

Cumbræ-Craft: Garrison House!

Lesson 3: Part 1

Garrison House sits in its own ground at the heart of Millport, and it has a rich and varied history. It is a listed Gothic Revival Building that dates back to the middle of the 18th century.

Today we will be travelling through time to discover some ways this building has been used! Colonel Turnbachtyme will be our guide as we start our journey through Garrison Houses' history.

What to do:

Talk to Colonel Turnbachtyme and he will take you through the different time periods of Garrison House. Make sure you talk to everyone in each time period to find out what was going on, and make sure to list some of what you find below.

1745:

1819:

1908:

1942:

2001:

Present Day:



Lesson 3: Part 2

When everyone is finished the first part of the lesson, your teacher will start the second half.

What to do:

Everyone will be transported to a blue and yellow room. Follow the instructions on the wall and split into two teams - aim to keep them both the same size if possible! Each team must then go through the door on their side and teleport using the lever.

Each team will teleport to their own room with instructions on the lesson - try to keep this a secret from the other team! After you've read the instructions talk to the other characters there, who will teleport you to your team's area to start this part of the lesson!