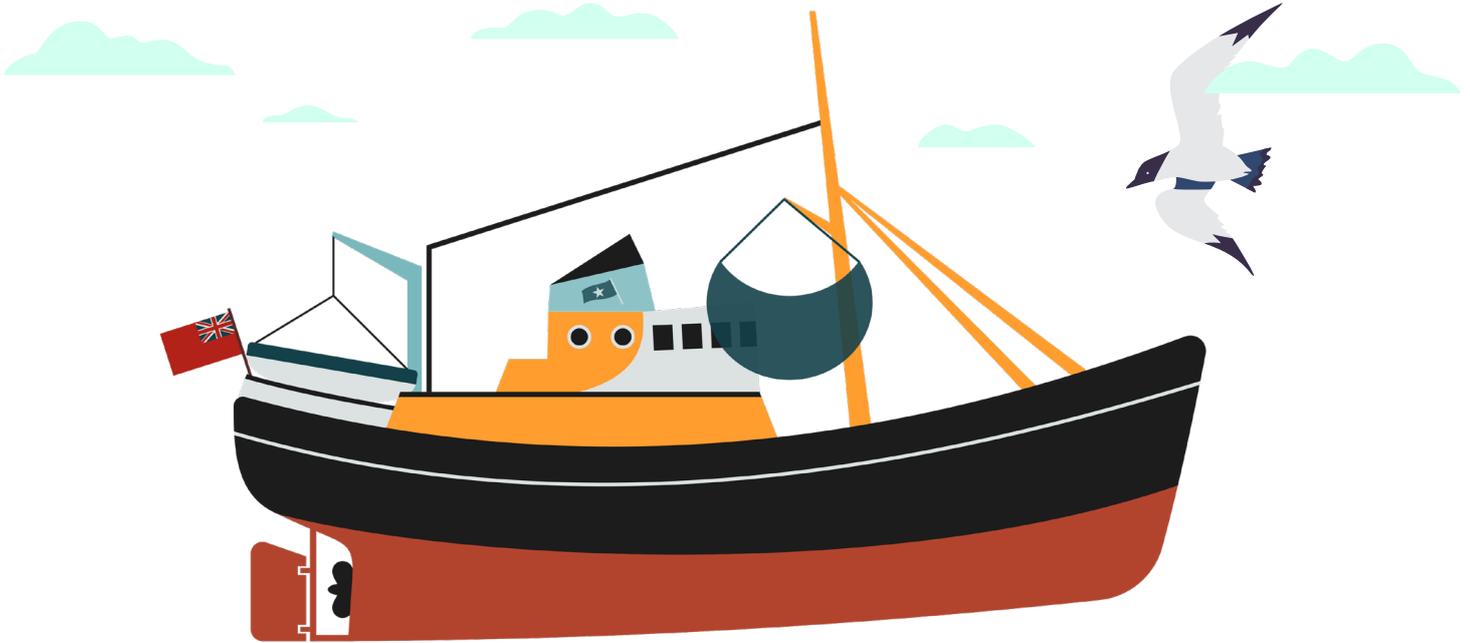




GRIMSBY FISHING HERITAGE CENTRE

Welcome to our Ross Tiger Children's Game!



This resource is aimed at introducing children under the age of five to the concept of a fishing vessel like the historic Ross Tiger.

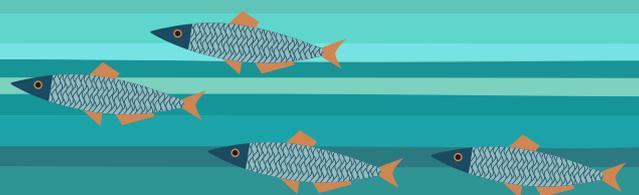
The ship has been simplified in such a way that children are able to see the various spaces that exist inside a ship. Children can gain a basic knowledge of what might take place in each area, as well as how a fishing vessel functions.

The interactive ship also touches on the conditions that trawlermen may encounter, with work taking place throughout the night and day, during fine weather and arctic conditions.

This resource may be used to support learning alongside the Early Years Statutory Framework.

The Ross Tiger Children's Game is made possible with The National Lottery Heritage Fund. Thanks to National Lottery players, we have been able to improve our digital offer for our visitors.

