

Seaton Delaval Hall:

Mischief and Mayhem

Challenge Workshop Guide



The aim of Little Inventors workshops is to allow students to express the far reaches of their imagination. We want to inspire students to think up and draw original, ingenious, funny, fantastical or perfectly practical invention ideas. There are no limits!

Seaton Delaval Hall: Mischief and Mayhem Challenge offers a creative approach to learning using history and invention. It is a program designed for the National Trust in partnership with Little Inventors.

At the end of the workshop, students will be able to draw and submit their own inventions to appear on **NTseatondelaval.littleinventors.org**, where they will be reviewed by the Little Inventors team and the National Trust. Students can upload their ideas in class or at home via the website **NTseatondelaval.littleinventors.org/upload**.

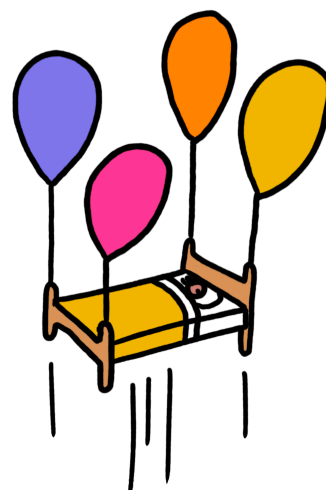
There is also a bulk upload available for teachers, please email **hello@littleinventors.org** for more information and access to this. Their idea might be chosen as a Little Inventors team favourite, turned into an animation or even brought to life by one of our Magnificent Makers. The winning ideas will be on display at the Hall for all the visitors to see.

Seaton Delaval Hall: Mischief and Mayhem Challenge Workshop is supported by a resource pack:

The resources have been designed to support scaffolded learning for students aged 6 to 12 years old to stretch their imagination and creativity. The resource includes a PowerPoint presentation, 2 activity sheets and a set of mini-challenge cards, and this resource guide, **for you to select or combine to suit the time you have available and the abilities of your students.**

Use the notes in the presentation to deliver your workshop. You can choose the slides and activity sheets that you think are most appropriate to support your lesson, whether for primary or secondary students.

We encourage a process where students can come up with lots of initial ideas and then develop one or more in more detail where time is available.



This resource covers curriculum outcomes that support the National Curriculum in the following ways:

Key Stage 1 and 2:

Significant historical events, people and places in their own locality/History/Science/Literacy/Design and Technology/Personal, social and emotional development/Expressive Arts and Design

Key Stage 3 and 4:

Science/History/Art and Design/Literacy/Design Technology

A step-by-step guide to using the resources:

1. Familiarise yourself with the resources available before the workshop
2. Start by downloading the Challenge pack
3. Ensure that you have all the printed materials and tools needed to begin:

Printed materials per student:

- 1x Invention sheet (worth printing a few spare ones!)
- 1x Room for Mischief and Mayhem! activity sheet AND/OR
- 1x Mini-challenge cards (can be shared in a group) AND/OR
- 1x Tell us more about your invention activity sheet

Tools or materials needed during the workshop

Make sure you have plenty of black pens and coloring pens available for the workshop!

4. When you are ready to deliver the workshop, use the Mischief and Mayhem presentation on a whiteboard or computer to help you deliver the workshop.
5. Use the presentation guide notes to prepare you for each slide



Running the workshop

This guide suggests how you might want to use the Little Inventors resources to run a structured workshop over a single or a double lesson. Customisable and extended activities are also provided to enable all students to make the most of the workshop.

The workshop is composed of 6 activities:

1. **Starter activity -Seaton Delaval Hall: Mischief and Mayhem Presentation**
2. **Room for mischief and mayhem**
3. **Mini-challenge cards**
4. **What's your invention?**
5. **Tell us more about your invention.**
6. **Rounding up**

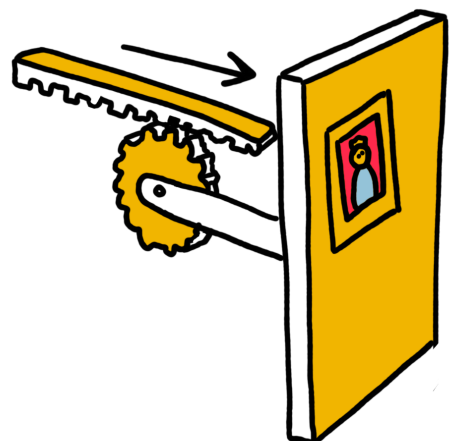
The total time required to complete the following activities varies and we recommend running it over one to three sessions. Some of the activities could also be set as homework. You may want to deliver this as part of an existing scheme on history or design and technology, or as a stand-alone project. It's up to you!

Activity 1 (starter activity): Seaton Delaval Hall: Mischief and Mayhem presentation (15-20 mins)

Explain that in this workshop, students will get to learn about invention, some of the history of Seaton Delaval Hall and the mischief and antics of the Georgian era and the Delaval family. They will then get a chance to come up with an invention idea to create mischief and mayhem in Seaton Delaval Hall.

