Windmills, Manors and Apple Trees

Activity Pack
Padnall Lake Hoardings
Art Competition

STUDI●3ARTS

Marks Gate

Did you know the area where you live is called Marks Gate because it was once the entrance to Hainault Forest?

In fact about 500 years ago, in medieval Britain, there were two other gates into the forest, one was at Padnall Corner and the other at the top of Rose Lane, right there by your school!

The Forest is now a lot smaller, but imagine opening your front door onto a huge forest of trees stretching back as far as you can see!

Not far from your school was a huge house, Marks Manor House. In medieval times a manor house was part of the manor, which included the farmlands, the forest, the village, the people and often a church. The local lord lived in the manor house and his job was to protect the people in the local village. In exchange the local people would make sure the noble had all the food and anything else he and his family wanted.

The original Marks Manor had a wide moat surrounding it and was built by the de Merk family in the 14th Century. After being owned by lots of different families across the years it became a bit uncared for and was finally knocked down in 1808. So roughly that would be when your great great great grandparents were alive!

We are going to create a collage of our very own manor house. For this activity you will need a pencil, ruler, pair of scissors, a glue stick or pva glue, a plain piece of A4 paper and lots of different types of paper. You can use newspapers, magazine pages, coloured paper, lined or squared paper, wrapping paper, paper bags or even wallpaper, not wallpaper on the wall though!

MARKS MANOR HOUSE 1792

MANOR OF MARKS BY JOSEPH W FURNELL 1981

Marks Manor

For the very youngest children. Draw a large rectangle to form the basic shape and precut lots of squares for windows and rectangles for chimneys and doors and encourage pupils to stick the windows and doors inside the drawn rectangle to create their manor.
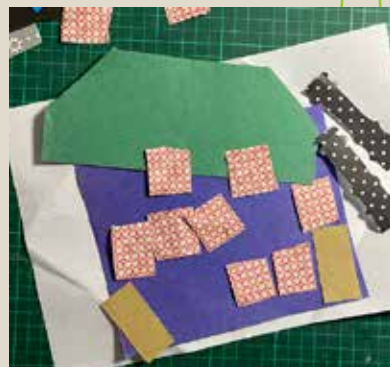
01

We can fold our A4 piece of paper in half and use it as a template for the body of our house, I've chosen a purple piece of paper for my house.

02

Now carefully fold two corners of your A4 sheet over just like you can see in the picture on the left. this is your roof template, use it to draw around on another piece of paper and when you cut it out chop off the point at the top to make a flatter roof. You can see my roof in the finished photo.

03

Windows and doors next. For these we're going to draw freehand squares and rectangles the more crooked the better, it will add to the character of your manor! Decide how many doors and windows you would like in your manor and cut away!

04

On the painting of Marks Manor there are four chimneys, but you can have as many or few as you would like, it's your manor! A chimney can be just a rectangle shape, or if you would like to use a template here is one you can use.

05

Now time to put our manor together. Arrange all your pieces on your A4 piece of paper, move them around until you're happy with the result. When you're happy use your glue stick or pva glue to stick everything down. Don't forget to name your manor, you could use your family name like manors of the past.

06

Here's my finished Manor, yours may have smaller windows and more of them, taller chimneys right down to the ground like the Marks Manor drawings. Add some details with pen or felt tips, maybe some roof tiles and window panes. or fancy doorknockers ? It's your Manor, make your Mark!

Drakes Mill

Near to Marks Manor once stood a windmill known as Drakes Mill. It was known as one of the tallest in Essex!

Drakes Mill was a type of windmill known as a smock mill. Smock mills usually had six or eight sloping sides and the shape looked just like the smocks worn by farmers.

The mill was built in 1818 and was made of mainly oak wood. It had five levels above the ground floor reached by curved stairs and right at the very top another level called the fan stage, you needed a step ladder to get right up to here!

