workshop:**

Reconstruct a model wooden cart wheel and gate; handle tools and artefacts and become a carpenter's apprentice operating a treadle lathe and using the carpentry workbench. Make a mould using wooden patterns (shapes) as used for casting metal objects. Observe demonstrations of carpentry skills of wood turning, sawing and drilling

**Exploration Area:**

Use pulley system to demonstrate how a smaller force can have a greater effect.  
Complete the artefact quiz and invention time-line  
Understand how clocks keep accurate time using gears and levers  
See who can make the best K'Nex waterwheel and test it with water.

**Foreman's Office:**

Meet our 'workers' using video diaries and census and mill records, dress up in Victorian clothes and experience life then compared to now.

**Costs:**

£4.50 entry fee; mini poker/clay model/log car/wooden pendant £2 each; £12 access fee for Forest Trail.  
Visits are led by Mill volunteers March to October (exc. Wednesday). They typically consist of 3 groups rotating in one hour sessions. We can also tailor visits for KS1, KS3 and Youth Groups.

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