Arlington Court Education Programme





'You Rang M'Lord?' – Victorian Servants Day	3
Choose your carriage workshop	9
Habitats Day	12
Wild Play Day	16
Natural Art Day	21
Victorian Christmas workshop	25
Education Group Membership	28
Important information for teachers	29
Education Programme Prices	30



'You Rang M'Lord?'

Victorian Servants Day at Arlington Court

- 1. Synopsis
- 2. Outline of activities



You Rang M'Lord?

Subjects this session covers:

Key Stage 1 and Key Stage 2 History

Synopsis:

School groups will be taken back in time to 1878 by a cast of costumed servants. The Chichester family are expected to return from their Mediterranean Cruise very soon and Arlington needs help preparing for the family's homecoming, which will include a grand picnic.

Pupils will find out more about the jobs of the Footman, Housemaid, Kitchen maid and Gardener, and during this day session will have a go at some of the work these servants had to do on a day-to-day basis.

Learning Outcomes:

Children will be able to:

- o identify and understand the different jobs undertaken by servants in the Victorian period.
- o identify differences between the lives of the rich and poor in Victorian society.
- o use a range of sources to find out about the past, including using information from costumed characters and handling historical items.
- o use dates and historical vocabulary to describe the Victorian period.
- o understand more about Arlington Court, the Chichester family and their servants.

Above all this is a fun session that really engages the children with history and the historical environment!

Outline of activities

This is a full day session lasting from 10am – 2.30pm. Please see below for an overview of the day with details about the different activities children take part in.

Activity	
Group arrives at Arlington Volunteers or Kate Christmas, Visitor Services Officer, to meet group outside Reception (Reception will be closed at this time), make a record of the number in group (pupils and adults) and their Education Group Membership number (EGM number).	
Introduction outside Visitor Reception covering:	
 The date we are in – 1878 The Chichester family who live here The situation - Arlington is in need of more servants to prepare for the Chichester family's homecoming from their trip abroad. The pupils have come from the local school to apply for jobs. (*Prior to the visit, teachers will be sent out a list of names of children who actually attended Arlington School during the Victorian period. Each pupil should be given a name.) Servants rules - the do's and don'ts! Take the register 	
Education Room	
History Detectives Activity: Identifying objects and their relation to the jobs of different servants. Each servant goes to the table that displays the items they would use to do their work. Today the children will have a go at some of the servant jobs.	

10.30am	Teacher to split the class into two groups (if they have not already done so before the visit). Volunteer/s to remain with Group A in the Education Room for Morning Break . Volunteer/s to take (or meet) Group B to/in the Walled Garden. Morning Break in the Walled Garden .		
11.00am - 12.00pm	Group A – led by Volunteer/s	Group B – led by Volunteer/s	
	Education Room:	Walled Garden:	
	Kitchen Maid activities: Rolling dough and making biscuits, cleaning brass, weighing ingredients.	Writing activity with the Garden Woman. Correct her spelling on the slate – she is only just learning to read and write so could do with some help!	
	Housemaid activities Washing clothes with the dolly and tub and hanging them on the washing line. Children	Gardening activities : The cook would have used produce from the garden for family meals.	
	empty a chamber pot down the drain in the courtyard outside Education room.	For the girls - Here is the recipe for dinner tonight for when the family arrive home. Make sure you can find the fruit, veg and herbs needed in the garden – don't	
	Footman activity Cleaning the silverware	pick it!	
	Garden Boy activity Cleaning the vegetables	For the boys – the Butler is suffering from a bad cold It is vital he is up and well to welcome the family back Here's a recipe for a medicine. Worksheet with their	
	The House:	healing properties written next to them.	
	Footman activity Role play activity in the Long Room - taking	The group will also see inside the conservatory.	
	cards, announcing guests and bowing.	The group also has the chance to plant up some pots These will be labelled with the name of the school so	
	The group will also go to Lady Chichester's bedroom to learn about some of the jobs the servants had to do in the family bedrooms.	groups can come back and see how they're growing.	

