



# YOUR SECRET RESOURCE PACK!

## LET THE ADVENTURE BEGIN

Over the past year, The Secret Garden Team has been inspired by nature, family, and friendship, to create The Secret Garden Experience for you.

Immerse you and your class in this unique magical adventure to share with your school. This interactive blend of audio, physical and digital experiences can easily be used or adapted to suit classes and groups at Key Stage 1 and 2 and beyond, featuring a host of things to hear, see, and do.

- **PREPARE** for each episode with a handy and engaging resource pack designed to accompany you and your learners along every step of The Secret Garden Experience. It contains everything you need, including key character profiles, plot summaries, inspiring lesson plans that meet a range of cross-curricular teaching aims, key facts, bonus activity ideas, and a host of videos and other stimulus to suit all kinds of learning styles. Activities can be easily adapted to suit indoor or outdoor teaching and for a variety of class sizes (up to 30) and work for home-schooling too.
- **LISTEN** to Frances Hodgson Burnett's timeless classic adapted and spoken by award-winning storyteller Danyah Miller brought to life in eight audio episodes, with original music by musician and composer Arun Ghosh. This captivating story is as relevant today as it was when it was first serialised for adults in 1910, before being published as a children's book.
- **ENGAGE** in the digital world of The Secret Garden by exploring videos and online games, challenges and exclusive content created by digital art and performance innovators idontloveyouanymore. Download our App (iOS and Android devices) to enjoy the Augmented Reality features.
- **CREATE** using the eight packages in the beautifully hand-crafted Secret Box, created by theatre designer Kate Bunce, and sent directly to your school. Each package contains activities that relate to an episode of the story and is packed full of exciting things to do and create. And there is a hidden surprise at the end...

The 'key' to unlock this thrilling adventure is sent directly to you in your special Secret Box.

If you've not yet ordered your experience box with full access to all the learning resources, don't miss out. There are only a limited number of Secret Garden Experiences for Schools available, so book now and let the adventure begin.

**This cross curricular project covers most aspects of the National Curriculum including SMSC and can support schools on their Artsmark journey.**

Each episode has opportunities to deliver English objectives across all areas of reading, writing and the spoken word, alongside many other areas of the curriculum, including:

- **MATHS** - scale, proportion, time, and measures.
- **SCIENCE** - habitats, life cycles, seasons.
- **MUSIC** - listening, how to compose and compose with purpose.
- **ART, DESIGN & TECHNOLOGY** - composition and design, engaging with different materials.
- **GEOGRAPHY** - exploring places beyond your local area (India, Yorkshire), digital mapping.
- **HISTORY** - Victorian/Edwardian era, India and the Raj, the British Empire, and the Commonwealth.
- **PE & DANCE** - choreography, performance, and physical exercise.
- **COMPUTING** - using a variety of software, including the internet.
- **SMSC** - Encouraging children to contribute positively to the lives of others in their wider community, understand tolerance and harmony for different cultures and traditions, exploring the freedom to choose and hold faiths and beliefs different to your own, discussing the importance of tackling discrimination.



# EPISODE ONE: A HIDDEN KEY

## EPISODE ONE PACKAGE CONTENTS:

A key Top tip: hide or bury the key once you've finished this episode, so it can be searched for and found in Episode Three!

### EPISODE ONE FEATURED CHARACTERS:

Mary Lennox, Mr Lennox, Mrs Lennox, Ayah, Mrs Medlock, Mr Archibald Craven

### KEY CHARACTER PROFILES

**MARY LENNOX** - a young girl born to British parents in India, at the start of the story she is unwanted and considered "a bad tempered and miserable child". Her father is an officer in the English government, and Mary is orphaned when her parents die in a cholera epidemic. She is then sent to live with her uncle in Yorkshire.

**AYAH** - a Hindi name typically given to the maidservants, nannies, and governesses of Anglo-Indian children around the time of the story. Ayah raises Mary in India.

**MRS MEDLOCK** - the housekeeper at Misselthwaite Manor who meets Mary on her arrival in England, described as "a stout woman, with very red cheeks and sharp black eyes".

### EPISODE ONE SYNOPSIS

Danyah Miller, the storyteller, introduces herself and why she loves the story of The Secret Garden.