William Drake became miller in 1884 and his son took over after him. The family stayed with the mill which became known as Drakes Mill, for the rest of it's working life.
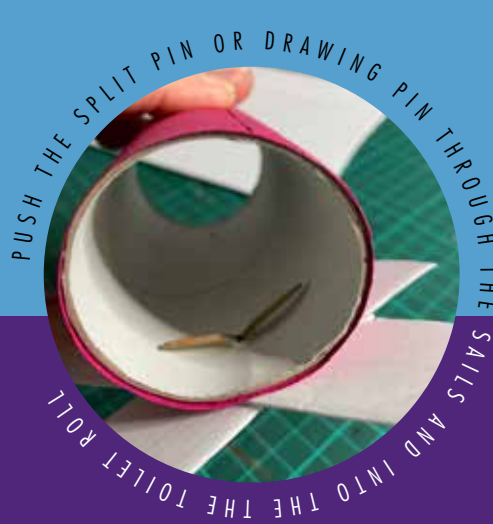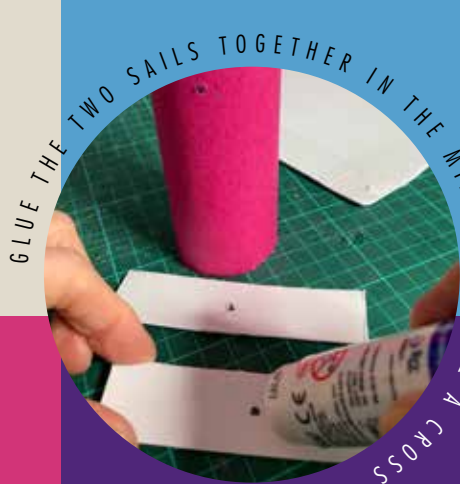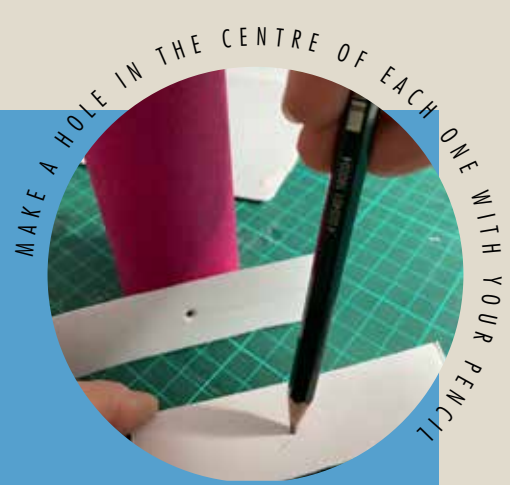
The windmill was demolished in the early 1920's after the safety chain holding the sails in place snapped making it unsafe.
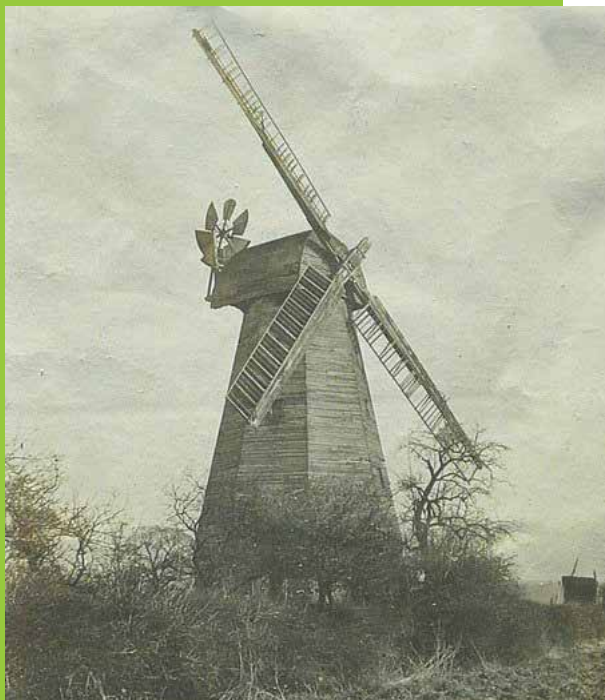
LET'S MAKE OUR OWN WINDMILL!

