

Cross-Curricular Ideas for Activities at the Caistor Roman Town site

Observational drawings using a variety of portable art materials.

Substantial enough sketches to develop back in the classroom.

Use compasses and site plan to develop orienteering skills.

Drama, poetry, descriptive or imaginative prose. Use a small piece of paper to get the ideas down. Develop back at school.

Organise a living history event at the site. Norfolk Museums and Archaeology Service Education Department staff would be pleased to help with ideas. A useful summary of this approach is *Living History: Reconstructing the Past with Children*, J. Fairlough and P. Redsell (English heritage, 1985).

Collect fallen leaves from trees, draw wild flowers.

Measure the site:

Denomination	Factor	Length
Pes (foot)	unit	29.6cm
Digitus (finger)	1/16	1.85cm
Uncia (inch) or Pollex (thumb)	1.12	2.47cm
Palmus (palm)	1/4	7.4cm
Cubitum (elbow or cubit)	1.1/2	44.4cm
Passus (pace)	5	1.48m
Decempeda (10 feet) or Pertica (rod)	10	2.96m
Actus (furrow) length	120	35.52m
Stadium (stade)- 125 paces		
or 1/8 mile	625	185.00m
Mille passus (1000 paces)-		
the Roman mile	5000	1480m
Leaga (league)- 1500 paces	7500	2220m

Use trundle wheels, metre sticks and measuring tapes for length.

Use tapes to measure the height of the wall.

Use protractors and chronometers to measure angles taken by the wall.

Use shadow sticks and clinometers to measure the height of the wall.

Survey the site. Lay out the two principal axes, the 'cardo maximus' and the 'cardo decumanus'. When these are in place plan the rest of the town (or part of it). Use a groma to measure right angles.

Look at what is growing on the walls. Sketch in enough detail for follow-up work on lichens, mosses, etc.

Take photographs/slides at the site for preparation of a tape/slide presentation or display.

Drama/music/dance/mime presentation inspired by site, developed at school, then presented on site to another group, e.g. feeder first/middle school, other class, parents.