



THE TIMEWALK EXHIBITION

SCHOOL VISITS

WHERE STUDENTS WALK THROUGH 12,000 YEARS OF HUMAN HISTORY

TIMEWALKEXHIBITION.COM

DEM EXPERTS IN
EXPERIENCE
AWARD-WINNING COMPANY

fever

IMMERSE LDN

A digital illustration of three children standing in a vast, sunlit virtual ancient city. On the left is a large, terraced pyramid with reddish-brown steps. In the center and right are blue-walled buildings with colorful, hieroglyph-like patterns. Numerous small figures of people in ancient attire are scattered throughout the scene. The children in the foreground are seen from behind: a girl in a yellow jumpsuit, a smaller girl in a pink dress, and a boy in a green t-shirt and black shorts. The sky is a clear, bright blue.

TIMEWALK is designed to inspire curiosity, encourage questions and create lasting memories that continue long after the journey home.

Learning should be unforgettable.

At TIMEWALK, students don't simply stare at objects in glass cases or read about history—they step inside it. Through immersive cinematic environments, unrivalled historical storytelling, interactive technology and powerful audio guide narrations, students travel through the world's greatest civilisations and historical moments, making learning memorable, engaging and inspiring.

TIMEWALK takes visitors on a journey through 21 past civilisations, with a special focus on five defining chapters in humanity's story. Beginning with Göbeklitepe — one of the world's earliest known civilisations, predating all major known civilisations. The experience flows seamlessly to other influential civilizations; **Babylon**, where cities and laws were born, the **Maya**, a time of monumental achievements and spiritual legacies, **Ancient Egypt**, which inspired scientific brilliance, and the cultural resilience of **Rapa Nui**.

Students will walk through 5 fully immersive spaces. Each space is visually stunning, and dedicated to a different civilisation. Students will see and hear inspiring stories and walk-through environments brought to life, through advanced audio-visual technology.

Upon arrival, every student will be provided with a multimedia audio guide, available in 25 languages, together with a dedicated children's version featuring specially written narration designed to bring history to life for younger audiences. Visitors will enter the exhibition through a 'Time-Travel' Tunnel, where they will be immersed in universal concepts of time, space, and water as the source of life.

An abstract graphic in the bottom right corner consisting of soft, flowing shapes in shades of yellow and white, resembling a stylized sun or a splash of paint.



What's included:

- **Full access** to all five immersive civilisation rooms
- The **Interactive Area**, where students can engage with / identify with the characters
- The **Discovery Pool**
- A **dedicated children's audio guide** narration that brings history to life in a language young explorers can easily understand
- **1 free teacher for every 10 students**
- **Pre-visit** teacher information
- **Dedicated TIMEWALK coordinator** on the day
- **Complimentary teacher visit** to carry out risk assessment and review the exhibition prior to your school visit

Contact *Naz Kabir* or *Basak Ellibes*
to discuss your school trip:
naz.kabir@demmuseums.com
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TIMEWALK understands the value it can add to children's education.



History has never been this much fun

At TIMEWALK, we believe learning should be fun, engaging and entertaining.

Take your students beyond the classroom and into five immersive worlds where history comes to life through interactive storytelling, powerful narration and cinematic environments. Each room brings a different period of history vividly to life, turning learning into an experience pupils can see, hear and feel.

It's edutainment at its best: an unforgettable way to spark curiosity, bring the curriculum to life and make history stick.

School Groups

£12 per student

1 free teacher for every 10 students

We're committed to making TIMEWALK accessible to schools everywhere, with a flat fee of just £12 per student for UK and international schools, for pupils aged 16 and under.

And for every 10 students, one teacher goes free.

Give your students a learning experience they'll remember.



Seating Area for Class Lunch

ImmerseLDN have some seating areas within the venue's main Boulevard. These can be pre-booked directly by school groups, wanting to eat their packed lunch as part of their visit. Spaces are available on a first come, first served basis. Please use this link [Lunch Space Bookings Start](#) to book these spaces and they will action and respond accordingly.

Coach Parking

Coach and Minibus parking is available to schools that have pre-booked parking using this online form - [this form](#). Coach and Minibus parking is charged at a flat rate of £50 per day.

Drop-off and pick up only, is also available at the West Taxi Rank, postcode E16 1XL.

[Click here for our campus map.](#)

Public Transport

ImmerseLDN and ExCel London are served by DLR and the Elizabeth Line (Custom House Station). TIMEWALK is a mere five-minute walk from the station. TFL Cable Cars can also be used from North Greenwich, crossing the river via scenic air route to Royal Docks.



