



Enquiry-based learning activity

Day: Monday and Friday

Session length: 2 hours including Gallery visit

Party size: 30

Focus week: available all week 1–5 December 2008

This innovative and interactive game includes a Gallery visit and will ensure your students have a productive and memorable visit to the Museum.

1. What will the students do?

They will work in teams as investment consortia: making individual and collective decisions about potential investments in London's developing transport network. In the Education room, they will investigate a range of sources from London Transport Museum's collections to help them assess and manage the risks involved in investments. They will investigate the Museum galleries to help them with their choices. Subject to staffing constraints, it may be possible to interview one of the Museum's gallery characters to help them with their decision-making.

2. What are the two main learning outcomes?

- ◆ Students will gain knowledge and understanding of varied causal factors responsible for the development of London's transport network.
- ◆ Students will develop their skills of information-handling, decision-making, risk-management and teamwork.

3. What are the main curriculum links?

History: 1.1b; 1.3a; 1.4a; 2.1a; 2.2a; 3g, h; 4b, c, e

PSHE: Economic wellbeing and financial capability (incorporating Enterprise learning): 1.2a; 1.3a, b, c; 1.4a; 2.2a; 2.3b, e, f, g; 3f, h, i; 4a, f, g, j

4. Why use LTM learning to achieve this?

The game provides a dynamic, interactive way for students to investigate an aspect of London's history in close detail, while maintaining relevance to current curriculum priorities such as enterprise learning.

LTM Learning team thank the following schools for their help and advice in the development of this session:

Fortismere School, Haringey