You will need a toilet roll (without the paper on!), piece of coloured paper, piece of thin card, check the recyling bin for this, glue stick, scisssors, pencil, ruler some felt tips or coloured pencils and a split pin or drawing pin.

CUT YOUR COLOURED PAPER TO SIZE AND STICK TO THE TOILET ROLL

MAKE A HOLE IN THE TOILET ROLL ABOUT 1 CM FROM THE TOP

ADD A DOOR AND SOME WINDOWS

CUT 2 SHAPES FROM YOUR CARD 2CM WIDE BY ABOUT THE HEIGHT OF YOUR TOILET ROLL

MAKE A HOLE IN THE CENTRE OF EACH ONE WITH YOUR PENCIL

GLUE THE TWO SAILS TOGETHER IN THE MIDDLE TO MAKE A CROSS

PUSH THE SPLIT PIN OR DRAWING PIN THROUGH THE SAILS AND INTO THE THE TOILET ROLL

AND THERE YOU GO ALL DONE!

OR YOU CAN ADD A BIT MORE DETAIL...

ADDING MORE DETAIL

Draw the shutters onto the sails and add a circle cut from paper to the centre. Create a little roof by cutting a 7cm circle from a piece of paper, cut a slit into the centre and slide across to form a cone, secure the cone with some glue around the top edge of the toilet roll. I threaded a bead onto the split pin at the back of the sails too to help the sails spin with the little roof on. Be as creative as you like!

Padnall Lake is home to lots of common water fowl and a few surprises too! As well as the mallard ducks, the little white headed coots and the flocks of geese, you may have seen the odd grey heron carefully watching and catching one of the many fish living in the pond.

Have you also seen the apple trees on the land around the pond? They've been there for quite a few years and were part of a large orchard on the Padnall Hall Estate. Next time you visit the lake see if you can find the apple trees, close your eyes and imagine hundreds of them stretching out in front of you, with huge juicy apples hanging from their branches!

Apples are great to draw, let's have a go at drawing a 3D apple, see if we can make it pop out of the page! Don't panic - you can do this! it's just a bunch of little lines, just take your time and follow each step on the next page carefully and you will be surprised how amazing your apple looks!

For this activity you just need a pencil, an eraser and a piece of white paper.

The apple drawing is for all levels. For the very youngest encourage drawing lots of circles making a line into the circle for a stalk. Older children can stop at instruction 3 and add some colour with pencils or felt tips with a nice bold outline.

DUCK

DUCK

GOOSE

DID YOU KNOW PADNALL LAKE IS A FLOOD STORAGE BASIN? IT WORKS LIKE A NATURAL TUB, STORING FLOOD WATER OR SURFACE WATER AND SLOWLY RELEASING INTO THE SOILS.
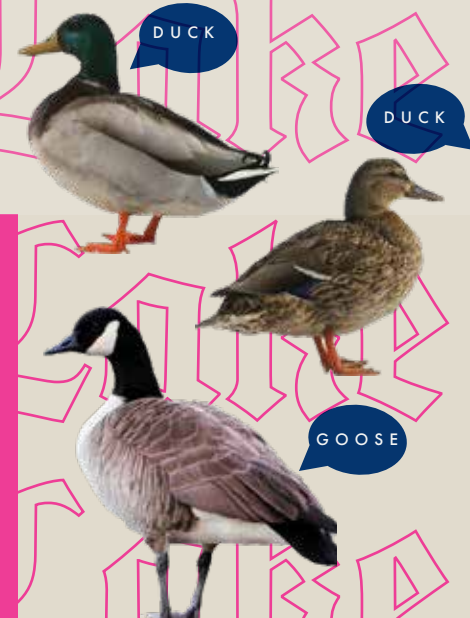
Have you ever played Duck Duck Goose?

