

Number of Participants

Maximum 30 Learners

Duration
10am-2pm
including a 1 hour

Price £9.00

OVERVIEW

It's April 10th, 1912 and the RMS Titanic is about to embark on its maiden voyage from Southampton to New York City. The Titanic is advertised as 'unsinkable' and no one could have predicted what was about to happen to the massive cruise ship and her 2224 passengers. Four days into her voyage, the Titanic would collide with an iceberg, fatally damaging the ship as it began to sink into the Atlantic Ocean. By the time it had sunk to the sea floor, 1517 people had lost their lives.

Join our Marine Investigation Team and explore the role of a Naval Architect, News Reporter and Marine Engineer in this insightful exploration of the most famous ship ever built. Find out exactly how and why this tragic disaster occurred as you apply key STEM skills to this most famous of historical events.



ACTIVITIES

Craft A Raft - Assume the role of a marine engineer as you investigate a range of materials as you design and create your own floatation device Can you understand and effectively apply the laws of buoyancy? The Titanic would have cost over \$170 Million in today's money; can you use your monetary budget to select and buy the appropriate materials and incorporate them effectively into your design? Or will you sink directly to the bottom of the sea?

Titanic Transmissions - Titanic's communication system was 'state of the art' for the time period, but the limitations of the technology still contributed to the massive lose of lives during the disaster. This activity introduces you to the basics of effective communication and will help you to understand how the advancement of digital age technology has greatly improved our ability to communicate accurate information.

Plug The Hole - Titanic famously struck an ice-burg at 11:40pm 14th April 1912 leaving a hole estimated up to 300 feet in length. It has been estimated that 1400 litres of sea water would have entered the Titanic every second leading to the eventual sinking of the ship. Become an engineer and a scientist as you test the capabilities of a variety of materials to stop water leaking.

KEY EMPLOYABILITY SKILLS

- Problem Solving
- Teamwork
- Communication
- Decision-Making
- Planning
- Creativity

KEY STEM SKILLS

- Developing a design
- Meeting set objectives
- Using Radio Technology
- Testing different materials
- Data Collection & Analysis

