

Time Travellers!

Broadstone Warren: 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 Broadstone Warren. The activities in the Pack will help them to learn about the ways in which people have shaped and changed the landscape of the Warren over time.

Following the given route, children can use the equipment (available from the 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. Some features are next to paths, others are hidden in the wood. The route is approximately 2km long and should take around 2 hours to complete.

Pack Contents

There are 6 activities, based at each of 6 archaeological features. 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, paper 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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Broadstone Warren: 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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Broadstone Warren: 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 Warren 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.
- Broadstone was part of the Forest in the Medieval period. 'Forest' did not mean woodland, but land set aside for use by the King, with special laws to preserve the game within it. The Forest had a 'pale' - ditch, bank and fence - all around for containing the deer.
- Broadstone was enclosed (divided from) the rest of the Forest in 1693 - the large bank and ditch created then still exists around much of the site.
- On maps of the 1700s part of Broadstone is shown as rabbit warrens. These were sometimes called 'coney berries'. Broadstone still has many 'pillow mounds', long narrow mounds of earth built to house rabbits. Rabbits (Mediterranean animals introduced by the Normans) were valuable for their meat and fur. The area was then sparsely wooded, if at all - rabbits don't graze in dense woodland.
- Attempts to farm the land were short lived. The soil is poor and acidic and not suitable for agriculture. A map of 1738 of Broadstone Lodge shows a group of eight fields had been created. The fields were partially abandoned on a map of 1788 and by 1840 were totally abandoned.
- It is possible that some of the area was landscaped in the Victorian period. The present lilypond may have been created as a decoy pond for shooting.
- The land was gifted to the Scout Association in 1938 and is used for camps and outdoor learning by Scouts, schools and youth groups.

You will find evidence of farming (pillow mounds), land ownership (boundary bank), travel (holloway), military use (hut bases) and rural industry (charcoal platforms, saw pit).

The Warren has had many uses over the centuries and was often a noisy, busy place!

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Broadstone Warren: 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 ASHDOWN FOREST AREA AT:
www.highweald.org/look-after/archaeology.html**