HOW TO PLAY

Have all the ducklings sit in a circle (that's you!)
One player walks around the circle, tapping everyone on the head and saying "duck."
Whenever the player wants, he/she can declare someone "goose."
The player runs from the "goose" to take the "goose's" seat without being tagged. The "goose" then repeats the game.
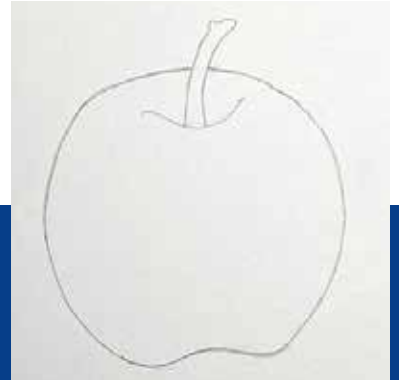
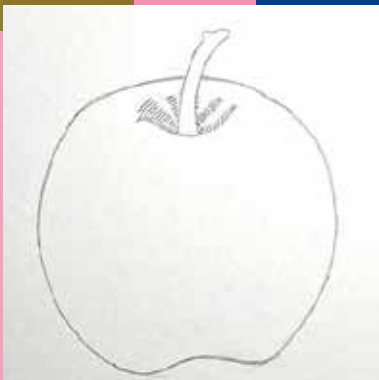First draw a circle, it doesn't have to be perfect, apples never are!
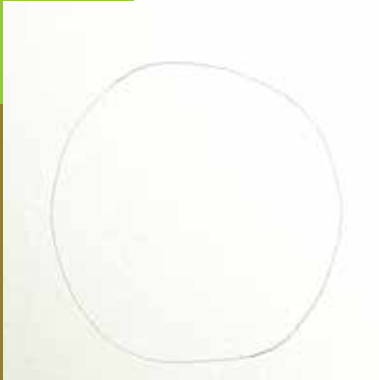
Next flatten the top a little and add a tiny bump to the bottom.
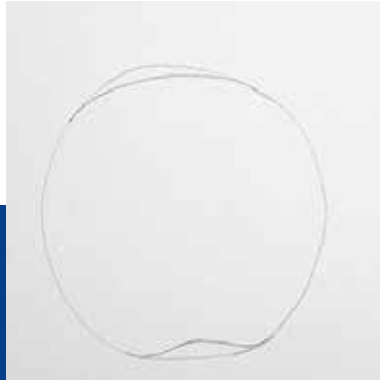
Rub out those original lines and add a sort of smile just under the top of the apple, then draw in your stalk.

Next we are going to draw rows of little lines following the inside of the smile mark and either side of the stalk

Working in the same way make rows of little lines running down each side of your apple, leave a gap between your lines and the edge of the apple.
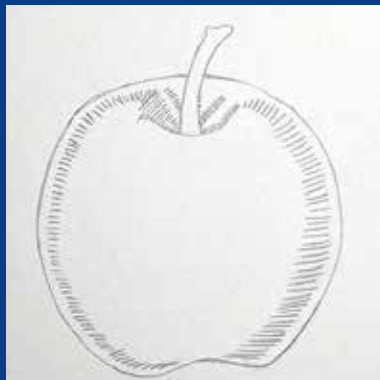
Now we're going to add more rows of lines from the middle of the apple down, and some lines curling from the very top of the apple towards the stalk.
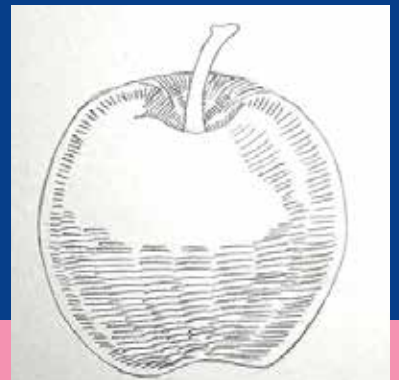
Staying towards the top, make some marks from just under the smile mark leading downwards, try and follow the curve of the apple.
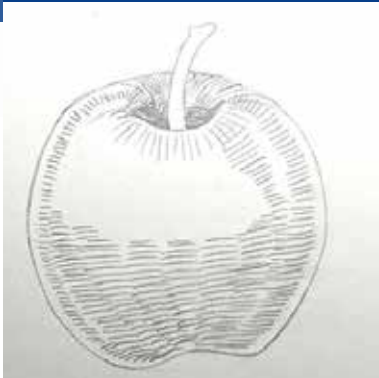
Looking good! Now add some more rows of lines working in a different direction both sides of the apple on the bottom half.