	For instance the group will be shown the 'footman', sometimes known as a trivet. A simple stand on which your can of hot water could be placed each morning. It differs in that the rear legs are less decorative and straight, enabling it to be placed against a wall – brought up by housemaid.	
LUNCH 12.00 - 12.50pm	LUNCH In Education Room	LUNCH In the Gardens or in the Carriage Museum Gallery
12.50pm - 2pm	Group A – led by Volunteer/s	Group B – led by Volunteer/s
	Walled Garden:	Education Room:
	Writing activity with the Garden Woman. Correct her spelling on the slate – she is only just learning to read and write so could do with some help!	Kitchen Maid activities Rolling dough and making biscuits, cleaning brass, weighing ingredients and scrubbing vegetables in bowls of water.
	Gardening activities: The cook would have used produce from the garden for family meals. For the girls - Here is the recipe for dinner	Housemaid activities Washing clothes with the dolly and tub and hanging them on the washing line. Children empty a chamber pot down the drain in the courtyard outside Education room.
	tonight for when the family arrive home. Make sure you can find the fruit, veg and herbs needed in the garden – don't pick it!	Footman activity Cleaning the silverware.
	For the boys – the Butler is suffering from a bad cold! It is vital he is up and well to welcome the family back. Here's a recipe for a medicine. Worksheet with their healing	Garden Boy activity Cleaning the vegetables.

	properties written next to them. The group will also see inside the conservatory.	The House: Footman activity Role play activity in the Long Room - taking cards, announcing guests and bowing. Ask a teacher to have a go first.
	The group also has the chance to plant up some pots. These will be labelled with the name of the school so groups can come back and see how they're growing.	The group will also go to Lady Chichester's bedroom to learn about some of the jobs the servants had to do in the family bedrooms. For instance the group will be shown the 'footman', sometimes known as a trivet. A simple stand on which your can of hot water could be placed each morning. It differs in that the rear legs are less decorative and straight, enabling it to be placed against a wall – brought up by housemaid.
2.00pm	Plenary Session in the Education Room.	
2.30pm	Whole group departs from Education Room to Coach in main car park.	

Note: It may not always be possible to include every single activity listed above, but we will make every effort to ensure as many as possible are offered on the day.

Please contact Kate Christmas (Visitors Services Officer) on 01271 851126 or kate.christmas@nationaltrust.org.uk for more information, to book a session, or to discuss how an education day can be tailored to meet your needs.

Choose your carriage...

Transport themed workshop at Arlington Court





Choose your carriage...

Subjects this session covers:

Key Stage 2 History. It can also be tailored for Key Stage 1 pupils.

The workshop can be tied into an area of study focussing on transport. It enables children to learn about how carriages were the main mode of travel before the advent of the railway.

Synopsis:

The whole group will be separated into smaller groups and given a worksheet with a situation such as, 'You are a member of a of wealthy family of four who are going on a long journey in fine, sunny weather.'

They are then asked to study two different carriages and choose which carriage they would use in that situation, giving reasons for their choice. They will also be asked to choose the breed of horse that is most suitable for drawing the carriage. During the course of the workshop they present their findings to the group.

Learning Outcomes:

Children will be able to:

- o identify different types of carriages and key parts of a carriage.
- o Identify 3 different breeds of horses and their main features.
- o understand more about different passengers and those who drove the carriages.
- o use the carriage collection and labelled diagrams to draw conclusions.
- work collaboratively with other members of the group to draw conclusions and make decisions.
- o present findings clearly and concisely to the rest of the group.

Outline of activities

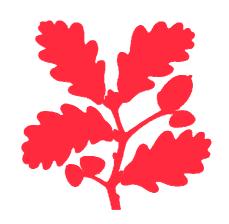
This is a half-day workshop lasting from 10am – 12pm, with the option of staying on to watch a harness demonstration and/or take a carriage ride around the grounds (dependent on weather and staff availability). Workshops are available between Tues-Thurs.

10am	Children are put into small groups. Each group is given a worksheet. On one side there are pictures of two different carriages. On the other side there are pictures of three different breeds of horses. For the first section of the workshop they will be concentrating on the carriages. The children will be shown where the two carriages on the worksheet are to be found in the museum. Task Read the top of the worksheet which provides you with information about the type of person you are and the kind of journey you are going on. By using the information on the sheet and looking closely at the carriages, decide within your group which would be the most suitable carriage for the journey. Write down the choice of carriage and give three reasons why this choice has been made.
10.30am	Groups present their findings to the rest of the class.
10.50am	The whole group are shown the Speaker's State Coach.
11am	BREAK
11.15am	Each group has a carriage chosen from the last exercise. Return to the carriage and study it.
	Task Using the other side of the worksheet, decide within your groups which breed of horse would be the most suitable for drawing your carriage. Write down the breed of horse and give three reasons why this breed has been chosen.
11.45pm	Groups present their findings to the rest of the class.
12pm	END OF WORKSHOP. Group now has the opportunity to explore the Carriage Museum with their teachers
12.30pm	LUNCH