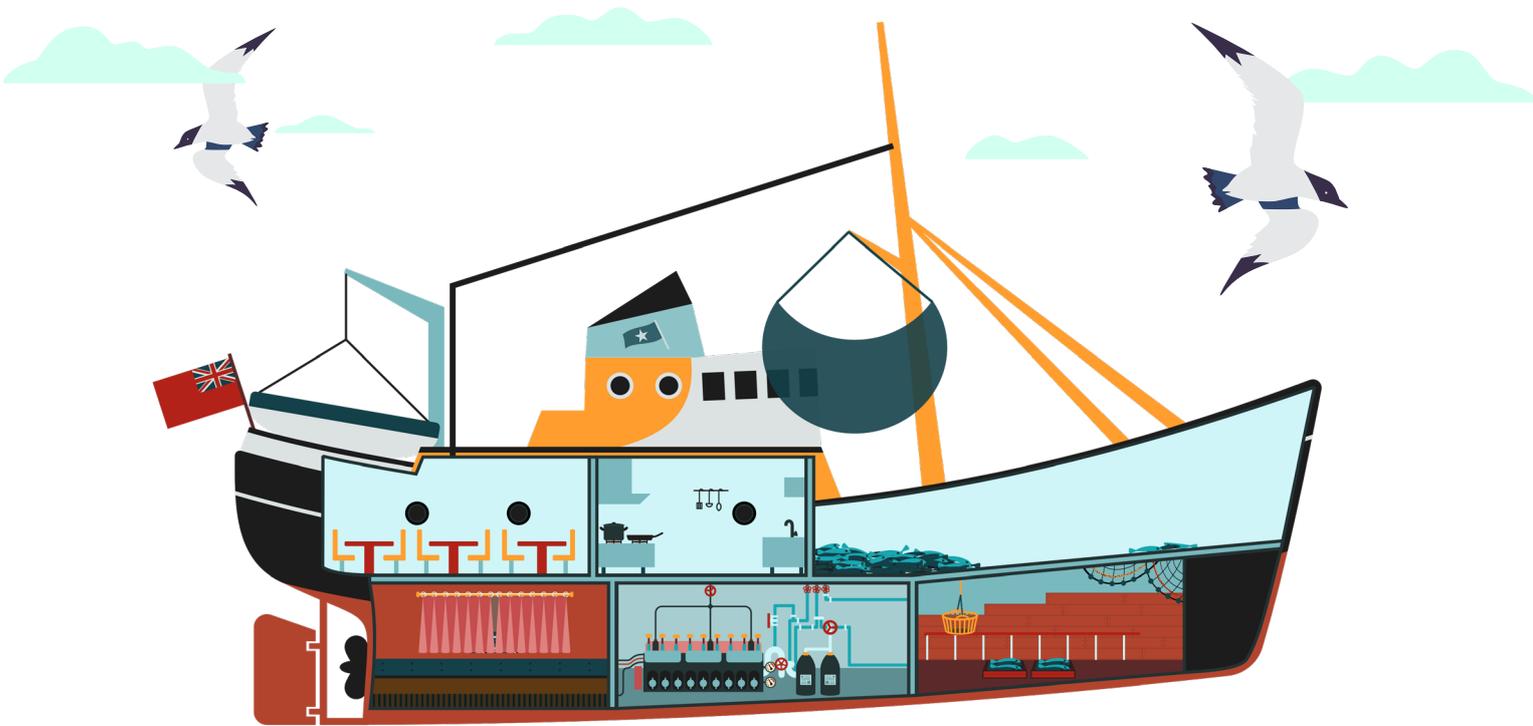
It may be useful in supporting specific learning areas, such as Understanding the World.



It may be useful in supporting Early Learning Goals in these areas, for example:

- **Past and Present** - Talk about the lives of the people around them and their roles in society and know some similarities and differences between things in the past and now.
- **The Natural World** - Understand some important processes and changes in the natural world around them, including the seasons and changing states of matter.
- **Fine Motor Skills** - Fine motor control and precision helps with hand-eye co-ordination, which is later linked to early literacy. Repeated and varied opportunities to explore and play with small world activities, puzzles, arts and crafts and the practice of using small tools, with feedback and support from adults, allow children to develop proficiency, control and confidence.

