What is The University of Sheffield like?

Organise a “Guess what's inside?” game based on photos of university buildings, leading to discussion of how buildings fit their purposes and how design affects our feelings about a place.

Look at the university’s coat of arms (on the website), explore its meanings and ask pupils to design their own coat of arms or shield either for themselves or for their school.

Use the information (in Facts and Figures) on numbers of students, staff, books in the library to devise maths challenges (ratio, percentages, ranking) for teams of pupils to work out.

Use the penny subscription poster as a historical artefact to stimulate discussion about the beginnings of the university and the relationship between the university and the local area.

Use the information about international students (in Facts and Figures) to draw a map of the links between the university, the city and the wider world.