

Mansfield and Pinxton Railway

Early passenger travel on the Mansfield and Pinxton Railway



This lesson will enable pupils to understand how passenger transport benefited people living in the Mansfield district in the mid-1800s and enabled early tourism.

The lesson will describe how trains changed from the simple wagons which were pulled by horses to the powerful steam locomotives.

We will look at the most well-known of those railway pioneers, George Stephenson, to see how his skills helped the railways gain a great advantage over other forms of transport.

WHAT YOU WILL NEED

M&P_L5HO1 How the Midland Railway carriages evolved

M&P_L5HO2 George Stephenson and early locomotive development

M&P_L5HO3 Task sheet quiz 1

M&P_L5HO4 Task sheet quiz 2

M&P_L5HO5 Selection of promotional posters

M&P_L5HO6 A selection of timetables from the Mansfield and Pinxton Railway

LEARNING ACTIVITIES

1. Quiz sheets (10-15 minutes each)
 - Quiz on the evolution of the railway and early passenger travel
 - Quiz about George Stephenson and the invention of the locomotive
2. Design a poster to advertise a day out in Nottingham (from Mansfield) via the new railway (30mins-1 hour)
3. Decipher an historic rail timetable for the Mansfield to Pinxton Railway to work out various journey times (20 minutes)

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LINKS TO THE CURRICULUM

HISTORY

Key Stage 1 & 2

- A study of an aspect of history or a site dating from a period beyond 1066 that is significant in the locality.
- A significant turning point in British history, for example, the first railways.
- The lives of significant individuals in the past who have contributed to national and international achievements.
- A study of an aspect of social history, such as the impact through time of the migration of people to, from and within the British Isles.

ENGLISH (COMPREHENSION, WRITING AND SPOKEN LANGUAGE)

In non-narrative material, using simple organisational devices (for example, headings and sub-headings).

Key Stage 2

- Retrieve and record information from non-fiction; how to use contents pages and indexes.
- Learn the conventions of different types of writing (for example, the greeting in letters, a diary written in the first person or the use of presentational devices such as numbering and headings in instructions).

ART AND DESIGN

Key Stage 1

To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.

Key Stage 2

To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).

MATHEMATICS

Key Stage 1

- Solve problems with addition and subtraction.
- Using concrete objects and pictorial representations, including those involving numbers, quantities and measures.
- Applying their increasing knowledge of mental and written methods.
- Compare and sequence intervals of time.
- Know the number of minutes in an hour and the number of hours in a day.

Key Stage 2

Year 5

Complete, read and interpret information in tables, including timetables.

Year 6

They should connect conversion from kilometres to miles in measurement to its graphical representation.