Open the **Seaton Delaval Hall: Mischief and Mayhem presentation** and go through the slides with your class:

- **Slides 2-3** explain who Little Inventors are
- **Slides 4** introduces the National Trust property Seaton Delaval Hall
- **Slides 5-6** introduces the partnership between the National Trust and Little Inventors and the challenge, including the chance to see their idea brought to life and on display at Seaton Delaval Hall
- **Slide 7** gives a brief overview of the origins of Seaton Delaval Hall and introduces the Delaval family and the architect Sir John Vanbrugh



- **Slide 8-10** introduces the part of the Delaval family that were famed for being the 'Gay Delavals' and their lifestyle
- **Slide 11** explains about the fire that damaged the Hall and the current work to repair and conserve building
- **Slides 12-14** looks at what invention is
- **Slide 15** explains that the Delavals at Seaton Delaval Hall had a strong relationship with inventing and gives examples of the serious and practical inventions that were created by members of the family
- **Slide 16** explains how the Delavals also used invention for fun and mischievousness
- **Slide 17** introduces the idea that silliness and fun can be used in serious inventing too
- **Slide 18** looks at the use of playfulness and surprise in the design of the Delaval Playdium, play area at Seaton Delaval Hall by designers, Studio Hardie.
- **Slides 19** sets the invention challenge

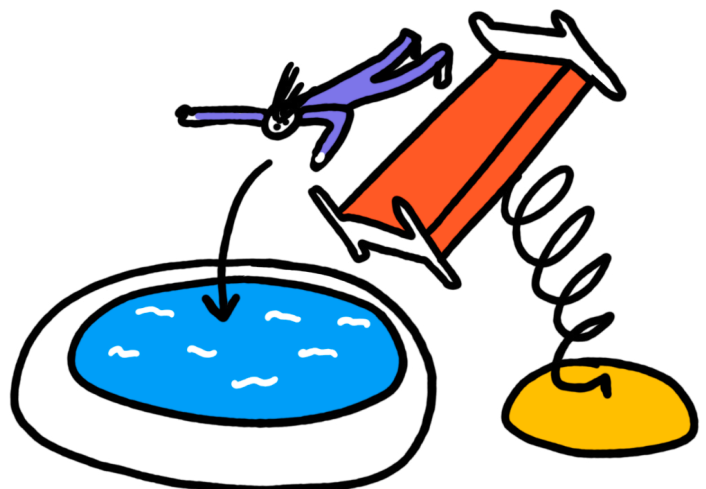
You can find out more about Seaton Delaval Hall at www.nationaltrust.org.uk/seaton-delaval-hall or you can arrange a visit by calling: **0191 237 9100**

Activity slides to be edited/used as required for the time you have available and your class

- **Slide 20-25** are images of some of the spaces in Seaton Delaval Hall and can be used to prompt class discussion and/or used in conjunction with the space or room and the Mischief and Mayhem activity sheet. Explore what would happen in the spaces, what is in the space or what would be in the space (e.g. fireplace, window seat, rugs, pictures) to inspire invention ideas (e.g. what could happen when you sit on the window seat, step on a rug etc.)
- **Slides 26** introduces the mini-challenge cards idea generation activity
- **Slide 27** introduces the drawing sheet and how students can tell us about their invention ideas
- **Slide 28** gives information about how to upload invention ideas to our website to be in with the chance of seeing their idea brought to life by a professional maker. All uploaded ideas will appear on the Little Inventors website and receive individual feedback

You can make this PowerPoint as interactive as you wish by asking your students questions throughout, such as:

- What makes a good surprise (pranks, tricks and surprises should be as fun for the person being surprised as it is for the prankster)?
- Has anyone ever had a trick played on them for April Fool's Day on 1st April?
- What boring things happen in the rooms and how could they be made surprisingly fun?



Activity 2: Room for Mischief and Mayhem activity sheet (10-15 mins)

This is an idea generation activity. It encourages students to think in more depth about the different rooms, elements, objects and activities that would be or take place in those rooms. It can be used alone or with the room slides from the presentation (slides 20-26).

- Give students a **Room for Mischief and Mayhem activity sheet**.
- Ask them to write down words or draw pictures that come to their minds when thinking about each space, what happens/what activities take place in those spaces, what furniture and objects would be in the room. Encourage them to write as many things as they can think of, there are no wrong answers
- You might want to get students to work in pairs or small groups to share their ideas.
- You can help them by asking them to think about different questions: what happens on a usual day (e.g. food, washing, going to the toilet, rest, work, writing), who is involved, what happens, etc...
- Ask them to explore words they have written down — what idea does it give them for an invention? Ask students to note down some quick invention responses, work quickly and not think too long.
- They can then choose one or more invention ideas to develop and draw in detail on the drawing sheet

Extended activity: Ask students to begin to model their 3D rooms using recycled materials eg. cereal boxes/cartons/egg boxes and magazine collage cuttings. Or maybe introduce the idea of a simple cardboard diorama?