Why Choose TIMEWALK?

Immersive Learning

Students become part of history rather than simply observing it. Every environment has been designed to maximise engagement and understanding through never-before-seen audio visual content.

Curriculum-Aligned Experiences

Our educational content has been developed to support the National Curriculum, helping teachers reinforce classroom learning through memorable, immersive experiences.

[Click here for a youtube testimonial.](#)

Safe, Organised Visits

Our experienced team understands school requirements and provides a well-managed, welcoming environment from arrival through to departure.

Learning That Students Remember

Research consistently shows that immersive experiences improve knowledge retention. Students leave with stories to tell, questions to explore and a deeper understanding of history.

Supporting the National Curriculum

TIMEWALK has been designed to complement Key Stage learning by bringing curriculum topics vividly to life.

National Curriculum Links, KS2-KS5

Visit Duration

The approximate duration of the TIMEWALK experience is **60 minutes on average**. Schools should allow additional time for **arrival, check-in and lunch, if required**.



What Families Say

4.7 ★★★★★ Google Reviews rating

Christina McAdam

Amazing experience, my children and I really enjoyed it.

Natasha Blick

Great day out at Timewalk exhibition at ExCel Docklands. 3 teenagers and a preteen (plus the adults) absolutely loved it! Very engaging, informative and insightful. The personal audio packs were much better than having the audio blasted into the room as you could control your own volume. A different kids audio is available for younger children. It wasn't too busy either so you could see everything without having to dodge around other people. **Definitely recommend.**

Robert Evans

This is **absolutely banging** we took our 10 year old grandson and he loved it, its fantastic...

Caroline Chandle

I brought 2x 11 year olds and 16yr old, we found it **very informative and engaging** - definitely one for slightly older children in my opinion, audio full of facts and good immersive graphics, very appreciative of the walking stool provided for me

Kimberley Simmons

What a great adventure! The whole family enjoyed this very educational, immersive, and visually stimulating installation. With audio guides for all languages. **We would highly recommend this to all ages.**

Sabina Rafiq

Absolutely amazing experience, super friendly staff and brilliantly put together! **Enjoyable day out with the children.** I would highly recommend this to anyone thinking of visiting!



KEY STAGE 2
Years 3-6, ages 7-11

Subject	National Curriculum Link	Connection to TIMEWALK
English	Non-fiction writing (reports, recounts); narrative and diary writing in role; vocabulary development; discussion and presenting.	Descriptive writing inspired by the projected environments; non-chronological reports on a chosen civilisation; diary or monologue in role (a Maya farmer, an Egyptian priest); the children's audio guide models clear, engaging non-fiction narration for oracy and recount work.
Maths	Negative numbers and the number line; measures; statistics.	Placing the five civilisations on a 12,000 year timeline (working with BCE/CE and negative numbers); comparing and estimating the heights/distances of monuments included in the experience e.g. Egyptian and Mayan pyramids, Moai; interpreting data comparing dates, locations and populations across civilisations.
Geography	Locational knowledge; place knowledge; human and physical geography.	Locating Babylon, Egypt, Rapa Nui, Göbeklitepe and the Maya lands on a world map; comparing physical geography (river valley vs. volcanic Pacific island); discussing why each civilisation settled where it did; how environments change.
History	Statutory Ancient Egypt study; a non-European society study (early Maya civilisation is a listed example); chronological understanding; using sources as evidence.	Direct, immersive coverage of the statutory Ancient Egypt and Maya units; comparing civilisations across time; discussing how historians and archaeologists know what they know about people with few written records.
Religious Education	Beliefs, practices and ways of expressing meaning across religions and worldviews.	Ritual, gods and afterlife beliefs across Babylon, Egypt, Maya and the early ritual site of Göbeklitepe, give comparative material for exploring how people have expressed belief and meaning throughout history. This can be supported by objects located in the first room e.g. Feather of Ma'at, Simiwu Ding.