Interactive Areas

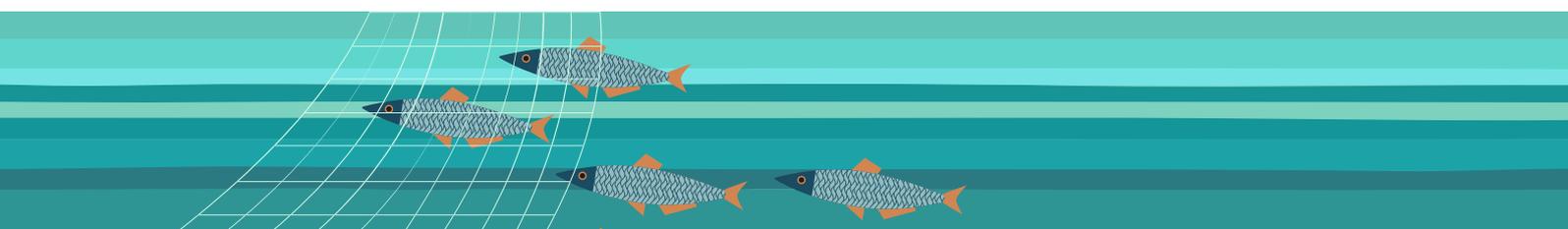


The Wheelhouse:

This is where the **captain** controls the movements of the ship, as well as keeping a close watch on the crew working on the deck. If you click this area, you will hear the ship's whistle, recorded from the real Ross Tiger.

The Trawl Net:

The **trawl** is pulled behind the ship, for a number of hours, before being hauled back aboard at the request of the captain. Hopefully there are lots of fish in it. But not always....





The Fish Deck and Fish Room:

This is where the crew will prepare and clean the fish, ready for sending it down into the Fish Room below. The fish in the Fish Room is carefully stored in ice to make sure it is perfect quality when coming back home to Grimsby.

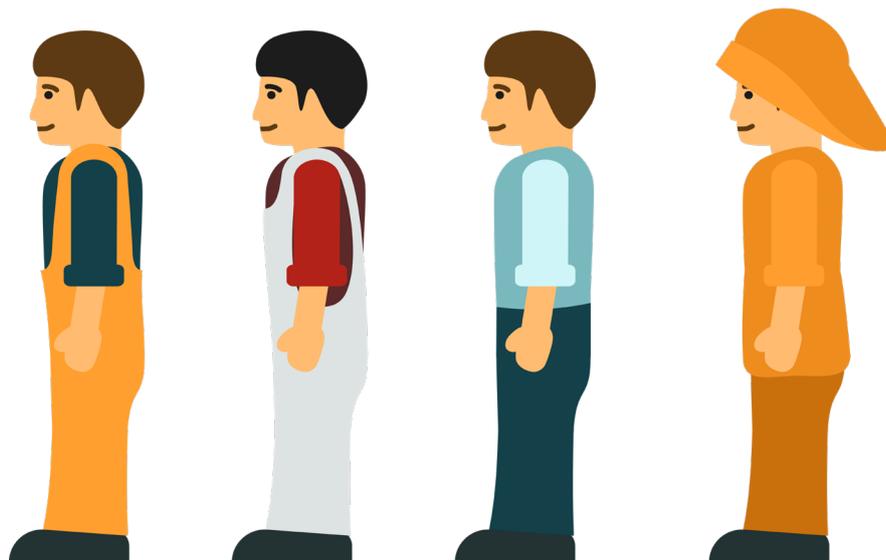
The Galley:

The kitchen on a trawler is called a **Galley**. The **Cook** will work very hard in here to keep the crew fed. Food gives us **energy** and it is very important to eat good meals when the crew are working so hard.

The Engine Room:

The **engines** work hard to drive the ship through the water and to pull the heavy trawl nets. If you click this space, you will see the main engine in action. It could be very noisy on the ship!

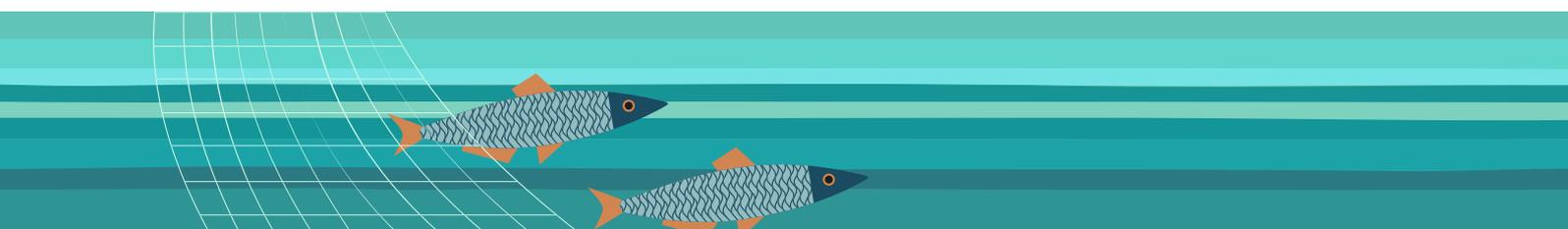
The Bunks:



The beds on a trawler were called **bunks**. The crew would be very tired after their hard work. They might only get a few hours' sleep during three days of hard work. Click this area and the trawlerman will go to bed.

