



TWICKENHAM  
STADIUM TOURS

# LEARNING PROGRAMME

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### **Preface:**

This booklet is designed as a guide for school teachers seeking further information on the educational workshops and seminars available at the World Rugby Museum. It has been designed to navigate via Key Stages, where you will find all the relevant activities available for each age group.

Each workshop or seminar ties in with particular subject curriculum, the specifics of which are detailed in each Key Stage. Key learning objectives are also explained, but are more generalised in nature.

Practical information, such as prices and timing can be found at the end of this document. Additional or specialised enquiries are encouraged and should be sent to [museum@rfu.com](mailto:museum@rfu.com)

## World Rugby Museum Schools & Learning

Schools are invited to explore **Twickenham Stadium** with a rugby expert, journey through rugby history in the **World Rugby Museum** and experience hands-on learning in a **free education session** from a diverse range of workshops and seminars.

Follow the history of the game in the **World Rugby Museum**, from its origins in Rugby School to the present day.

Highlights include:

- ❖ **Oldest international rugby jersey**
- ❖ **Play Rugby interactive area**
- ❖ **International trophies**
- ❖ **Choose your own World XV interactive**



Visit some of the most exciting and select areas of Twickenham Stadium, where you can see:

- ❖ **England dressing room**
- ❖ **Players' tunnel**
- ❖ **Pitch side**
- ❖ **Royal Box**
- ❖ **VIP areas**



**Free Workshops and Seminars** provide a hands-on learning experience, or the opportunity to discuss the ins and outs of rugby with a professional in the field at Twickenham Stadium.

Winner of Best Sporting Venue in the School Travel Awards 2018/2019, the Museum's workshops and Seminars programme has also received the Sandford Award for Heritage Education in 2010 and 2015 and the Quality Badge for Learning Outside the Classroom continually since 2009.



For bookings please phone the World Rugby Museum on 020 8892 8877 or email [museum@rfu.com](mailto:museum@rfu.com).

## World Rugby Museum workshops overview



### Rugby Strips and Textiles

**Key Stages: 1 & 2**

**Curriculum: Art & Design, History**

Explore the evolution of rugby strips, boots and equipment since the 1840s to the modern day. Students will be taught to examine how materials and design have developed and improved due to innovations in technology and changes within the sport.



### Murder Mystery at Twickenham: KS2 Literacy Detectives

**Key Stages: 2**

**Curriculum: English, History**

It's 1895 and something terrible has happened to England's first captain, Dicky Lockwood. Students will work as detectives to solve the crime through an immersive experience. By completing literacy based activities, students will work together to solve the case and put the criminal behind bars.



### Design Me a Stadium

**Key Stages: 2 & 3**

**Curriculum: Geography**

Investigate the building considerations and essential facilities required in large sporting venues. Students will become 'Stadium Directors', designing their own working stadiums from location to build and fast food outlets.



### What Kind of Rugby Player Are You?

**Key Stage: 2**

**Curriculum: Physical Education**

Examine movements and body mechanics of rugby players to discover how different positions require distinctive attributes. Students will learn how speed, strength, power, endurance and agility are essential to the modern game and how combinations of each are vital to each position on the field.



### Rugby in Motion: GPS technology and fitness training

**Key Stages: 3 & 4**

**Curriculum: Physical Education**

Study the body mechanics, training programmes and impact of GPS technology on the development of elite athletes. Students will learn how speed, strength, power, endurance and agility are essential to the modern game and how combinations of each are vital to each position on the field.



### Stadium Director

**Key Stages: 4 & 5**

**Curriculum: Geography, Business Studies**

Develop a stadium worthy of hosting a World Cup Final. Students will become 'Stadium Directors', designing their own working stadiums, choosing everything from location, build and which fast food outlets to source their catering from.