Citizenship / PSHE (community strand)	Shared humanity; living in a diverse society; community and belonging.	Reflecting on the common human needs and values: ritual, storytelling, community, and remembrance, that connect very different, distant civilisations.
PSHE	Respect for diversity; wellbeing; managing feelings and new experiences.	Building empathy for people across time and culture; self-regulation strategies for a sensory experience (loud, low light, moving imagery).
Computing	Understanding how digital technology works and is used creatively; technology beyond desktop devices.	Introduces projection mapping and the motion-tracking 'digital mirror' in the Interactive Area at the end of the exhibition as accessible, real-world examples of computing at work.
Languages	Awareness of language diversity; early intercultural understanding.	Connection to Mayan glyphs and writing systems. In addition, the multiple languages available in the audio guide can give a concrete, memorable example of linguistic diversity; children can compare a phrase across guide languages.
Art & Design	Learning about great artists, craft-makers and designers from history and other cultures; using materials and techniques.	Artefacts evidencing mark making, e.g. fresco, seals, steles, carvings seen in Room 1, and symbols in Mayan glyphs, Egyptian iconography and moai carving styles provide stimuli for craft and design work back in the classroom.
Science	Earth, Sun and Moon (Y5); rocks (Y3); living things, habitats and environmental change.	Astronomical alignment of Egyptian and Maya monuments links to the Y5 Earth/space topic; volcanic rock at Rapa Nui links to the Y3 rocks unit; Rapa Nui's deforestation links to habitats and environmental change.
Design & Technology	Structures; how people design and build to solve problems.	Pyramids, temples and moai as case studies in ancient structural engineering. How people solved building problems without modern tools or machinery.



KEY STAGE 3
Years 7-9, ages 11-14

Subject	National Curriculum Link	Connection to TIMEWALK
English	Analysing non-fiction and rhetoric; comparing texts; extended writing; oracy.	Analysing the exhibition's narration for tone, structure and persuasive/cinematic technique; comparative writing on how different civilisations are given a voice; presenting findings to the class.
Maths	Ratio, proportion and scale; statistics; geometric properties of shapes.	Scale drawings and models of monuments; statistical comparison of civilisation timelines and estimated populations; geometry in pyramid and monument design.
Geography	Tectonic processes and hazards; population and settlement; sustainability and resource management.	Rapa Nui as both a volcanic island (tectonics/hazards) and a widely-used case study in ecological collapse — deforestation, resource depletion and sustainability; Nile Valley settlement geography.
History	Studying history over a long time span; historical enquiry, interpretation and significance.	The 12,000 year timeline framing supports 'big picture' chronological thinking; strong material for source evaluation and interpretation of civilisations with limited written evidence.
Religious Education	Religious and philosophical beliefs and practices; questions about meaning, ritual and the afterlife.	Comparative study of cosmology, ritual and gods across civilisations, feeding into broader questions about the human search for meaning.
Citizenship	Human rights; identity, diversity and community; the rule of law and its absence.	Indigenous heritage and rights (the Maya and Rapa Nui communities), cultural heritage protection, and questions of identity across time and place.
PSHE	Identity and diversity; resilience and self-regulation.	Engaging respectfully with unfamiliar cultures and belief systems; managing yourself in an intense, immersive sensory environment.

Computing	How digital technology can be used creatively; representing sound, image and movement data.	360° projection mapping, spatial audio and motion-capture in the Interactive Area as tangible, real-world computing applications.
Languages	Cultural context of countries and civilisations studied; intercultural understanding.	Exposure to the multi-language content and audio guide and multilingual storytelling supports the statutory intercultural-understanding aim of KS3 languages.
Art & Design	Analysing and evaluating art and design from other cultures and periods; developing ideas from source material.	Cinematic, projection-based storytelling as a contemporary exhibition-design form; Maya, Egyptian, Babylonian and Rapa Nui visual motifs as source material for personal work.
Science	Astronomy; rock formation and geology; ecosystems and sustainability.	Ancient Egyptian tracking of stars including the sun, Göbeklitepe's megalithic construction; the volcanic geology of Rapa Nui, the scientific processes of archaeology (linked to interactive dig area); ecosystem collapse in Mayan and Rapa Nui as a sustainability case study.
Design & Technology	Structures and mechanisms; evaluating design solutions against user needs.	Ancient engineering solutions (monument-building without modern machinery) as case studies in design ingenuity and material use.





KEY STAGE 4 / GCSE
Years 10-11, ages 14-16

Subject	National Curriculum Link	Connection to TIMEWALK
English Language & Literature	Analysing non-fiction, persuasive and descriptive writing; travel and place writing.	The exhibition's narrative script offers material for analysing tone, structure and rhetorical devices, transferable to non-fiction analysis questions.
Maths	Standard form; statistics; geometry and trigonometry.	Standard form for expressing the 12,000 year timescale and large figures; trigonometry in monument height/ angle problems; statistical comparison across civilisations.
Geography	Ecosystems; resource management and sustainability; hazards; changing places.	Rapa Nui's deforestation and ecological collapse maps closely onto GCSE ecosystems/sustainability units across exam boards; volcanic hazards.
History	Historical interpretation; evaluating sources; thematic and depth study skills.	Case-study material for 'how do we know' and interpretation-of-evidence skills, transferable to any GCSE History specification.
Religious Studies	Beliefs about the afterlife; philosophy of religion; ritual and practice.	Comparative religion content across ancient civilisations featured in the exhibition (esp. Ancient Egypt, Maya societies) is directly relevant to GCSE Religious Studies philosophy and beliefs-and-practice units.
Citizenship Studies	Human rights; global issues; cultural heritage and identity.	Indigenous rights (e.g. Maya, Rapa Nui) and heritage preservation as a live, current global-citizenship case study.
PSHE	Careers exploration; cultural capital.	Introduces careers in heritage, museums and the immersive/ experience-design industries.

