

Hull: Yorkshire's Maritime City: The People's Choice Competition Project Pack

Museums – like the Hull Maritime Museum – hold our history. They contain **objects** that tell the story of people who lived in the past.

Curators are the people who work in museums that decide which objects are put on display. They choose objects that tell important stories.

The objects in the **Hull Maritime Museum** tell us stories **about Hull and the sea**.



We want you to become a curator and **choose an object** – out of a **list of 35 objects** - which you think should **go on display** at the Hull Maritime Museum.

When you have chosen your object we would like you to create a label for it. Your label should tell a story about the object.

You could write a **factual** story, which tells people what your object was used for, or you could use your **imagination** to create a tale that is completely **made up!**

You can **write** your story down, **draw** a picture or do a **mixture** of both.

When we have received all of the entries, we will then choose our **14 favourite stories**. If your work is chosen then your **label**, and the **object**, you wrote about, will go on display at the Hull Maritime Museum. You will also win a prize for yourself and your school.

Good luck creating your stories!

Investigating Objects

1. Choose your favourite object from the 35 in our list. You can download pictures and information about the objects from the **Hull: Yorkshire's Maritime City Website** on the **Primary Schools** page.

[/maritimehull.co.uk/get-involved/learning/primary-schools](http://maritimehull.co.uk/get-involved/learning/primary-schools)

2. Look at your object closely and have a go at answering the questions in the table below. This **investigation** will help you come up with ideas for your label.

3. If you don't know the answers, you can visit the **Hull Museum Collections Website** ([/museumcollections.hullcc.gov.uk/](http://museumcollections.hullcc.gov.uk/)), search on the **internet** or look in a **book**. Alternatively, you can use your **imagination** to come up with your own ideas.



Look at your object:

- What colour is your object?
- What do you think your object is made of?
- Does your object have pictures or writing on it?
- What does your object look like?
- Do you think your object was made by hand or by a machine?

I think that...



Think about your object:

- What do you think your object was used for?
- Who do you think used this object?
- Do you think your object was expensive or cheap to make?
- What do you think the person who made, or used, your object was like? What do you think their life was like?
- Do you think your object was precious in any way?

I think that...



Use this space to jot down any story ideas you have!

I think that...

Object Activities!

Why not try out these activities for some of the objects in the short list? They will give you a chance to practice **investigating** objects and coming up with **ideas** for your label.

1. Model Boat Sketchers!



- A. Choose one of the model boats from the short list to make a drawing of.
- B. As you draw, try and answer the following questions:
 - What do you think the boat's job is?
 - How do you think the boat moved through the water?
 - What equipment does the boat have on it?
 - Where do you think the boat travelled?
- C. Use the answers you have come up with to write a short story about your boat. For example:
 - You could write a **factual** description about the boat and talk about what its job was.
 - You could use your **imagination** to come up with a creative story. For example, pretend you are the captain of the boat. What journey are you going to go on?

2. Pieces of eight!



- A. In stories, pirates are always looking for "pieces of eight". Do some research and come up with a list of ten pirate facts.
- B. Imagine you are a pirate and that this 'piece of eight' belongs to you. Write a story – or draw a picture - about where you got it from and what you are going to do with it.

3. Cook's Adventure



- A. The Resolution and Adventure Medal was created for Captain Cook's second expedition. Can you find out who Captain Cook was? Where did he go on his second expedition?
- B. Imagine you are travelling with Captain Cook. Write a letter home to your family describing your adventures.
- C. Have a go at designing a medal for your own expedition. What will it look like? What will it be called?

4. Miniature Whaler's Tools



- A. Why did people in Hull once hunt whales? How did they catch them? There is lots of useful information on the **Hull Museums Collections Website** about whaling.
- B. Use your research to write a label about the miniature whaler's tools. For example:
- You could write a **factual** description about how these tools would have been used by Hull whalers?
 - You could use your **imagination** to come up with a creative story. Pretend you are a whaler from Hull – what was it like to sail to the Arctic to hunt whales?

5. Heroes and Heroines



- A. The mug shows a picture of the Victorian heroine Grace Darling. What can you find out about her? What was she famous for?
- B. This watch was given to a Hull sailor, George Copping, after he saved a man's life. Can you use your imagination to write a newspaper report about what he did?

Create your story!

When you are ready, write or draw, your label in the templates below.
Don't forget to enter your work into the competition.

The People's Choice Competition – Object Label (Writing)

School:

Name:

School Year:

Teacher:

Chosen object:

The People's Choice Competition – Object Label (Drawings)

School:

Pupil Name:

School Year:

Teacher:

Chosen object: