

Norfolk Trail Heritage Rangers: Henry Blogg – historical hero

Resources required:

- Whiteboards, approximately A4 sized – one per person
- Whiteboard pens, ensuring all colours are readable – one per person

Method

Activity 1 – Henry Blogg Quiz

- 1) Have you heard of Henry Blogg?
- 2) What did Henry Blogg do? Any answers to do with being a lifeboat man, saving lives at sea are good, the more detailed answer is Coxswain of the Cromer lifeboat at which point you explain what a coxswain is and write it down on one of the boards so everyone can see how it's spelt.
- 3) How old was Henry Blogg when he died? A) 83 B)72 **C) 78** D) 69
- 4) What was Henry Blogg main job when he wasn't a Coxswain? A) A sail maker B) Owner of a fish and chip shop C) An ice-cream seller **D) A crab fisherman**
- 5) Henry Blogg retired later than the usual retiring date, but by how many years? A) 3 **B)11** C) 8 D)5

N.B. the first question is to gauge the groups knowledge on the subject matter, in this case the life and activities of Henry Blogg, the second is a more general question asking what Henry Blogg did. The rest of the questions are then multiple choice asking about the life of Henry Blogg.

Activity 2 – Henry Blogg Words Game

Four Henry Blogg-related words (e.g., Lifeboat, Hero, Rescue, Coxswain) are written on four whiteboards and are placed in a square 10m apart from each other.

The idea of the game is to try and remember which words are written under each whiteboard. The whiteboards are put down randomly, one the words is shouted out and the participants all have to run to which corner they think they word is. At the same time everyone turns the board over to see if they were correct. They then turn the boards over once everyone's at a board at the same time and come back into the middle not telling each other what was on the boards. The first round is a practice round, following rounds if you go to the wrong corner (the one where the correct

word is not) you're out. Another name is called and people go to which one they think it is.

The boards are now swapped over and the game starts again. To increase the difficulty and to get an overall winner, introduce opposites, switches and rotations to left or right of the corners without actually moving the whiteboards so people have to remember where the different words are.

Activity 3 – Current Calculations

As a lifeboat coxswain, Henry Blogg would need to know all about sea currents.

Ask the group whether they've had any experience of learning how to work out which way the current goes by looking at the sea.

For those that already know, go and get them to look closer at the sea and work it out without telling anyone.

For those who don't know explain that if you look at the sea watch which way the waves and peaks are travelling, the direction that they move can indicate which way the current is going.

Once you think everyone's worked it out, gather the group and get them to all point at the same time to the direction which they think the current is. Congratulate the whole group on their answers then explain why the current is moving in whichever way it is.

Other practical activities can be substituted for this one such as working out which way the wind is blowing or the time of the day due to the positioning of the sun.

For more Trails-based family activities, go to www.norfolktrails.co.uk and look for the 'Families and Activities' pages.