## World Rugby Museum seminars overview

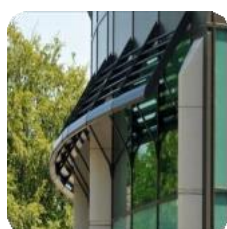


### **The History and Evolution of Football in Britain**

**Key Stages 2 – 5**

**Curriculum: History, Physical Education**

Discover how a rural English pastime became three of the world's most popular sports. Association Football, Rugby Union and Rugby League all have their roots in mob football – a sport played on the streets and fields of Britain since at least the 9<sup>th</sup> Century.



### **Twickenham Control**

**Key Stages 4 & 5**

**Curriculum: National Diploma in Sport**

Investigate the safety and security requirements involved in running the stadium on a match day. A member of the events safety and security team will give an insight into overall stadium security, match-day security, events management and risk assessment.

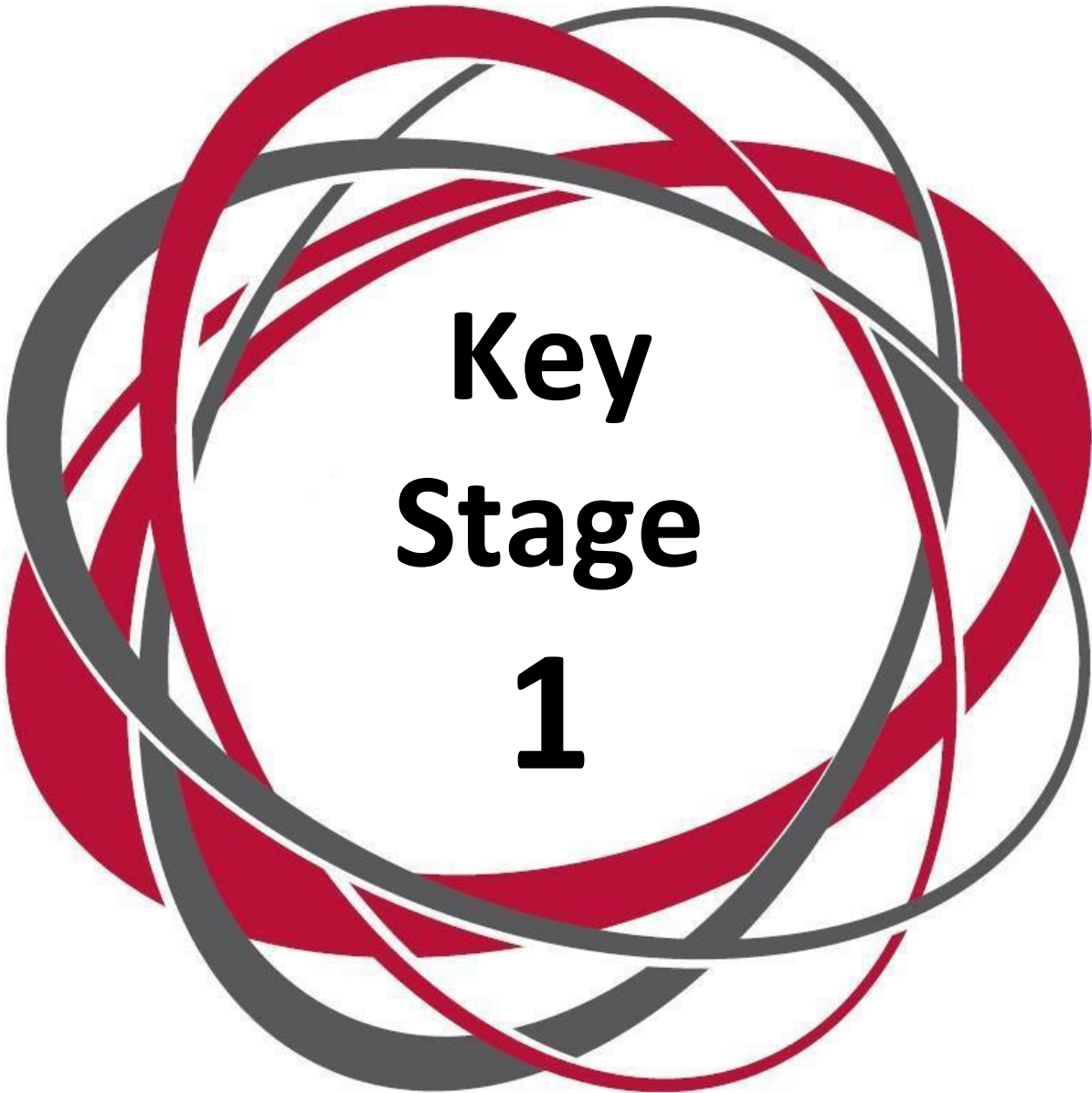


### **Commercial Twickenham**

**Key Stages 4 & 5**

**Curriculum: Physical Education, National Diploma in Sport**

Learn about the operations and management of the commercial aspects at Twickenham Stadium. A member of the Commercial Department will discuss the business operations, structure, logistics and ways of exploring the commercial opportunities afforded by the game.





## Rugby Strips and Textiles workshop

KS1

This workshop explores the evolution of rugby strips, boots and equipment since the 1840s. Students will be taught to examine the development and improvement of materials and design in relation to innovations in technology and changes within the sport, such as professionalism and commercialism.

The workshop will culminate with an object-handling session in which students will try on the different outfits held in the museum's support collection. Student teams will receive points for correctly identifying different garments from the various eras in these challenges.



### Learning Outcomes

- How the craftwork, design and materials used in the production of rugby playing apparatus have continually changed to reflect the times
- Specialist understanding of international match-day equipment
- Insight into the history and evolution of rugby football and how players have changed over time

### Art and Design curriculum subject content:

- To use a range of materials creatively to design and make products
- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination

### History curriculum subject content:

- To know and understand the history of these islands as a coherent, chronological narrative, from the earliest times to the present day: how people's lives have shaped this nation and how Britain has influenced and been influenced by the wider world
