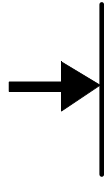
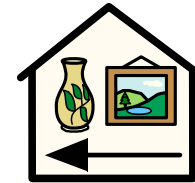


Welcome



to the Foundling



Museum.



The museum



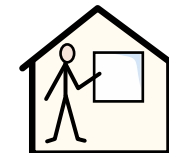
tells



the story



of the Foundling



Hospital.



The Foundling



Hospital



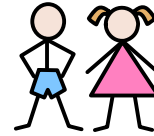
was a



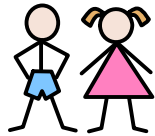
home for



poor



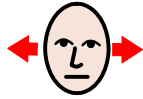
children.



The children's



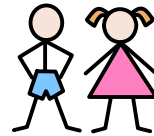
parents



couldn't



feed



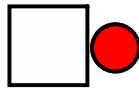
them.



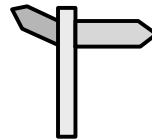
The Foundling



Hospital



stood next to



where



the museum



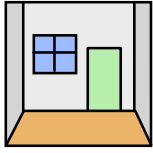
is



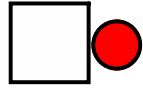
now.



Walk into



the room



next to



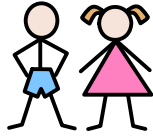
the tall



clock.



Find out about



the children



who lived




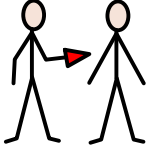
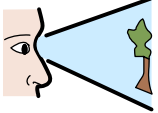
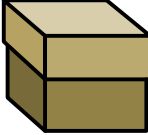


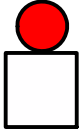
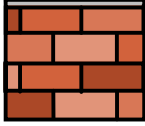
in


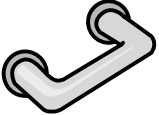






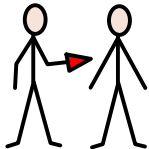
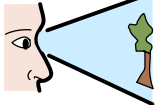

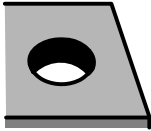
the Foundling



Hospital.

       
Can you see a box of balls on the wall?


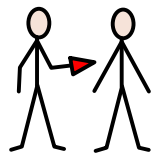
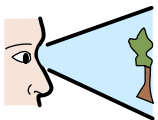
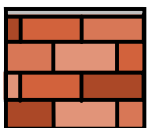

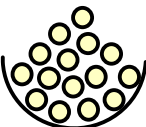

 
Turn the handle.

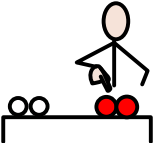

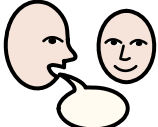




       
What colour are the balls you can see in the hole?



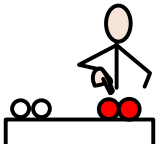


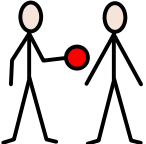

A black ball = you cannot live in the Foundling Hospital.

A white ball = you can live in the Foundling Hospital.

A red ball = you might live in the Foundling Hospital.

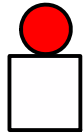
      
Can you see the wall with lot of names ?

      
These names were give to pupils in the Foundling Hospital.

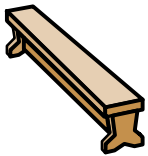
      
Which of these names is your favourite?



Sit



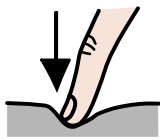
on



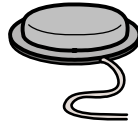
a bench



and



press



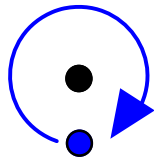
the silver button.



Listen to



stories



about



people



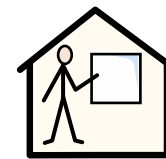
who lived



in



the Foundling



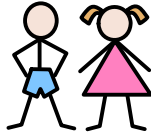
Hospital.



Find



the uniforms.



The children



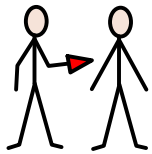
wore



them.



Do



you



like



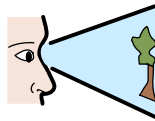
the uniforms?



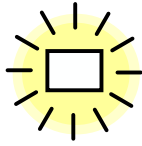
Do



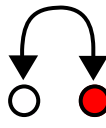
the uniforms



look



new



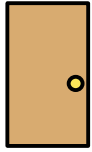
or



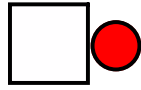
old?



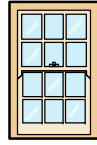
Walk through



the door



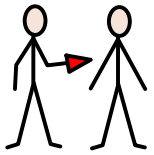
by



the window.