Next make another row of lines down the right hand side but in a different direction and add a few more shorter lines from just under the smile mark.
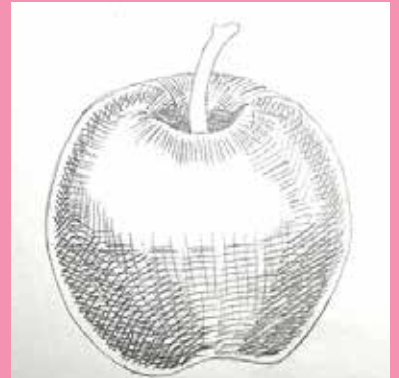
Now we're going to criss cross our pencil markings down the sides of our apple from about half way down, creating darker and darker markings.
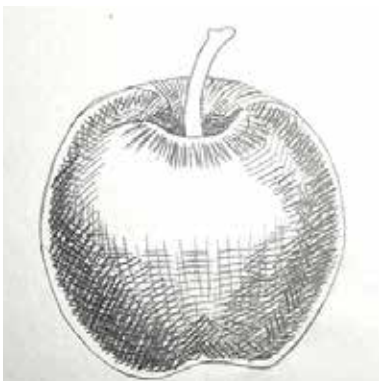
Tiny bit more criss crossing down the bottom and add a little row of lines down the stalk. Nearly done!
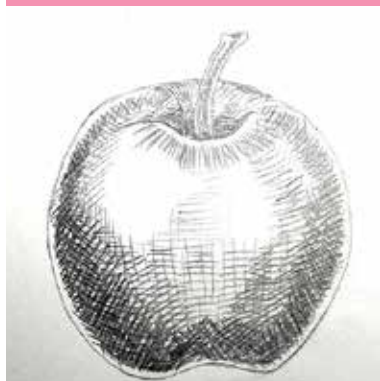
Lastly go over the outline of your apple and you're all done! Try drawing some more using colour pencils!

Padnall Poet-tree

We use the word PADNALL as a seed. We will write this word on the bottom of our page.

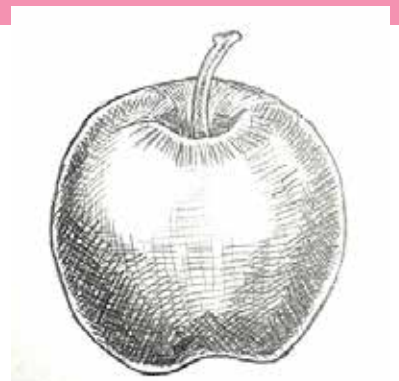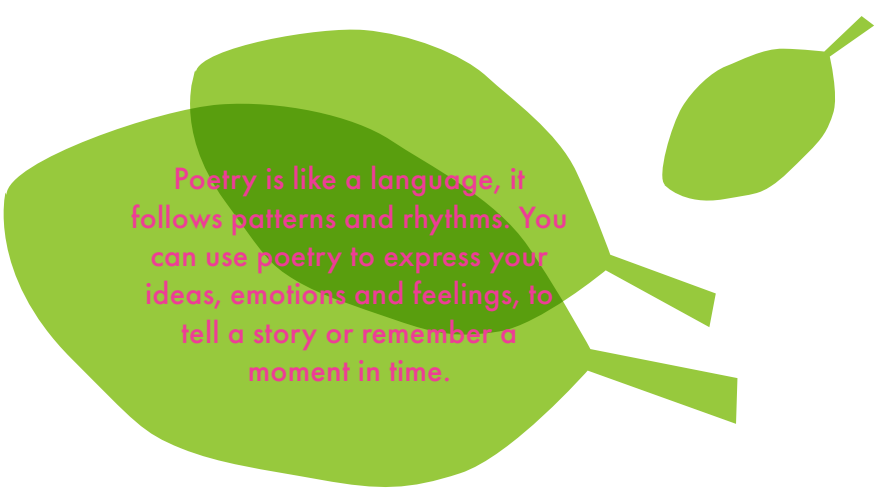We will then draw the trunk out from this seed as if a tree is growing from the seed. On this tree we will draw branches. Next to these branches we will write a word we feel connects to Padnall (what we feel grows from the area, the emotions and scenery, all things we like about the area and things we feel connect to Padnall)

