



Wheatstone activity room - telephones, telegraphy & military radios.



Station X, Turing activity room - Codes and codebreaking.



The Royal Signals Museum STEM programme is primarily aimed at students in the 7-16 age range and aims to put a real world context on the STEM subjects they study as part of the national curriculum. The underpinning objective is to inspire curiosity, creativity and invention through connected play and coding, thereby inspiring students to continue to study STEM topics to A-level and beyond.

A visit will also make students aware of the work of the Royal Corps of Signals and the life long career opportunities that they create.

STEM activities Content and timing.

To get the most out of our activities we suggest a three hour visit, which would encompass three or four activities. **However we can devise a structure to suit your needs both in content and timings.**

A typical visit would be comprised of four activities of 40 minutes each. (See full list of options inside)

1. Museum tour and quiz
2. Codes and code breaking
3. Telephones and telegraphs
4. Morse code training and robot coding.

Talk to us so that we can meet your needs.

We are able to arrange our activities to suit the length of your visit, the age of your students and any historical period requirement such as World War 1, World War 2, Cold War or modern.

The Royal Signals Museum
Blandford,
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DT11 8RH



The Royal Signals Museum
T: 01258 482 248
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Inspiring in STEM

The Royal Signals Museum provides an exciting, challenging and fun day out. Featuring hands on history to interactive Science, Technology, Engineering and Maths (STEM). Activities for groups are available for Schools and Colleges, Cadets, Scouts, Girlguides, Brownies and Cubs. Groups of all sizes, interests and ages are welcome.

There are plenty of things to see and do and a range of

**Book your group into our
interactive STEM activity sessions.**
E: visit@royalsignalsmuseum.co.uk



Sphero Rvr+

wcit
CHARITY

Robots sponsored by WCIT



INSPIRING IN STEM

Royal Signals Museum STEM Education Programme

We provide Interactive STEM Activities for formal education groups; primary, secondary and colleges, plus... Cadets, Girlguides, Scouts, summer schools, youth and community organisations and home educators.

If you want to discuss your needs please email us at visit@royalsignalsmuseum.co.uk or phone 01258 482 248.

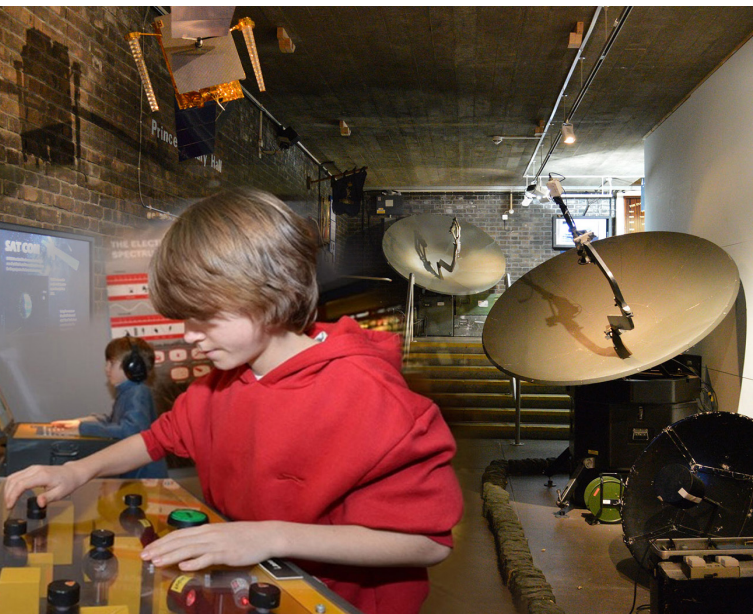
Explore - Discover - Inspire. Interactive Military Communications, History, Science & Technology.

The Royal Signals Museum at Blandford houses a nationally important collection of army communications equipment. It vividly depicts the story of army communications from the Napoleonic wars to the modern day cyber battlespace through a series of interactive exhibitions and displays.

Our STEM programme provides a series of interactive modules which can be tailored to school's or college's specific needs. The programme includes modules on the following topics:

- The history of communications, from semaphore to cyber (presentation)
- The birth of electronic warfare (presentation)
- Heliograph, flags and semaphore (activity)
- Use of morse code (activity)
- Building a morse code transmitter and receiver (activity)
- Code breaking and encryption (activity)
- Use of field telephones (activity)
- Use of military communications equipment (Clansman and Bowman) (activity)
- Use of amateur radio (activity)

WCIT activity room - Morse code, coding and robotics.



ROYAL SIGNALS MUSEUM STEM - NEW FOR 2024 CODING AND ROBOTICS

- Radio interception and direction finding (activity)

The Royal Signals Museum has recently added a series of new activity modules on coding and robotics, funded with the kind support of WCIT (The Worshipful Company of Information Technologists). These modules engage students in a series of activities from experimenting with basic coding to more advanced block and script coding of the Sphero Rover+. The Sphero robotic systems, with their associated tablet controllers demonstrate the following in an interactive session:

- Basic coding of robotic systems ~ Experiment with Sphero Indi
- Block and Script Coding ~ Help the robot escape the maze.
- Robotic system capabilities - Classroom reconnaissance mission.
- The communication requirements of remote control, semi-autonomous and fully autonomous systems.

