

Time Travellers!

Buchan Country Park: Field Study Pack



Purpose

This Field Study Pack has been designed to help a class of Key Stage 2 and early Key Stage 3 pupils find, identify and explore archaeological features within Buchan Country Park. The activities in the Pack will help them to learn about the ways in which people have shaped and changed the landscape of the Park over time.

Following the given route, children can use the equipment included in the 'Time Travellers!' box (available from the Visitor Centre), to complete simple activities and discover more about the local landscape.

Small groups work best – 6 children in a group is ideal. It is simplest to start each group off at a different feature and follow the numbers sequentially. Directions to the features will guide you to each in turn.

Pack Contents

There are 6 activities to complete, based at each of 6 archaeological features. The features are all near to paths. The route is approximately 2.5km long. The equipment for all activities (enough for approximately 30 pupils) is in separate, labelled, bags. There are 5 bags altogether.

You will need to bring pencils and camera/s.

Teacher's points highlight some of the facts about the features and how we know about them. Discussion and further activity ideas (on reverse of each activity sheet) can be done in the field or once back in the classroom.

TIPS: Take camera/s with you. Creating a timeline (0 – 2000AD) on the classroom wall is great for your photos and follow-up work. It's advisable to read through this Pack before you go out. You'll then be familiar with the history you're discovering and will also be able to assess the activities and exclude some parts of them if time is short.

Curriculum Links

The activities in this Field Studies Pack cover various parts of the current National Curriculum Programme of Study (see overleaf) – but these links are not exhaustive. Further support in learning about the local environment is available from the High Weald AONB Unit. See: www.highweald.org for more details.

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Buchan Country Park: Curriculum Links

Curriculum Links

Maths - Measuring and recording data, converting measurements, data interpretation, problem solving

English – Speaking & listening skills, group discussion, reading for information, questioning

Science – investigation skills, making comparisons, obtaining and presenting evidence

ICT – use of digital cameras, web searches in follow-up work

Geography – enquiry, collecting and recording evidence, fieldwork techniques, using appropriate equipment, using maps and plans at a range of scales, understanding location and why places are like they are and how and why they have/will change, to recognize and explain patterns made by individual physical and human features

History – chronology, placing events, people and changes into correct time periods, using appropriate vocabulary for time periods, knowledge and understanding of how past events have shaped landscape, finding out about the past from a range of sources, local history study.

PE – Outdoor & adventurous – following trails, using orienteering and problem solving skills.



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Buchan Country Park: Notes for Teachers



Background Notes for Teachers

- Prehistoric flints have been found here, approximately 6000 years old, showing that people were moving through and hunting in the area. Until around 1000 years ago it was probably heavily wooded, with occasional clearings where small settlements existed.
- Some of the old routeways in the Park may be several hundred, even thousands, of years old. They show up on the LiDAR (see over page), and when out walking as holloways on sloping ground.
- In medieval times the land was heavily used for wood extraction (for the local iron furnaces) and grazing for sheep, resulting in some of the original woodland becoming heathland.
- Rabbit farming took place in the south of the area, probably between 600 and 300 years ago. A 'pillow mound' (manmade warren) was built. The area was then only sparsely wooded, if at all - rabbits don't graze in dense woodland.
- In 1824 the estate, owned by Lord Erskine, had 'game of every description' but was noted for its bleakness. William Cobbett rode through in 1823 and said "It was bare heath with here and there, in the better parts of it, some scrubby birch....in short, it is a most villainous tract." (Since 1992, 13 hectares of heath have been restored at the Park).
- Some 80+ years later, in 1907, it was described as 'purely a forest shoot' but by then was considered picturesque, as in the intervening years owners had landscaped and planted up the area. The tall pines and other exotic trees (eg monkey puzzle) that exist today are remnants of this landscaping.
- In later Victorian times the park was owned by Mr Saillard, a businessman whose wealth came from the sale of playing cards, and ostrich feathers for ladies hats. Mr Saillard built a grand brick mansion (now Cottesmore School).
- The Saillard family created Island Pond. It is possible that what is now Douster Pond had already been dammed up over two centuries before to provide water for an iron furnace at Bewbush. It may have been dry and the Saillards refilled and expanded it.
- West Sussex County Council bought the land in 1969 and the Park was officially opened in 1982.

You will find evidence of Victorian landscaping (boathouse and veteran tree), industry (minepits), travel (holloway) and military use (bomb crater and rifle butts).

This tranquil Country Park has had many uses over the centuries and was often a noisy, busy place!

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Buchan Country Park: Lidar



LIDAR - A GREAT RESOURCE FOR CHILDREN!

LiDAR (Light Detection & Ranging) is a technique which shows the ground surface with most of the vegetation stripped away. It therefore shows up the man-made bumps, hollows and leveled areas created in the past – the archaeology. It's especially useful for discovering archaeology in woodland, as this doesn't show up on normal aerial photos, Google Earth etc. It's also very useful for finding your way around!



HOW IT WORKS

A plane flies across the area it is mapping, firing lasers to the ground. The technique is similar to sonar used by submarines, which measures how long it takes for sound pulses to echo back from an object. Flying takes place in the winter when the trees are leafless and ground vegetation is low.

The lasers reach the landscape below and the reflected 'bounces back' are measured. A good way to visualize this is to imagine snow falling; some will settle on the top of the trees, some will pass through and settle on the branches, and some will settle on the ground – as long as the tree isn't too dense.



The bounces back ('returns') are put into a computer programme and modeled to create a two-dimensional image. If all the returns are ignored except the very last ones, these can then be modeled to show the ground surface.

**YOU CAN FIND LIDAR MAPS FOR THE CRAWLEY AND HORSHAM AREA AT:
www.highweald.org/look-after/archaeology.html**