Can



you



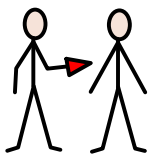
hear



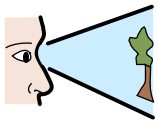
a clock?



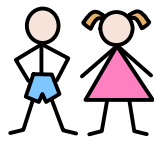
Can



you



see



children



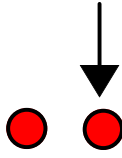
in



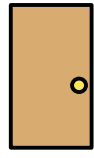
the paintings?



Walk through



the other



door.



The stairs



are



very



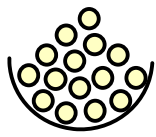
old.



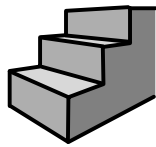
Walk up the stairs.



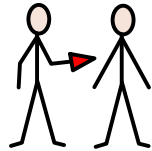
How



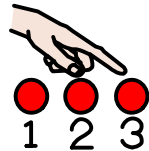
many



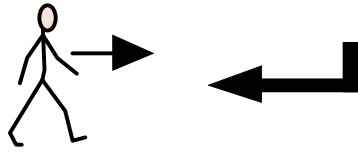
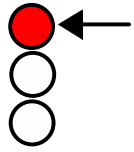
steps



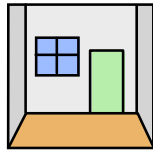
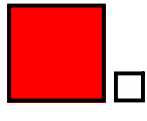
can you



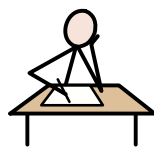
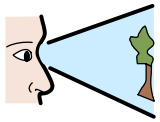
count?



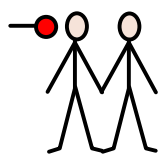
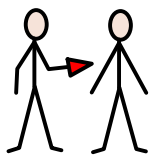
At the top of the stairs walk to the left.




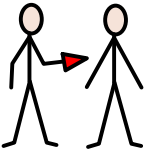
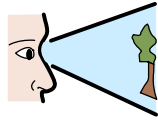



Walk into the big green room.







Look at the paintings of people who worked in the Foundling Hospital.

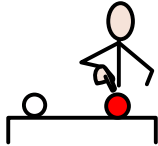






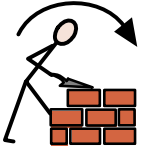




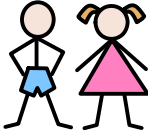
Do you like their wigs?



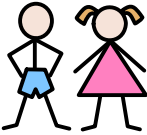
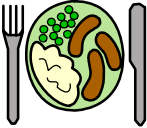


     
Can you see a painting of a king?

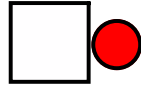
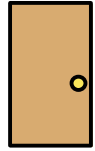
   
What is the king wearing?

     
Find a painting of an old man wearing a red coat.

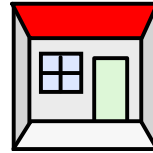
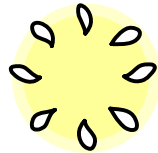
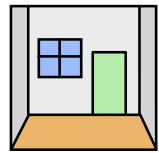
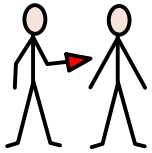
   
This man is Thomas Coram.

      
Thomas built the Foundling Hospital to help poor children.

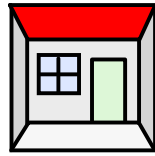
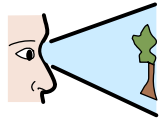
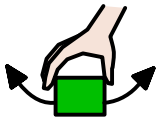
     
The hospital gave the children food and clothes.



Walk through the door beside Thomas.



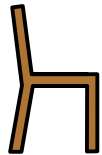
Can you find a room with a beautiful ceiling?



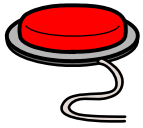
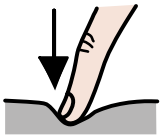
Use the hand mirror to look at the ceiling.



Go up the stairs.



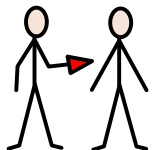
Sit in the chair.



Press a button.



Listen to the music.

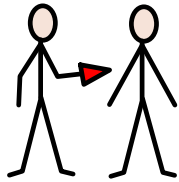


Do you like the music?

THE *foundling* MUSEUM



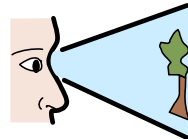
Have



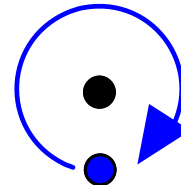
you



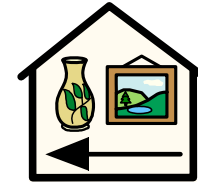
enjoyed



looking



around



the museum?

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