- To understand historical concepts such as continuity and change, cause and consequence, similarity, difference and significance, and use them to make connections, draw contrasts, analyse trends, frame historically-valid questions and create their own structured accounts, including written narratives and analyses
- Investigate events beyond living memory that are significant nationally or globally [for example, the Great Fire of London, the first aeroplane flight or events commemorated through festivals or anniversaries]





## Rugby Strips and Textiles workshop

KS2

This workshop explores the evolution of rugby strips, boots and equipment since the 1840s. Students will be taught to examine the development and improvement of materials and design in relation to innovations in technology and changes within the sport, such as professionalism and commercialism.

The workshop will culminate with an object-handling session in which students will try on the different outfits held in the museum's support collection. Student teams will receive points for correctly identifying different garments from the various eras in these challenges.



### Learning Outcomes

- How the craftwork, design and materials used in the production of rugby playing apparatus have continually changed to reflect the times
- Specialist understanding of international match-day equipment
- Insight into the history and evolution of rugby football and how players have changed over time

### Art and Design curriculum subject content:

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## Murder Mystery at Twickenham: KS2 Literacy Detectives

*Workshop + tour combined*

*Resources produced in collaboration with **Be Rugby Magazine***



To engage students with literacy through an immersive stadium tour experience. The session aims to support National Curriculum KS2 English objectives while providing an insight into the history of rugby.

Through working with **Be Rugby Magazine**, the session further aims to inspire literacy development beyond the visit. Teachers will leave with lesson plans on how to write an article. Schools can also choose to subscribe to Be Rugby Magazine, encouraging further reading outside of the classroom.



### Learning Outcomes

- Completing literacy activities, focusing on modal verbs, the perfect form and sensory vocabulary.
- Produce an article back in the classroom, inspired by the visit to Twickenham Stadium.

### English Curriculum Subject Content

#### Reading

- Asking questions to improve understanding
- Drawing inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence.

