

Inside Parliament Buildings

Areas of Learning:

Personal Development and Mutual Understanding
The Arts

Learning Intentions

We are learning to:

1. use our imaginations and work together to design a character;
2. research what happens in the different areas of Parliament Buildings; and
3. create a presentation that will demonstrate what we know about Parliament Buildings.

Statutory Requirements

Following the online and class activities will contribute to the following statutory requirements:

Personal Development and Mutual Understanding

Teachers should enable the children to develop knowledge, understanding and skills in:

Strand Two: Mutual Understanding in the Local and Wider Community

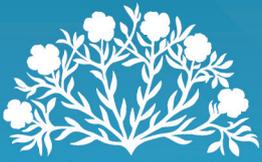
Playing an active and meaningful part in the life of the community and being concerned about the wider environment.

Theme 9*: Learning to Live as Members of the Community

- know about the importance of democratic decision- making and involvement and the institutions that support it at a local level, and
- know about the range of jobs and work carried out by different people

* Personal Development and Mutual Understanding Progression Grid (Key Stage 2) can be downloaded from the **KS1&2** section of the Northern Ireland Curriculum website at: www.nicurriculum.org.uk





The Arts – Art and Design

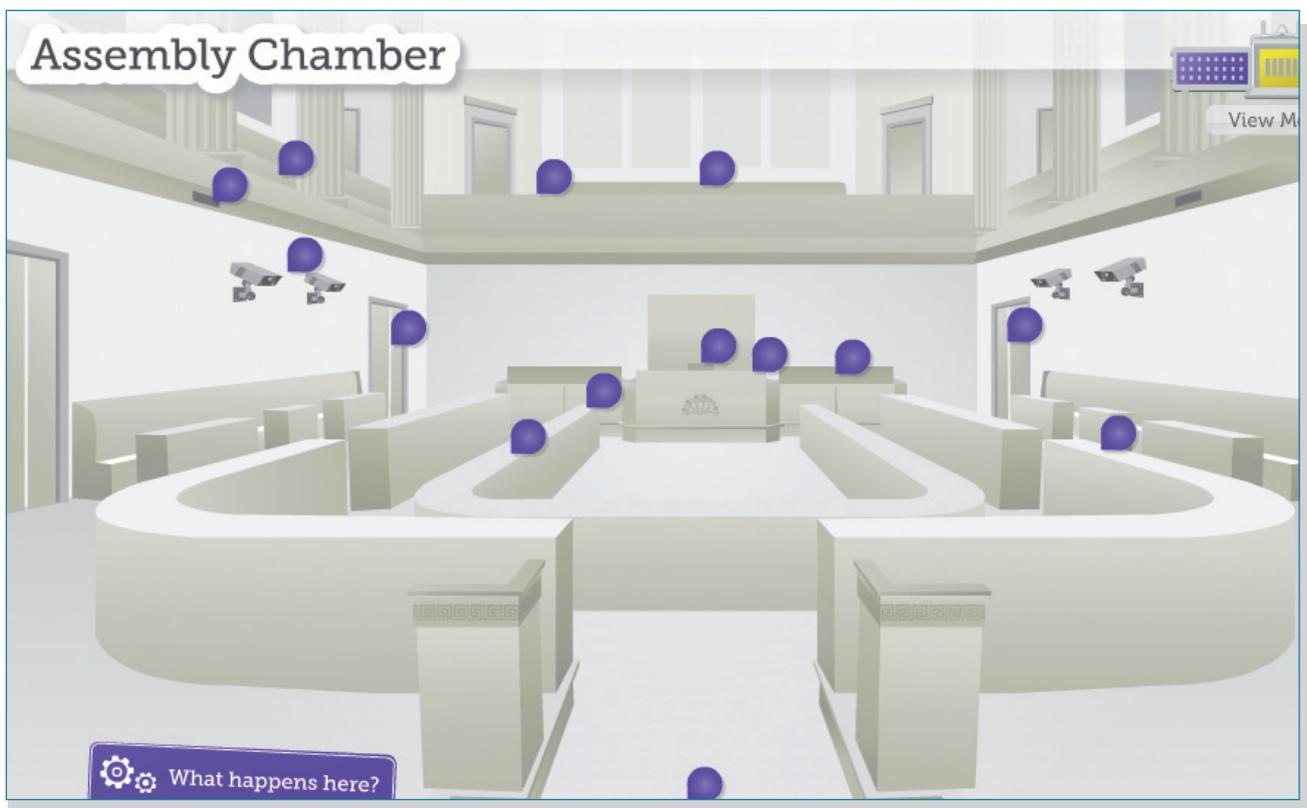
Teachers should enable the children to develop knowledge, understanding and skills in:

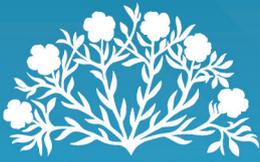
- Use a range of media, materials, tools and processes such as: drawing, painting, printmaking, malleable materials, textiles and three-dimensional construction, selecting which is appropriate in order to realise personal ideas and intentions.

