



## Education Enterprise ...

A project about World War II by Yr5/Yr6

### Overview:

This project was aimed at Upper Key Stage 2 to support History coverage. It was a developing project which encompassed learning about the war and using this knowledge to become a fictional company to develop educational materials for children visiting museums. The games had to 'teach' potential visitors facts about WWII and had to be presented to the Curator for approval in a real board room situation.

### Facilitator Reflection:

This project was driven by a 'real' end goal. We really were making equipment for a real museum, for a real person to evaluate before being really used by visitors. Reality gives direction and commitment to the project.

### Pupil Reflection:

I was very nervous when I saw the big table and felt butterflies in my tummy when it was my turn to present my game. But I felt so proud of being able to explain myself to Captain Holtby.