Habitats Day – synopsis and outline

- 1. Synopsis
- 2. Booking methods
- 3. Outline of activities



Habitats day

Subjects: Key Stages 1 and 2 science, cross-curricular

Synopsis:

An exciting cross-curricular day of discovery, where children can delve into the world of habitats exploring the busy life within them and learning about the creatures they contain. Whether its bug hunting in our parklands or learning about what's inside the humble Devon hedge; there's a lot to discover about the variety of habitats in the grounds of Arlington!

Learning outcomes:

Children will be able to:

- ✓ Discover the variety of creatures within different habitats
- ✓ Learn unique skills for identifying and exploring habitats and their creatures
- ✓ Understand how to follow instructions, problem-solve and work as a team
- ✓ Use their imagination and creativity in a variety of activities, games, and exercises
- ✓ Engage with the environment and understand the importance of conservation in the countryside to protect its habitats.
- ✓ Play habitat-themed games to make learning fun

Booking Methods

Arlington offers the following sessions as part of the properties habitat day:

- o Hedgerows
- o Pond Life
- Parklands
- o Woodlands

Timescales

Each session runs for approximately 1-2 hours, making them perfect to be selected as morning and afternoon sessions. It is possible to expand any of the habitat sessions into single full day sessions.

An example timetable for a full day would be:

10-10.30am: Introduction and welcome

10.30-12pm: morning session (includes break)

12pm-1pm: lunchtime

1pm-2.30pm: afternoon session and depart

An example timetable for a half day would be:

10-10.30am: Introduction and welcome

10.30-12pm: morning session 12-12.30pm: lunch and depart

An example of an extended day:

10-10.30am: Introduction and welcome

10.30am-12.30pm: day session (includes break) 12.30pm-2.30pm: extended lunch and playtime

Outline of activities

Hedgerows

Learn about the Devon hedgerow and use survey skills and team work to observe and record the inhabitants within. Ever wondered what its like to be a hedge? Find out with an imaginative role play activity that will get children exploring all of their senses. Children can take part in an array of hedge themed games and activities to discover all there is to know about this fascinating habitat.

Pond Life

What's inside the busy life of a pond? Arlington's Pond Life session will get you exploring through pond dipping and creature identification. Children will get to discover what creatures live on the surface of the pond – or what they can find in the depths within. Using their artistic skills, they can draw their findings and put them on a play map of a pond and identify their catches using our key sheets and bug hunting kits.

Parklands

The Parklands session is jam packed with play, observation, teamwork and investigation to get children developing their knowledge and understanding of this unique habitat and three of its sub-habitats; trees, grasslands and deadwood. Hunt for all the creepy crawlies in the estates grasslands and play games to learn fun facts about the parkland and its uses.

Woodlands

From root to tip, there's a lot to learn about trees and woodlands. Dive into the wilderness and explore all a woodland habitat has to offer. Who lives in the woods? What does the inside of a tree trunk look like? Find out with our fun, interactive games. Learn the skills you need to measure a tree, find out information about it and be prepared to test your knowledge with a woodland inspired quiz at the end of the session.

Activities are subject to the time of year. Please contact Kate Christmas (Visitor Services Officer) on 01271 851126 or kate.christmas@nationaltrust.org.uk for more information, to book a session, or to discuss how an education day can be tailored to meet your needs.



Wild Play Day – synopsis and outline

- 1. Synopsis
- 2. Booking methods
- 3. Outline of activities



Wild Play day

Subjects: Key Stages 1 and 2 P.E, Art & Design, cross-curricular

Synopsis:

Arlington Court's Wild Play Day enables children to fully understand what the outdoors can offer them in a series of fun and frenetic cross-curricular play sessions.

Tailor your Wild Play day to suit you, choosing from a range of wild-themed activities designed to get children using their creativity, initiative, observation, investigation and senses.

Whether you are learning how to build your own shelter in the woods, or cooking pizzas in our Earth Oven, Arlington's Wild Play Day ensures children will be enjoying the outdoors, working as a team, using their imaginations and having fun in the process!