The Arts – Drama

Teachers should enable the children to develop knowledge, understanding and skills in:

- develop their understanding of the world by engaging in a range of creative and imaginative role play situations; and
- develop dramatic skills appropriate to audience, context, purpose and task by exploring voice.





Cross-Curricular Skills & Thinking Skills & Personal Capabilities

Following the online and class activities will provide the opportunity to develop the following skills and capabilities:

Being Creative	<p>By designing a character to explore what happens at Parliament Buildings, the children will have an occasion to develop their skills in:</p> <ul style="list-style-type: none">• experimenting with questions and ideas in a playful way;• making ideas real by experimenting with different designs, actions and outcomes;• valuing other people's ideas to stimulate their own thinking.
Managing Information	<p>In using the Online Activity to research what happens at Parliament Buildings and deciding how to select and present this information using multimedia, the children will:</p> <ul style="list-style-type: none">• Be able to classify, compare and evaluate information, and to select the most appropriate methods for a task.
Using ICT	<p>By gathering information through the Online Activity and interpreting it into a multimedia presentation in the Follow-Up Activity, the children will have an opportunity to:</p> <ul style="list-style-type: none">• research, select and interpret information from the Northern Ireland Assembly Education Service website, particularly the Inside Parliament Buildings activity; and• manage, interpret and communicate information using a range of multimedia techniques.



Overview

Inside Parliament Buildings is an interactive tour containing information and photographs about what happens in the three main areas of Parliament Buildings.

The Starter Activity asks the children to design an alien character, taking inspiration from group work and the Northern Ireland Assembly Education Service comic *A Martian's Guide to the Northern Ireland Assembly*, also available in the **Primary** section of the website.

In the Follow-Up Activity, the children use information from the Online Activity to create a multimedia presentation about what happens at Parliament Buildings.

Starter Activity

Aliens Have Landed!

Use the Mind Movies exercise on page 50 of the Active Learning and Teaching Methods for Key Stages 1&2 booklet*. Ask the children to close their eyes and imagine that it is night-time. Read the following scenario to them:

Imagine that you are looking up at a star filled sky. You notice that one of the stars is moving. It is getting bigger and brighter, closer and closer. You start to wonder if it is ever going to stop. A dazzling bright light zooms overhead. Suddenly, the star crashes with a loud bang! Everything goes dark.

You run to where the explosion happened. Smoke is hissing from the crashed spaceship. You walk towards it carefully. Just as you get close, the door rattles. It swings open and an alien steps out into the night!

Ask the children to imagine what the alien looks like. Get them to think about the colour and shape of the alien. What clothing or any unusual features does it have? For example does it have an antenna or three eyes? Is the alien friendly? How does the alien speak?

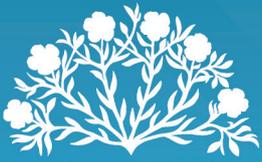
When the children have had time to imagine their alien, they should open their eyes and make a quick sketch and some notes about how their alien looks.

Mix it up!

To generate further ideas and discussion, fold a page into three segments. Working in groups of three, each child should take charge of sketching the head, body or legs of the alien on their segment of the page. When a child has completed their part of the alien, they should fold their segment over to hide what they have drawn. To show the person after them where to begin their part of the alien, mark two lines on the next part of the page. When everyone has contributed, the page should be unfolded to reveal the alien the group has created together. Ask each child to talk about the characteristics they gave their part of the alien. Do the different interpretations fit together? Do they create an interesting or unusual character?

* The Active Learning and Teaching Methods for Key Stages 1&2 booklet can be downloaded from the **KS1&2** section of the Northern Ireland Curriculum website at: www.nicurriculum.org.uk





Now get the children to describe the character of the alien they sketched themselves after the Mind Movies exercise. Do the characteristics they have drawn show the alien's personality? For example, their alien may have been frightening with large teeth and a zapper wand or friendly with bows in its hair. The children should add any new ideas to their alien sketch to show us more about the alien's character.