The Mess:

The dining room on a ship is called the **mess**. The crew would be very happy to get into this warm room to eat their meals. Sometimes, they were so tired that they would fall asleep as they ate!

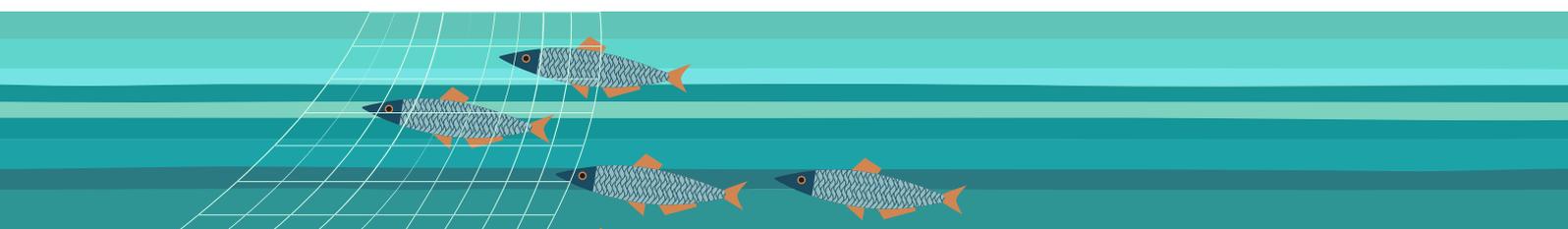


The Lifeboat:

A **lifeboat** was very important. The trawler could sink if it was to crash or become damaged. The crew would then climb into their lifeboat and wait to be rescued. If you click the lifeboat, you can watch it lower into the water.

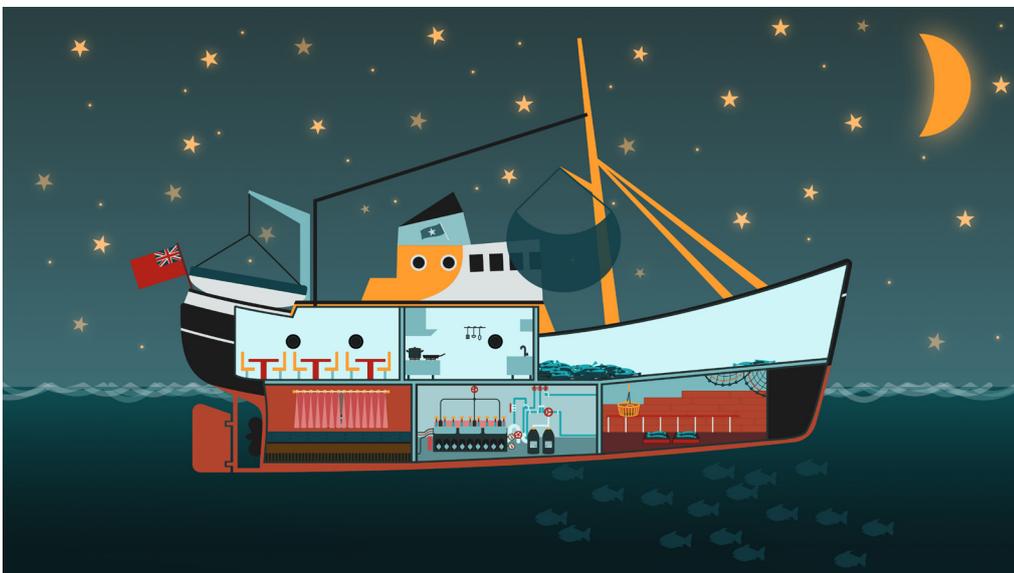
The Sky:

If you click the **sky**, you can change the weather. The trawler would sail **north** and into much colder, **arctic** waters. The crew could see **ice bergs** and **snow**. The ship could also become covered in ice.



The Sun:

If you click the **sun**, you will change from day to night. The work on the trawler would continue through the night - when most people are tucked up in bed. The crew could only go to bed when the captain said they could!



Interactive
DIGITAL HERITAGE



Made possible with

Heritage
Fund