Computing	Representing sound, image and movement digitally; technology in the creative industries.	Real-world example of projection mapping, spatial audio and motion tracking, relevant to Computer Science and Creative iMedia* specifications.
Languages	Cultural knowledge component of exam specifications; intercultural competence.	Multilingual delivery and cross-cultural framing support the cultural-awareness element assessed in GCSE Modern Foreign Languages.
Art & Design	Exhibition and installation as a contemporary art form; researching cultural/historical sources for coursework.	Direct stimulus for the personal investigation / coursework component of GCSE Art & Design.
Science	Ecology and sustainability; astronomy; geology.	Rapa Nui as an ecology/sustainability case study; astronomical alignment in Egyptian and Mayan monuments; volcanic geology of Rapa Nui. In addition: specific elective courses like Edexcel GCSE Astronomy include optional or localized modules where students learn about the celestial sphere and constellation-based navigation.
Design & Technology	Evaluating existing products and structures; materials and their properties.	Analysing ancient structural solutions as precedent and inspiration for design coursework.

A group of people are walking through a digital art installation. The background is a dense, blue, starry field of light points. The floor is also covered in these light points, creating a sense of depth and immersion. The people are dressed in casual clothing, and their silhouettes are visible against the bright background. A yellow rectangular box with text is overlaid on the right side of the image.

KEY STAGE 5 / POST 16
A-level, BTEC, T-level

Subject	National Curriculum Link	Connection to TIMEWALK
English Language & Literature	Rhetoric; adaptation and translation; non-fiction genre study.	The narration within the TIMEWALK experience itself and the audio guide as a text for studying how historical material is adapted into contemporary persuasive/non-fiction narrative form.
Maths	Mechanics (forces and loads); statistics.	The structural mechanics of monumental architecture (e.g. Göbekli Tepe Mayan and Egyptian pyramids, Babylonian ziggurats) as an applied mechanics case study.
Geography	Sustainability; population and environment; hazard geography.	Deeper case-study material for A-level units on resource management, environmental change and hazards (e.g. Maya, Rapa Nui).
History	Historiography; causation; historical interpretation.	Reflecting on how evidence and interpretation shape the narrative of civilisations with limited written records, using the exhibition content to focus on core historiographical skills. (e.g. Göbeklitepe, Rapa Nui).
Religious Studies Philosophy & Ethics	Comparative theology; philosophy of religion; existentialist questions.	Comparative material on belief in the afterlife and the sacred across cultures and time (Ancient Egypt, Maya, objects in first room).
Citizenship/ Politics/ Global Perspectives	Heritage policy; indigenous rights; international cultural preservation (e.g. UNESCO).	Extension material for coursework or discussion on global citizenship, heritage policy and indigenous rights. (Ancient Egypt, Maya, Rapa Nui).
PSHE/ Careers	Careers education and progression pathways.	Direct exposure to careers in curation, museum studies, and the growing immersive-technology/experience-design sector.

Computing	Spatial computing; UX and interaction design; audio-visual systems.	Case-study material for coursework on immersive/XR technology, sound engineering and interaction design.
Languages	Cultural and historical topics for essay and oral components.	Comparative cultural material relevant to target-language culture and society modules.
Art & Design	Curatorial practice; exhibition and installation design; personal investigation.	TIMEWALK provide a strong contemporary precedent for personal investigation coursework on immersive, spatial or installation-based art.
Science	Geology; ecology; physics; astrophysics; astronomy.	Volcanic geology of Rapa Nui, astronomical alignments in ancient monuments, and ecological collapse dynamics. Origins of the universe and matter through the Big Bang and the creation of stars, elements.
Design & Technology/ Product Design/ Creative Media/ Creative Digital Media Production	User-centred and experience design; structural engineering; narrative environments.	The exhibition itself and its spatial narrative and sensory design can be analysed as a designed product/experience.



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