#### Writing

- Using modal verbs or adverbs to indicate degrees of possibility
- Using the perfect form of verbs to mark relationships of time and cause

### **Post workshop lesson plans**

#### Writing—composition

- Plan their writing by identifying the audience for and purpose of the writing, selecting the appropriate form and using other similar writing as models for their own
- Using a wide range of devices to build cohesion within and across paragraphs

### **If purchasing a Be Rugby Magazine subscription for your school**

#### Reading

- Continuing to read and discuss an increasingly wide range of fiction, poetry, plays, non-fiction and reference books or textbooks

## Design Me a Stadium workshop

KS2

This workshop will familiarise students with the building considerations and essential facilities of large sporting venues. Students will become 'Stadium Directors', designing their own working stadiums, choosing everything from location to which fast food outlets to source their catering from.



### Learning Outcomes

- The environmental impact and wider considerations of construction in an urban environment
- How financial necessities are balanced against human comfort and cultural prestige when planning and developing a modern-day sporting venue
- General principles of map-reading
- Specialist understanding of the interior design and operations of Twickenham Stadium
- Insight into the history and evolution of Twickenham Stadium

### Geography curriculum subject content:

- Develop contextual knowledge of the location of globally significant places – both terrestrial and marine – including their defining physical and human characteristics and how these provide a geographical context for understanding the actions of processes
- Interpret a range of sources of geographical information, including maps, diagrams, globes, aerial photographs and Geographical Information Systems (GIS)
- Communicate geographical information in a variety of ways, including through maps, numerical and quantitative skills and writing at length.

#### Location knowledge

- Name and locate...key topographical features (including hills, mountains, coasts and rivers), and land-use patterns

#### Human and physical geography

- Understand human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources

#### Geographical skills and fieldwork

- Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied

## What Kind Of Rugby Player Are You? workshop

KS2

This workshop investigates the movement and body mechanics of rugby players and analyses how different positions require specialist attributes. Students will learn how speed, strength, power, endurance and agility are essential to the modern game and how combinations of each are vital to the different positions on the field.

What Kind Of Rugby Player Are You? is available as either a classroom workshop or a physical interactive activity using the museum's in-house equipment. Museum staff should be notified of activity preference at time of booking.



### Learning Outcomes

- How different types of activity affect specific aspects of fitness
- How to plan and implement strategies, as well as compositional and organisational ideas, in a team
- How to apply rules and conventions for different activities
- Specialist understanding of England international players pre-match preparation, and post-match recovery
- Insight into the history and evolution of rugby football

### Physical education curriculum subject content:

- Participate in team games, developing simple tactics for attacking and defending
- Play competitive games, modified where and apply basic principles suitable for attacking and defending

## History and Evolution of Football in Britain seminar

KS2

This seminar, delivered by a sports historian from the World Rugby Museum, will detail how a rural English pastime became three of the world's most popular sports: association football, rugby union and rugby league.

These three distinct sports all have their roots in mob football; a game that has been played on the fields and streets of Britain since at least the 9<sup>th</sup> Century. This seminar will discuss how the industrial revolution and a generation of schoolchildren turned the 'people's game' into a codified mass-spectator phenomenon.



### Learning Outcomes

- Insight into the earliest history of ball games in Britain
- Specialist understanding of the development and codification of association football, rugby union and rugby league
- How these sports spread globally and developed into local football games, such as Australian Rules Football and American Football
- Analysis of modern day cultural impact of football

### History curriculum subject content:

- Know and understand the history of these islands as a coherent, chronological narrative, from the earliest times to the present day: how people's lives have shaped this nation and how Britain has influenced and been influenced by the wider world
- Understand historical concepts such as continuity and change, cause and consequence, similarity, difference and significance, and use them to make connections, draw contrasts, analyse trends, frame historically-valid questions and create their own structured accounts, including written narratives and analyses
- A study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066, for example:
- Changes in an aspect of social history, such as crime and punishment from the Anglo-Saxons to the present or leisure and entertainment in the 20th Century
- Significant turning point in British history, for example, the first railways or the Battle of Britain





## Design Me a Stadium workshop

KS3

This workshop will familiarise students with the building considerations and essential facilities of large sporting venues. Students will become 'Stadium Directors', designing their own working stadiums, choosing everything from location to which fast food outlets to source their catering from.