Once you have a tree with at least four different Branches (words) under each word write a short sentence under that chosen word about how you think it connects with your seed word (Padnall) you can simply explain what the word is or why you think it connects to the original seed word.

Now have a go at ordering these words and sentences to create a poem, you may find that starting and ending with different sentences changes the mood and message of the poem. Play about with not only the order you have the words but you can mix the sentences too and see what you create from that.

You can do this exercise with different seed words and to add more of a challenge you can throw in rhymes.

Poetry is like a language, it follows patterns and rhythms. You can use poetry to express your ideas, emotions and feelings, to tell a story or remember a moment in time.

LET'S CREATE SOME POET TREE!
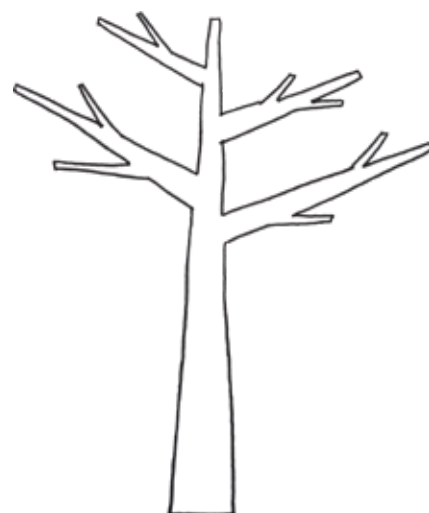
PADNALL

PADNALL

Learn

Fun

Park

Family

PADNALL

Learn

I go to school here
so I am always learning

Fun

When I'm in Barking
I always have fun

Park

The park is my
favourite place I
always have fun

Family

My family live in
Barking so it feels
like home

PADNALL

YOUR MARKS GATE COMPETITION #YOURMARKSGATE

An inspiring creative competition for children at Rose Lane Primary School.

HOW TO ENTER

Please email a photo of your artwork to communities@befirst.london with the heading Your Marks Gate, please include a title for your artwork and don't forget to tell us your age and category selection by 9am on Monday 26th April 2020! This competition is split into three age groups: Early Years, Key Stage 1, Key Stage.

THE PRIZES

For each category, the winner of each age group will receive a brand-new bike! All entries will be published on our website: yourcall.befirst.london/your-marks-gate and via our instagram account for the project: https://www.instagram.com/yourmarksgate/

THE RULES

- Competition runs from Tuesday 30th March 2021.
- We must receive entries for the competition by 9am on Monday 26th April 2021.
- When taking a photo of your artwork to send to us, please make sure you use natural lighting. Dark or unnatural light can result in distorted image colour/ appearance.
- We aim to inform all winners within 28 days of the closing date.
- All entrants should ask permission from a parent or guardian before entering.

TERMS & CONDITIONS

1. The prize draw (the "Prize Draw") is only open to young people in the above mentioned age categories (Early Years, Key Stage 1, Key Stage 2) and who provide their email address.

2. Employees or agencies of Be First Regeneration Ltd (Be First) or their family members, or anyone else connected with the Prize Draw may not enter the Prize Draw.

3. Entrants into the Prize Draw shall be deemed to have accepted these Terms and Conditions.

4. By submitting your personal information you agree to receive emails from Be First containing information about our developments that we think may interest you. You will be given the opportunity to unsubscribe on every email that we send.