Next, ask the children to think about the reason their alien has landed on earth. What is the alien's mission? Suggestions to discuss with the class include:

- to take over the world;
- to make a friendly visit;
- to map the universe; or
- to find out about how earth government works.

Refer to the comic in the **Primary** section of the [Northern Ireland Assembly Education Service](http://education.niassembly.gov.uk) website: A Martian's Guide to the Northern Ireland Assembly. Read the letter on the cover with the class. The aliens in the story want to find out about the government so they can take over the earth. To do this, they are creating a guide to the planet earth for the invasion team.

The images and stories in the comic can be viewed for inspiration. Now ask the children to draw and colour a final version of the alien character they have sketched. They may like to add suggestions from the group work, the comic, or any other ideas they have had along the way.

Related Area of Learning

Another Area of Learning which may be related to this activity is:

The World Around Us – Strand 3: Place

For example:

- Our place in the universe – the development of space travel.
- Change over time in places – explore how Parliament Buildings was changed in appearance and function during World War II:
 - Photographs can be downloaded from the [Northern Ireland Assembly Education Service](http://education.niassembly.gov.uk) website by navigating to **Teacher > Primary > Inside Parliament Buildings**.
 - Information on the changes at Parliament Buildings during World War II is available by exploring these years using the Evolution of Devolution timeline on the whiteboard. This activity can be found on the [Northern Ireland Assembly Education Service](http://education.niassembly.gov.uk) website by navigating to **Primary > The Assembly Story**.



Online Activity

Take me to your leader!

Get the children to showcase some of the alien characters they have created. Remind them of the letter from the comic. The aliens want to add a tour of Parliament Buildings to their 'Guide to Planet Earth.' They want to show what happens in three main parts of the building – the Assembly Chamber, the Great Hall and the Senate Chamber.

Explain to the children that they are going to create an alien's guide to Parliament Buildings using multimedia. To research the information they need, they can use the Inside Parliament Buildings activity in the **Primary** section of the [Northern Ireland Assembly Education Service](http://education.niassembly.gov.uk) website.

The 'Full Screen' button can be used to view the activity in full screen mode on the whiteboard.

To explore Inside Parliament Buildings, click on:

- the Start button: to review the three main areas of business;
- the colour-coded icon of Parliament Buildings: to navigate and view each room;
- the bubbles in each room: for details about what they point to; and
- the tab at the bottom of screen: for 'What Happens Here?' information.

Ask the children to explore the different rooms in Parliament Buildings. They should decide how they will display each room in their multimedia presentation, for example a screen grab or photo. They should record useful information to present about each area from the What Happens Here? tab and by clicking on the bubbles to find out more.

Related Activity

The [Northern Ireland Assembly Education Service](http://education.niassembly.gov.uk) website contains other multimedia resources which may be related to this activity:

How a Law is Made

Join Charlie Bot and Zoe Bot to find out how a law is made at the Northern Ireland Assembly. View footage of the Assembly Chamber in action.



Follow-Up Activity

Ask the children to feedback on the information they have gathered during the Online Activity. They will use their research to create a multimedia presentation about what happens at Parliament Buildings. They could pretend that they are aliens returning to Mars to present this information to their fellow Martians. Their aim is to inform the Invasion Force Team how earth government functions in Northern Ireland so they can invade and take control!

Their guide should include:

- the names of the three main areas of Parliament Buildings;
- a summary of what happens in each area; and
- sample features from each room, for example who works there, what they do and other things the aliens might find useful or interesting.

The children should use an available multimedia package to create their guide. Suitable packages to consider include PowerPoint, PhotoStory, Movie Maker or Comic Life. Photographs of the rooms in Parliament Buildings can be downloaded from the Northern Ireland Assembly Education Service website by navigating to **Teachers > Primary > Inside Parliament Buildings**.

The guide should be as media rich as possible. The children may want to consider including:

- scans or photographs of their alien characters from the Starter Activity;
- written dialogue in speech bubbles;
- alien voiceover recordings;
- space sound effects;
- information slides written from their research during the Online Activity;
- a hyperlink to the Northern Ireland Assembly Education Service website at: <http://education.niassembly.gov.uk>
- animated transitions between screens; and
- music if appropriate.

If the class has visited Parliament Buildings, they could also include their own photos or video clips from the trip.

When ready, the children should present their guide about what happens at Parliament Buildings to the Invasion Force Team of the class. Alternatively, a showcase could be set up where the children take it in turn to tour around the room and view the presentations created or be in charge of demonstrating their presentation to passersby.

Debrief with the class by recapping on what they know about what happens at Parliament Buildings.

