

Ar Tir (Our Land) Clans

Objectives

The following activities focus on

1. the Scottish Clan system pre 1745
2. the everyday life of a clan member and the different roles he/she may have had
3. exploring the local environment/finding shelter

Materials

- Workbooks/journal
- Pens/pencils
- Bags
- Work Gloves
- Hand Saws

Activities

1. Introduction and short discussion establishing what pupils know about the land and our relationship with it.
2. Create a clan - group name, laws, jobs etc.
3. The way of the Clan - slowing things down so we can notice more.
4. Creating a community - shelter and warmth, tools and safety. Roles - Chief, Bard, Kinsman etc.
5. Exploring the wild land - each participant is given a journal, we will look at a few common plants and trees (alphabet) and explore their uses and stories.

Contributing to Curriculum

The activities described in this lesson cover subjects across the curriculum such as Expressive Arts, Health and Well Being, Numeracy and Maths, and Sciences. This meets the aim of 'producing programmes for learning across a broad curriculum'. (www.education.scotland.gov.uk)

Activity	CfE Outcome
Create a Clan	I have explored how people lived in the past and have used imaginative play to show how their lives were different from my own and the people around me. SOC 0-04a

Activity	CfE Outcome
Creating Community	Within real and imaginary settings, I am developing my practical skills as I select and work with a range of materials, tools and software. TCH 0-12a
Exploring the Land	I explore and appreciate the wonder of nature within different environments and have played a part in caring for the environment. SOC 0-08a

Follow-on Activities

- Field Studies
- Dyeing with natural materials to produce kilt
- Cooking traditional recipes
- Exploring changes in the clan system post 1745
- Jacobite study