5. To enter the Prize Draw you must email a photo of your artwork to communities@befirst.london with the heading Your Marks Gate by 9am on Monday 26th April 2021.   You must tell us your age and category and submit your name and email address. No purchase is necessary. If you have any questions about how to enter or in connection with the Prize Draw, please e-mail us at to communities@befirst.london with the heading "Your Marks Gate competition" in the subject line.

6. Only one entry per child.

7. Be First accepts no responsibility is taken for entries that are lost, delayed, misdirected or incomplete or cannot be delivered or entered for any technical or other reason. Proof of delivery of the entry is not proof of receipt by Be First.

8. The closing date of the Prize Draw is 9am on Monday 26th April 2021. Entries received outside this time period will not be considered.

9. One winner will be chosen by a panel of judges from the entries received in accordance with these Terms and Conditions.

10. One winner of each category will receive a bike. A runner up of each category will receive a voucher.

11. Be First accepts no responsibility for any costs associated with the prize and not specifically included in the prize.

12. The winner will be notified by email on or before 31 May 2021 and must provide a postal address to claim their prize. If a winner does not respond to Be First within 14 days of being notified by Be First, then the winner's prize will be forfeited and Be First shall be entitled to select another winner in accordance with the process described above (and that winner will have to respond to notification of their win within 14 days or else they will also forfeit their prize). If a winner rejects their prize or the entry is invalid or in breach of these Terms and Conditions, the winner's prize will be forfeited and Be First shall be entitled to select another winner.

13. The prize will be sent to the winner by Be First by post.

14. The name and country of the winners can be obtained after 31 May 2021 by sending a stamped addressed envelope to the following address: Communities, Be First Regeneration Ltd, 9th Floor Maritime House, 1 Linton Road, Barking IG11 8HG.

15. The prize is non-exchangeable, non-transferable, and is not redeemable for cash or other prizes.

16. Be First retains the right to substitute the prize with another prize of similar value in the event the original prize offered is not available.

17. The winner may be required to take part in promotional activity related to the Prize Draw and the winner shall participate in such activity on Be First's reasonable request. The winner consents to the use by Be First and its related companies, both before and after the closing date of the Prize Draw for an unlimited time, of the winner's voice, image, photograph and name for publicity purposes (in any medium, including still photographs and films, and on the internet, including any websites hosted by Be First and its related companies) and in advertising, marketing or promotional material without additional compensation or prior notice and, in entering the Prize Draw, all entrants consent to the same.

18. BE FIRST shall use and take care of any personal information you supply to it as described in its privacy policy, a copy of which can be seen here, and in accordance with data protection legislation. By entering the Prize Draw, you agree to the collection, retention, usage and distribution of your personal information in order to process and contact you about your Prize Draw entry, and for the purposes outlined in paragraph 14 above.

19. BE FIRST accepts no responsibility for any damage, loss, liabilities, injury or disappointment incurred or suffered by you as a result of entering the Prize Draw or accepting the prize. BE FIRST further disclaims liability for any injury or damage to your or any other person's computer relating to or resulting from participation in or downloading any materials in connection with the Prize Draw. Nothing in these Terms and Conditions shall exclude the liability of BE FIRST for death, personal injury, fraud or fraudulent misrepresentation as a result of its negligence.

20. BE FIRST reserves the right at any time and from time to time to modify or discontinue, temporarily or permanently, this Prize Draw with or without prior notice due to reasons outside its control (including, without limitation, in the case of anticipated, suspected or actual fraud). The decision of BE FIRST in all matters under its control is final and binding and no correspondence will be entered into.

21. BE FIRST shall not be liable for any failure to comply with its obligations where the failure is caused by something outside its reasonable control. Such circumstances shall include, but not be limited to, weather conditions, fire, flood, hurricane, strike, industrial dispute, war, hostilities, political unrest, riots, civil commotion, inevitable accidents, supervening legislation or any other circumstances amounting to force majeure.

22. The Prize Draw will be governed by English law and entrants to the Prize Draw submit to the exclusive jurisdiction of the English courts.

23. Promoter: Be First Regeneration Ltd, 9th Floor Maritime House, 1 Linton Road, Barking IG11 8HG.