Learning outcomes:

Children will be able to:

- ✓ Engage with the environment in a new way
- ✓ Learn to work as part of a team, in pairs, and as individuals
- ✓ Explore basic survival skills and campfire crafts through activity and play
- ✓ Try out natural alternatives to modern ways of doing things
- ✓ Use the latest technology to learn navigational skills and explore the countryside

Booking Methods

Arlington offers the following sessions as part of the properties Wild Play day:

- o Den Building
- Spy School (tracking)
- o Pizza making (earth oven)
- o Adventure play
- o Geocaching

Timescales

Each session can be runs for approximately 1-2 hours, making them perfect to be selected as morning and afternoon sessions. It is possible to expand any of the Wild Play sessions into single full day sessions.

An example timetable for a full day would be:

10-10.30am: Introduction and welcome

10.30-12pm: morning session (includes break)

12pm-1pm: lunchtime

1pm-2.30pm: afternoon session and depart

An example timetable for a half day would be:

10-10.30am: Introduction and welcome

10.30-12pm: morning session 12-12.30pm: lunch and depart

An example of an extended day:

10-10.30am: Introduction and welcome

10.30am-1.30pm: day session (includes break)

1.30pm-2.30pm: lunch and depart

Outline of activities

Den Building

Den building is a hands-on activity, teaching children the out door skill of making their own shelter in the woods from natural materials such as tree branches. They will discover what makes for a stable shelter (and what doesn't) and why it is important to make your shelter waterproof. Having learnt the basics of shelter building, the children will work in teams and use the knowledge they have been given to build their own dens.

Spy School (tracking)

Sign up for this fast-paced role play game that will see children becoming spy school students and learning the tracking skills they will need to find the secret enemy base hidden within the estate. Children can enjoy playing exciting and challenging games and earn themselves a certificate of graduation from the Arlington Court Spy School.

Pizza making (earth oven)

Anyone for pizza? Come and join us for this Wild Play session in the wilderness and design and make your own pizzas in our purpose built earth oven. The wilderness has a variety of exciting natural play elements, so there will be plenty of fun to be had outdoors when lunch is over. There will be an additional cost of £2 per pupil for this element of wild play.

Adventure play

Arlington's Adventure play session will get children working in teams to complete fun tasks, including the 'play challenge', which will see them working in pairs to navigate a fun natural play course! The wild play adventures develop team building skills, initiative and communication, while exploring the excitement of creative play in the outdoors.

Geocaching

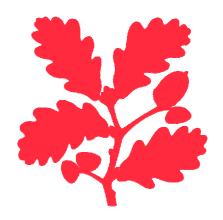
The latest craze of geo-caching has come to Arlington Court and your school can get involved in the fun. Using GPS devices children work in teams to navigate around the estate and locate hidden treasure boxes with exciting games and activities inside! They will have to use their initiative to locate all the hidden boxes, crack the secret code and earn themselves a geo-caching certificate.

Please contact Kate Christmas (Visitors Services Officer) on 01271 851126 or kate.christmas@nationaltrust.org.uk for more information, to book a session, or to discuss how an education day can be tailored to meet your needs.



Natural Art Day – synopsis and outline

- 1. Synopsis
- 2. Booking methods
- 3. Outline of activities



Natural Art day

Subjects: Key Stages 1 and 2 Art & design, cross-curricular

Synopsis:

Children can spend a day, or morning/afternoon session taking part in activities and games that will teach them about the art that can be found in nature.

Through play, observation, investigation and design, they will be able to explore nature and its natural objects, while developing their artistic skills. Children will learn how to use nature to inspire art work, or how to use natural resources to create art and craft. Art activities can also be included to compliment other subjects on offer at Arlington Court.

Learning outcomes:

Children will be able to:

- Discuss what they feel natural art is and how to find inspiration for art in nature
- o Interpret natural objects by using:
 - ✓ Tactile exploration (feel, texture)
 - ✓ Visual observation (colour, shape, size, pattern)
 - ✓ Investigation
 - ✓ Movement and play
 - ✓ Group discussions
- o Learn how to create environmentally friendly art in the woods
- Create art using a range of mediums, materials and tools with a nature theme
- Develop and share personal opinions/feelings about their artwork and the artwork of others through discussion and completing worksheets
- o Learn how to work in groups and as individuals
- Participate in fun activities and games, which cover key aspects of the national curriculum for KS 1/2 Art & Design.
- Create natural crafts to take home with them

Booking Methods

Arlington offers the following sessions as part of the properties Natural Art day:

- o Mystery objects and natural art
- o Mud painting and charcoal
- o Natural Art and crafts
- o Art Walks

Timescales

Each session runs for approximately one and a half hours, making them perfect to be selected as morning and afternoon sessions. We also have options for art-themed games and playtime (approx 1 hour) to compliment any session if only one session on the day is required.