### Learning Outcomes

- The environmental impact and wider considerations of construction in an urban environment
- How financial necessities are balanced against human comfort and cultural prestige when planning and developing a modern-day sporting venue
- General principles of map-reading
- Specialist understanding of the interior design and operations of Twickenham Stadium
- Insight into the history and evolution of Twickenham Stadium

### Geography curriculum subject content:

- To develop contextual knowledge of the location of globally significant places – both terrestrial and marine – including their defining physical and human characteristics and how these provide a geographical context for understanding the actions of processes
- To understand the processes that give rise to key physical and human geographical features of the world, how these are interdependent and how they bring about spatial variation and change over time

### Human and physical geography

- To understand, through the use of detailed place-based exemplars at a variety of scales, the key processes in:
  - Human geography relating to: population and urbanisation; international development; economic activity in the primary, secondary, tertiary and quaternary sectors; and the use of natural resources
- Understand how human and physical processes interact to influence, and change landscapes, environments and the climate; and how human activity relies on effective functioning of natural systems

### Geographical skills and fieldwork

- Build on their knowledge of globes, maps and atlases and apply and develop this knowledge routinely in the classroom and in the field

## Rugby in Motion workshop

KS3

This workshop focuses on body mechanics, training programmes and the use of GPS technology in assisting the development of elite athletes. Students will learn how speed, agility, power, strength and endurance are essential to the modern game, and how different combinations of each are vital to different positions on the rugby pitch. Students will be asked to assemble their own all-star teams and training programmes based on what they have learnt.

This workshop is an extension of What Kind of Rugby Player Are You? with an additional focus on technology and programming.



### Learning Outcomes

- How different types of activity affect specific aspects of fitness
- Understanding of how GPS technology has changed the modern game
- How to plan and implement strategies, as well as compositional and organisational ideas, in a team
- How to apply rules and conventions for different activities
- Specialist understanding of England international players pre-match preparation, and post-match recovery
- Insight into the history and evolution of rugby football

### Physical education curriculum subject content:

- Understand what makes a performance effective and how to apply these principles to their own and others' work
- Develop the confidence and interest to get involved in exercise, sports and activities out of school and in later life
- Use a range of tactics and strategies to overcome opponents in direct competition through team and individual games
- Develop their technique and improve their performance in other competitive sports

**Science curriculum subject content:**

Scientific attitudes

- Pay attention to objectivity and concern for accuracy, precision, repeatability and reproducibility

Analysis and evaluation

- Interpret observations and data, including identifying patterns and using observations, measurements and data to draw conclusions

**Computing curriculum subject content:**

- Design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems

## History and Evolution of Football in Britain seminar

KS3

This seminar, delivered by a sports historian from the World Rugby Museum, will detail how a rural English pastime became three of the world's most popular sports: association football, rugby union and rugby league.

These three distinct sports all have their roots in mob football; a game that has been played on the fields and streets of Britain since at least the 9<sup>th</sup> Century. This seminar will discuss how the industrial revolution and a generation of schoolchildren turned the 'people's game' into a codified mass-spectator phenomenon.



### Learning Outcomes

- Insight into the earliest history of ball games in Britain
- Specialist understanding of the development and codification of association football, rugby union and rugby league
- How these sports spread globally and developed into local football games, such as Australian Rules Football and American Football
- Analysis of modern day cultural impact of football

### History curriculum subject content:

- Deepen their chronologically secure knowledge and understanding of British, local and world history
- Identify significant events, make connections, draw contrasts, and analyse trends within periods and over long arcs of time
- Study ideas, political power, industry and empire: Britain, 1745-1901





## Stadium Director workshop

KS4

This workshop will set students the task of developing a stadium worthy of hosting a World Cup Final. Students will become 'Stadium Directors' and asked to design their own working stadiums, choosing all aspects from location, to build and which fast food outlets to source their catering from.