Resources that support prototyping can be found at:

- Get making with Lottie Smith film series - <https://youtube.com/playlist?list=PLUnDzMRpMbletbx-nhhZbfyKP8ax7rUfm>
- Get making with Lottie Smith resources pack - <https://www.littleinventors.org/resources/get-making-with-cardboard-artist-lottie-smith/download>

For older students, they could pretend to be an estate agent writing a sales advertisement for Delaval Hall - how would they describe it to sell the idea to others?



Activity 3: Mini-challenge cards (15-20 mins)

These challenge cards help to break down the topic into some specific starting points and prompts.

Students can work individually or in a small team

Give each student or group a set of mini-challenge cards

Differentiation:

Make it a speed challenge, ask them to write down as many responses to the mini-challenge card as they can in two minutes, then move on to the next one. They can then select one idea to take forward and develop fully.

Extension activity:

Without giving any clues away about their invention, ask students to take part in a quick fire round of questions (asked by other students) ie. other students can ask only questions that the inventor can answer yes/no to. i.e is it helpful? Will it be used in the kitchen? Does it make a noise?

Activity 4: What's your invention? (20-40 mins)

Once students have had a chance to develop their ideas a little through one or more of the activity sheets, give them an invention sheet to draw and explain their own invention.

Students can draw more than one invention if they want.

Differentiation:

Students make a video or audio recording to explain how they got their idea in their own words.

Extension activities:

Students could give a presentation of their idea to the class, make a prototype model of their invention, create a poster for their invention or make a video about it.

Activity 5: Tell us more about your invention (20-40 mins)

Once students have developed their ideas and used the invention sheet to draw and explain their invention, they can use writing or drawing to explain the idea further with this activity sheet.

Students can draw or write about more than one invention if they want.

Differentiation:

Students make a video or audio recording to explain how they got their idea in their own words.



Activity 6: Round-up! (5-15 mins)

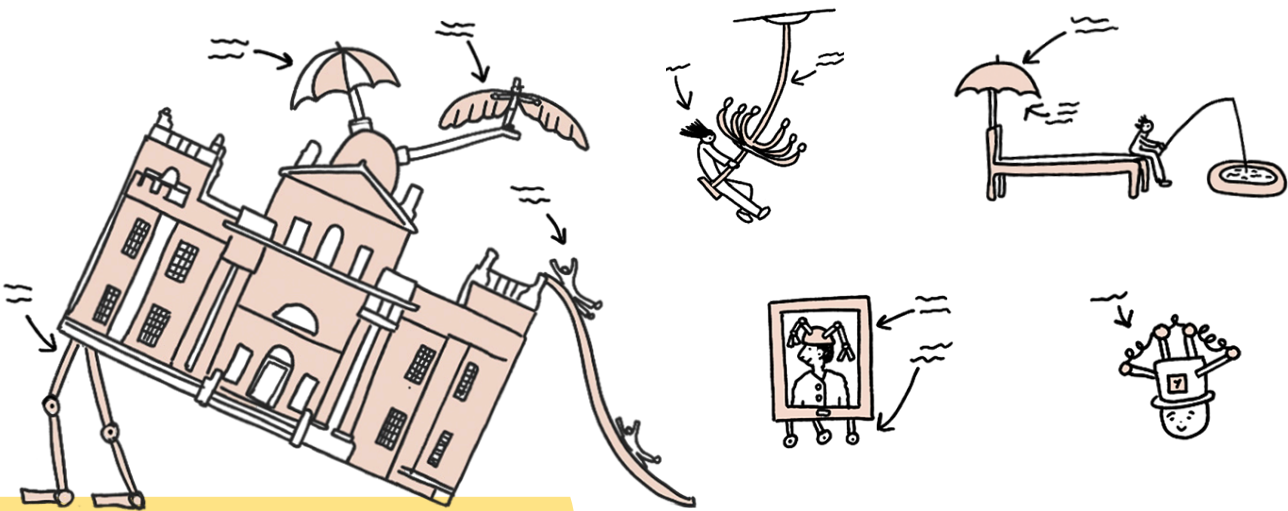
Gather all the student invention drawings in a gallery around the classroom / workspace. Get students to discuss their favourite ideas – what do they like and why? Encourage positive feedback throughout.

- What do they think of their invention?
- What are its strengths and weaknesses?
- How do they think their invention would work in real life?
- Can they imagine their invention being used by other people? What would they say?
- What other ideas or challenges can they think of?
- Why are inventions useful?
- How will they approach problems in the future?

Give students extra invention sheets to come up with more invention ideas at home. They can also download more invention sheets for free on NTseatondelaval.littleinventors.org

After the workshop:

Make sure you collect all invention sheets during the workshop. Invention drawings should be scanned (rather than photographed) to be uploaded on NTseatondelaval.littleinventors.org for a chance to get picked as Little Inventors Team favourites, turned into animations or even brought to life by professional makers!



With our thanks to the **National Trust**,
the National Lottery Heritage Fund
and the **Foyle Foundation**.



Made possible with

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www.nationaltrust.org.uk/seaton-delaval-hall