The story begins at the turn of the 20th Century in India. 7-year-old Mary Lennox was born and raised there by her British parents. Mary is looked after by her Ayah (nanny) and doesn't see her parents very much. When both her parents and her Ayah die during a cholera epidemic 9-year-old Mary is sent across the ocean to live with her uncle, Mr Archibald Craven, in Yorkshire, England, where it's winter.

Mrs Medlock, Mr Craven's housekeeper, collects her in London and takes her by train and horse drawn carriage to Misselthwaite Manor, a large bleak house with over a hundred rooms, on the edge of the Yorkshire moors. It's raining and bleak. Mary has never felt so alone in all her life.

**KEY FACT** (more available on the website) In 1910, the journey from India to London took a minimum of three weeks, travelling via the Suez Canal. Before the canal was built in 1859, you had to sail around the Cape of Good Hope in South Africa, and the journey could take six months or even longer!

### DRAMA GAME IDEAS

- **AYAH SAYS** or **MRS MEDLOCK SAYS** a variation on the game "Simon says" where the class must follow instructions, but only if the character says so!
- **I WENT ON A JOURNEY AND I PACKED...** is a variation on the memory game "I Went to Market" where this time you get to imagine Mary packing her belongings to come to England. What items would she take? What would you want to take with you if you had to go and live in a new country? See how many items you can think of and remember, by going around the circle and each person repeats the list and adds one more item of their own - e.g. "I went on a journey, and I packed my toothbrush, a good book, and a leaf from my favourite tree".



# EPISODE ONE LESSON PLAN

## Lesson intention:

To use geographical skills to create a map to further explore Mary's journey

## Possible creative outcomes

- Children can identify geographical locations, countries, and continents.
- Children use a range of geographical mapping skills (drawing, scale, measuring) to draw their own map.
- Children create an inventory of items they and/or Mary might take with them.
- Children create a diary about Mary's journey

## Key episode

**HISTORY:** Empire, cholera epidemic

## vocabulary:

**TRAVEL:** ocean, voyage, passage, trunk, luggage, journey, expedition, trek, orphan, moor

**MUSIC:** tabla (an Indian drum), sitar (an Indian stringed instrument)

## Opening questions:

Open the Episode 1 package. What does this key open? What else could it unlock?

## LISTEN to Episode One

After listening through the whole episode, here are some key points to return to:

**AT 2:00 LISTEN** again for the sound of the tabla in the music.

**AT 3:54 WHY** does Mary behave the way she does here?

**AT 5:06 WHAT** do we know about Cholera and was it like Covid-19 is today?

## ENGAGE the class with these questions:

What journeys have the children been on? What did you take with you? If you were journeying somewhere unfamiliar, what might you take with you? How might it feel to travel, alone, to a strange new place?

- Watch Danyah's introduction video
- Watch Danyah's interview with Gauri Rajee

**CREATE YOUR OWN MAP** Create a map to demonstrate the journey. You can use google maps on the smart board/or a printed wall map to talk about miles. Give an example of what 1 mile is and then tell them the distance Mary travels is 4,583 miles! Children can think about their own journey and the items that they would take before creating their own map with Mary's journey plotted on it.

## Additional curriculum linked activity ideas:

- **ENGLISH** Write a diary from Mary's point of view, thinking about her journey. This can be recorded either as a written task in period or as a modern blog / vlog
  - Extension exercise: Oracy element. In pairs take turns to hotseat Mary at different moments during Episode One.
- **HISTORY** Use the website links below to explore the modern Commonwealth.
  - Research the history of the Commonwealth and the British Empire. Discuss how children might present their findings - a slideshow, poster, website, wiki entry?
- **DRAMA** Create and act out a series of family portraits for Mary and her family. Give the characters thoughts and feelings in each of the images you create. What are they doing in the photo? Are they posing for the photo? Do they smile? Are they smiling but thinking something different? Extension: Create and act out photos for key points along Mary's journey that show how she is feeling.

## Useful online resources

<http://www.youngcommonwealth.org/> <https://www.natgeokids.com/uk/discover/history/general-history/british-empire-facts/>  
<https://www.dkfindout.com/uk/history/victorian-britain/british-empire/>