This workshop is an extension of 'Design Me a Stadium' with additional focus on business aspects.



### Learning Outcomes

- Analysis of how Twickenham Stadium drives income and revenue for the Rugby Football Union
- How financial necessities are balanced against human comfort and cultural prestige when planning and developing a modern-day sporting venue
- The environmental impact and financial implications of construction in an urban environment
- Specialist understanding of the interior design and operations of Twickenham Stadium
- General principles of map-reading
- Insight into the history and evolution of Twickenham Stadium

### GCSE geography curriculum subject content:

#### Maps, fieldwork and geographical skills

- The use of a range of maps, atlases, Ordnance Survey maps, satellite imagery and other graphic and digital material

#### Place: processes and relationships

- Geography of the UK – Knowledge and understanding of the UK's geography, both in overview and with some in depth study, to include its physical and human landscapes, environmental challenges, changing economy and society, the importance of cultural and political factors, and its relationships with the wider world.

## GCSE **business** curriculum subject content:

### Knowledge and understanding

- The interdependent nature of business activity, influences on business, business operations, finance, marketing and human resources; and how these interdependencies underpin business decision making.

### Business activity

- The competitive environment and the impact of risk and reward on business activity.
- The factors influencing business location, including proximity to market, labour and materials.

### Business operations

- What business operations involve, their role within the production of goods and the provision of services, and how they influence business activity, including:
- The concept of quality and its importance to a business, including the production of goods and the provision of services

### Finance

- The purpose of the finance function, its role within business and how it influences business activity

### Skills

- Apply business concepts to familiar and unfamiliar contexts
- Develop problem solving and decision making skills relevant to business
- Investigate, analyse and evaluate business opportunities and issues

## Rugby in Motion workshop

KS4

This workshop focuses on body mechanics, training programmes and the use of GPS technology in assisting the development of elite athletes. Students will learn how speed, agility, power, strength and endurance are essential to the modern game, and how different combinations of each are vital to different positions on the rugby pitch. Students will be asked to assemble their own all-star teams and training programmes based on what they have learnt.

This workshop is an extension of What Kind of Rugby Player Are You? with an additional focus on technology and programming.



### Learning Outcomes

- How different types of activity affect specific aspects of fitness
- Understanding of how GPS technology has changed the modern game
- How to plan and implement strategies, as well as compositional and organisational ideas, in a team
- How to apply rules and conventions for different activities
- Specialist understanding of England international players pre-match preparation, and post-match recovery
- Insight into the history and evolution of rugby football

### GCSE physical education curriculum subject content:

- Use and develop a variety of tactics and strategies to overcome opponents in team and individual games
- Develop their technique and improve their performance in other competitive sports

GCSE **science** curriculum subject content:

- Develop understanding of the nature, processes and methods of science
- Develop and learn to apply observational, practical, modelling, enquiry, problem-solving skills and mathematical skills

The development of scientific thinking:

- Explain everyday and technological applications of science; evaluating associated personal, social, economic and environmental implications; and making decisions based on the evaluation of evidence and arguments

Analysis and evaluation

- Translating data from one form to another
- Carrying out and representing mathematical and statistical analysis
- Interpreting observations and other data, including identifying patterns and trends, making inferences and drawing conclusions
- Presenting reasoned explanations, including relating data to hypotheses

Forces and motion

- Interpreting quantitatively graphs of distance, time, and speed

## History and Evolution of Football in Britain seminar

KS4

This seminar, delivered by a sports historian from the World Rugby Museum, will detail how a rural English pastime became three of the world's most popular sports: association football, rugby union and rugby league.

These three distinct sports all have their roots in mob football; a game that has been played on the fields and streets of Britain since at least the 9<sup>th</sup> Century. This seminar will discuss how the industrial revolution and a generation of schoolchildren turned the 'people's game' into a codified mass-spectator phenomenon.



