



Keys facts about the development and heritage of the Kent Downs

Teachers Guide: Story

Background information relating to the story

The story includes some keys facts about the development and heritage of the Kent Downs. These are summarised below with their approximate dates. For further information look at the Geology of the Kent Downs information page.

Key Facts to convey

Key stages in the development of the landscape and how they relate to the story:

Dinosaurs

When sea covered Kent and dinosaurs roamed... Farmer (Mr Duke) buying hens.

200 Million years ago dinosaurs wandered England. Sea levels varied and Kent was often covered by sea.

Chalk

Sea shells fall to bottom of sea and become compressed to form chalk... Farmer (Mr Duke) digging pond.

65 Million years ago chalk deposits from millions of shells from tiny sea creatures fell to the bottom of the sea and were compressed to form the chalk we see today.

Steep Valleys Formed

Ice Age melt creates steep valleys... Farmer (Mr Duke) tries to plough slopes

40,000 - 10,000 years ago was the most recent ice age. Much of Britain was under ice and some had tundra grasslands with giant deer, horse, woolly mammoths, rhino and carnivores wandering.

Hunter gatherers arrive

Hunter gatherers arrive... Farmer (Mr Duke) tries to shoot deer.

25,000 years ago mammoth, woolly rhinoceros, horse, bison, reindeer and wolf roamed Kent. Stone Age people, known as hunter gathers, began hunting animals.

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Romans arrive with the wheeled plough and more land was cleared

Woodlands established

Farmer (Mr Duke) tries to remove hedgerows

8000 years ago trees colonised southern England e.g. birch, alder and pine. Hunter gatherers exploited grassland clearings amongst the woodland to hunt wild animals such as wild cattle, deer, and boar.

Future

What is going to happen in the future?

Telling the story

You can read the story from the printed page. If you prefer you can also adapt and memorise the story. A trick to memorise the story is to remember only the five key stages and then weave your own version of the story around those five key events.

Use a hook – have a secret

At the beginning of the walk give the children a 'Hook', tell them that you have a secret and you can reveal your secret little by little as you cover the respective area of the walk. Your secret is that you are a time traveller.

Main premise

You are a young girl living in the Kent Downs, helping your elderly grandparents on their farm at the weekends. You are very happy working on the land since your grandparents have given you some control over how you conserve the beautiful landscape and look after the biodiversity and wildlife habitats on the farm yet at the same time make a living.

Set up

Before your wise old grandmother died she muttered something to remember... "since the girl who wears the ring as white as chalk knows all time". The ring is a time travelling device.

Challenge

Meet a smarty pants from London who bought the farm – He wants to control the management of the farm but his ideas lack in thought for the environment and go wrong:

End discussion

If you travelled into the future what might the Kent Downs look like?