An example timetable for a full day would be:

10-10.30am: Introduction and welcome

10.30-12pm: morning art session

12pm-1pm: lunchtime

1-2.30pm: afternoon session and depart

An example timetable for a half day would be:

10-10.30am: Introduction and welcome

10.30-12pm: morning session 12-12.30pm: lunch and depart

An example of a reduced/light day:

10-10.30am: Introduction and welcome

10.30-12pm: morning art session

12-1pm: lunch

1-2pm: art themed playtime and depart

Outline of activities

Mystery objects and natural art

Children will explore different natural objects whilst learning about the main concepts of art: colour, pattern shape and texture (taught as art 'buzz words'). They will have the chance to become artists and explore an object in detail while recording their results on worksheets. Putting their findings into action, the children can then sketch and colour their mystery objects to practice their drawing and colouring techniques.

Natural art gets children looking around them for natural objects on the ground that they can use to create natural art or natural sculptures. Using only natural materials, children will be challenged to create a diverse art piece with lots of different textures, patterns, colours and shapes. Children can use their imagination to create a piece of art or work with a theme.

Mud painting and charcoal

Children will learn about the main 'buzz words' for the day, texture, colour pattern and shape, by experimenting with mud art work, using soil and clay from the estate. They will be able to create their own mud paint and use natural brushes, such as sticks and small objects to create their art. The groups can explore which natural objects can be used to make texture rich prints and how much detail they can create with their choice of natural brushes.

The children can also make use of locally sourced charcoal to experiment with creating different textures, making rubbings of natural objects or using the pieces to create details and lines in a nature inspired piece of art.

Art themed playtime

Children will have an option for art inspired playtime, with two art themed games; colour detectives and the camouflage game.

Colour detectives will get children observing and identifying the colours around them in a fast paced timed game, while the camouflage game will utilise their knowledge of how colours in nature can camouflage insects and animals and challenge them to compete in teams to successfully hide our coloured game discs.

Natural Art and crafts

Schools can choose from a selection of hands-on natural art and nature-themed crafts that will get children using their imagination, creativity and give them something to take home to remember their day.

Natural mobiles and Animal Masks

Learn how to make beautiful mobiles using only natural materials in this crafty session. The children can use mystery natural objects collected from the grounds to design their own unique mobile. As one group works at the mobile craft table, the other groups can enjoy making funky 'animal masks' to take home and can go really wild with their creations!

Mini baskets and nature plates

You don't have to know how to weave to make your own mini basket! This craft session will enable pupils to experiment with different techniques and natural resources to make a cute basket to take home with them, just large enough to house their very own mystery object or painted stone. While one group works on the mini baskets table, the others can have fun creating and designing their own 'nature plate' collages, using natural materials.

Art Contribution

There are some great art installations in the grounds at Arlington for the public to enjoy. Arlington is missing one installation however – a piece of outdoor art created entirely by the children who participate in our Art Education days. So choose 'Art Contribution' to round off the day by working on pieces of art that will be constructed into an installation, to join the existing art pieces on the estate.

The children will have fun painting wooden discs with a scene that represents their personal experience of Arlington Court. This can be something they enjoyed about the day, something they saw that they liked, a self portrait of themselves playing a game or even just some words.

Please contact Kate Christmas (Visitor Services Officer) on 01271 851126 or kate.christmas@nationaltrust.org.uk for more information, to book a session, or to discuss how an education day can be tailored to meet your needs.



Victorian Christmas

- 3. Synopsis
- 4. Outline of activities



Victorian Christmas

Subjects this session covers:

Keys Stage 1 and 2 History

Synopsis:

Find out more about how the Victorians prepared for and celebrated Christmas. Meet the Arlington servants and help them make decorations to dress the Christmas tree in the house. Have a go at making your own cards and gifts to take home and join the servants in some traditional parlour games to finish your day.