### Learning Outcomes

- Insight into the earliest history of ball games in Britain
- Specialist understanding of the development and codification of association football, rugby union and rugby league
- How these sports spread globally and developed into local football games, such as Australian Rules Football and American Football
- Analysis of modern day cultural impact of football

### GCSE **history** curriculum subject content:

- The study of people, events and developments drawn from all three eras defined above. Where appropriate, it may also draw on earlier times
- Understanding of the key features and characteristics of the periods studied in relation to second order historical concepts of continuity, change, cause, consequence, significance and similarity and difference within situations
- Making connections, drawing contrasts and analysing trends

### GCSE **physical education** curriculum subject content:

- Socio-cultural influences
- Develop knowledge and understanding of the socio-cultural factors that impact on physical activity and sport, and the impact of sport on society including:
  - engagement patterns of different social groups in physical activity and sport
  - commercialisation of physical activity and sport
  - ethical and socio-cultural issues in physical activity and sport



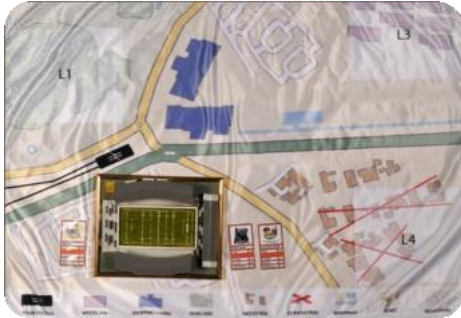


## Stadium Director workshop

### Further Education

This workshop will set students the task of developing a stadium worthy of hosting a World Cup Final. Students will become 'Stadium Directors' and asked to design their own working stadiums, choosing all aspects from location, to build and which fast food outlets to source their catering from.

This workshop is an extension of 'Design Me a Stadium' with additional focus on business aspects.



### Learning Outcomes

- Analysis of how Twickenham Stadium drives income and revenue for the Rugby Football Union
- How financial necessities are balanced against human comfort and cultural prestige when planning and developing a modern-day sporting venue
- The environmental impact and financial implications of construction in an urban environment
- Specialist understanding of the interior design and operations of Twickenham Stadium
- General principles of map-reading
- Insight into the history and evolution of Twickenham Stadium

### A Level geography curriculum subject content:

- Develop knowledge of locations, places, processes and environments, at all geographical scales from local to global across the specification as a whole
- Develop as critical and reflective learners, able to articulate opinions, suggest relevant new ideas and provide evidenced argument in a range of situations
- Relationships and connections
- Understanding of how the demographic, socio-economic and cultural characteristics of places are shaped by shifting flows of people, resources, money and investment, and ideas at all scales from local to global

A Level business curriculum subject content:

- identify business opportunities and problems
- investigate, analyse and evaluate business opportunities and problems apply numerical skills

## History and Evolution of Football in Britain seminar

### Further Education

This seminar, delivered by a sports historian from the World Rugby Museum, will detail how a rural English pastime became three of the world's most popular sports: association football, rugby union and rugby league.

These three distinct sports all have their roots in mob football; a game that has been played on the fields and streets of Britain since at least the 9<sup>th</sup> Century. This seminar will discuss how the industrial revolution and a generation of schoolchildren turned the 'people's game' into a codified mass-spectator phenomenon.



### Learning Outcomes

- Insight into the earliest history of ball games in Britain
- Specialist understanding of the development and codification of association football, rugby union and rugby league
- How these sports spread globally and developed into local football games, such as Australian Rules Football and American Football
- Analysis of modern day cultural impact of football

### A Level **physical education** curriculum subject content:

#### Sport and society

- Develop knowledge and understanding of the interaction between, and the evolution of, sport and society. There is a minimum requirement for specifications to cover the following:
  - The factors leading to the emergence of modern sport through to the globalisation of sport in the 21st century
  - The impact of sport on society and of society on sport