Learning Outcomes:

Children will be able to:

- o Understand how the Victorians established the traditions of Christmas that we still follow to this day.
- Understand that the Victorians made nearly everything from scratch including different kinds of decorations, card and gifts. They will then have the chance to have a go at making these themselves.
- o Understand how people would entertain themselves at Christmas, by playing different parlour games.

This is a great session to book as a Christmas treat!

Victorian Christmas outline – this is a half-day session that can run from either 10am-12.15pm or 12.45pm-3pm.
We can accommodate up to 16 pupils for each session.

10am	Welcome and summary of the session and how the Victorians really established the traditions of Christmas that we still follow to this day.	
10.20am	Make decorations (paper chains and cornucopias) for the tree in the house. The group then gets to go to the house to dress the tree with their creations.	
11.am	BREAK	
11.15am	Make Victorian style Christmas cards and Christmas crackers to take home with you.	
11.45am	Traditional Victorian Christmas Parlour Games.	
12.15pm	END OF SESSION. Groups can have their lunch in the Education room before leaving.	

Educational Group Membership

There are different ways you can apply for EGM membership including:

1. Contacting the Membership Department who will supply groups with an application form.

Address is The National Trust Supporter Services Centre PO Box 574, Manvers, Rotherham, S63 3FH

Tel: 0844 800 1895 Minicom: 0844 800 4410

Email: enquiries@thenationaltrust.org.uk

2. If you require membership to begin immediately, enquire at any National Trust property, shop or countryside information point.

Adult/Pupil Ratios

- Primary 1 adult per 8 pupils
- Secondary tertiary 1 adult per 15 pupils/students

Costs & Categories (inclusive of VAT)

Home Educating families	£37.50 per family
Under 50 students on roll	£37.50
51-100 students on roll	£63.00
101-200 students on roll	£76.50
201-500 students on roll	£80.50
Over 500 students on roll	£93.00
Tertiary Field Study	£119.00

Eligibility for EGM

- Schools, including private schools.
- Higher education establishments.
- The scouting movement (including scouts, guides, brownies, cubs).
- Non-profit making field study centres.
- Home educators.
- WEA (Workers' Educational Association a volunteer led group providing learning opportunities for adults. They have a partnership with the Trust to extend lifelong learning opportunities to everyone, including adults with learning or physical disabilities).
- Home educators only allowed to visit in term time and on week days, to avoid overlap with family membership.

Groups **NOT** eligible for EGM include

- Language schools (unless they have charitable status and their students are in full time education).
- U3A groups.
- Private field study centres.

Credit received by NT is, as of 2013, £2.15 per pupil.

Important information for teachers:

Please be aware when booking your visit to Arlington, that we expect the following teacher:pupil per group:

- 1:6 for infant aged pupils (aged 7 and below)
- 1:8 for primary aged pupils (aged 11 yrs and below)
- 1:15 for secondary aged pupils (aged 11 years +)
- Groups with pupils who have mobility or learning difficulties will require more adult supervision. An adult working 1:1 with a child does not count as an adult supervisor for the whole group. An additional adult will therefore be needed.

On any trip to Arlington the supervision of the group is the responsibility of the teachers.

<u>Arlington Court Education Programme</u>

Charges

	<u>With EGM</u> <u>Membership</u>	<u>Without EGM</u> <u>Membership</u>
You Rang M'Lord	£1.50 per pupil	£5.50 per pupil
Habitat Day	£1.50 per pupil	£5.50 per pupil
Natural Art Day	£1.50 per pupil	£5.50 per pupil
Wild Play Day	£1.50 per pupil (+£2 per pupil if taking part in pizza making)	£5.50 per pupil (+ £2 per pupil if taking part in pizza making)
Choose your Carriage workshop	£1.50 per pupil	£4 per pupil
Victorian Christmas (New for 2013)	£1.50 per pupil	£4 per pupil
Teacher-led session (Teachers organise their own day at the property)	Free	E4 per pupil for groups of 15 pupils or more E4.90 per pupil for groups with under 15 pupils

EGM membership Costs & Categories 2013

Home Educating families	£37.50 per family
Under 50 students on roll	£37.50
51-100 students on roll	£63.00
101-200 students on roll	£76.50
201-500 students on roll	£80.50
Over 500 students on roll	£93.00
Tertiary Field Study	£119.00