### A Level **history** curriculum subject content:

- Develop their interest in and enthusiasm for history and an understanding of its intrinsic value and significance
- Develop their use and understanding of historical terms, concepts and skills
- Make links and draw comparisons within and/or across different periods and aspects of the past

- Understand a range of appropriate historical perspectives, for example aesthetic, cultural, economic, ethnic, political, religious, scientific, social or technological
- Change and/or development over a period of time sufficient to demonstrate understanding of the process of change, both long term (normally at least 100 years) and short term
- Understanding of key historical terms and historical concepts, such as change, continuity, causation, consequence and significance
- Analyse and evaluate the causes and consequences of historical events and situations, and changes and developments in the periods and/or themes studied

## Commercial Twickenham seminar

### Further Education

The Commercial Twickenham seminar provides an insight into the operations and management of the Twickenham Commercial Department. A representative from the commercial management team will present an educational seminar covering a diverse range of topics including: business operations, structure, and logistics, as well as exploring the various commercial opportunities afforded by the game.



### Learning Outcomes

- Overview of the various departments involved in commercial operations
- Understanding of commercial revenue streams
- Indication of current RFU commercial strategies
- Analysis of consumer needs and how to meet them

### A Level physical education curriculum subject content:

- Understand the impact of commercialisation on physical activity and sport

### BTEC National Diploma in Sport

- Investigating Business in Sport and the Active Leisure Industry
- Sports Event Organisation

## Twickenham Control seminar

### Further Education

The Twickenham Control seminar provides an insight into the safety and security requirements involved in running Twickenham Stadium on a match day. A member of the events safety and security team will deliver an educational seminar covering the subjects of stadium security, match-day security, events management and risk assessment. Students will be given the opportunity to ask questions and see first-hand the principles and technologies at work inside Twickenham Control Room.



#### Learning Outcomes

- Understanding of staff and various roles required on a match day
- Investigation into the safety equipment used
- Analysis of match day security necessities
- General principles of stadium safety
- Understanding of risk assessments and legal procedures

#### BTEC National Diploma in Sport curriculum

- Sports Event Organisation

#### BTEC National Diploma in Sport and Active Leisure curriculum

- Assisting at a Sport or Active Leisure Event
- Risks and Hazards in Sport and Active Leisure
- Working in Sport and Active Leisure
- Investigating Rights and Responsibilities at Work



An abstract graphic consisting of several overlapping rings. Two rings are a vibrant red, while the others are a dark grey. They are arranged in a circular, interlocking pattern that creates a sense of depth and movement. The rings overlap in a way that suggests a three-dimensional structure, possibly resembling a stylized atom or a complex knot.

# **Pricing & Availability**

**Small groups (15-19 students)**

Student	£15.00
Adult*	£22.50 (above supervisory ratio)
Carer	free (if 1:1 assistance is required)

**Large groups (20+ students)**

Student	£13.50
Adult*	£22.50 (above supervisory ratio)
Carer	free (if 1:1 assistance is required)

\*Free supervisory adult place per 10 student tickets

A workshop or seminar is provided at no additional cost when booked with a tour and museum visit. A minimum of 15 students must participate for the workshop to run.

**Operational hours**

Tuesday-Friday 10:00-17:00

Visits take between 2.5-3.5 hours including the World Rugby Museum, a stadium tour and workshop or seminar. Lunch spaces may be available upon request.

Murder Mystery workshop visits take between 2-3 hours, including the workshop and museum entry. Pricing as above.

**Accessibility**

The stadium tour route is fully accessible for wheelchairs and there are accessible facilities within the museum.

**Parking**

Free parking for coaches and cars is available onsite.

**Email:** [museum@rfu.com](mailto:museum@rfu.com)

**Web:** [worldrugbymuseum.com](http://worldrugbymuseum.com)

**Tel:** +44 20 8892 8877

**Twitter:** @wrugbymuseum

**Facebook:** @wrugbymuseum

**Instagram:** @wrugbymuseum

**Blog:** [worldrugbymuseum.blog/](http://worldrugbymuseum.blog/)