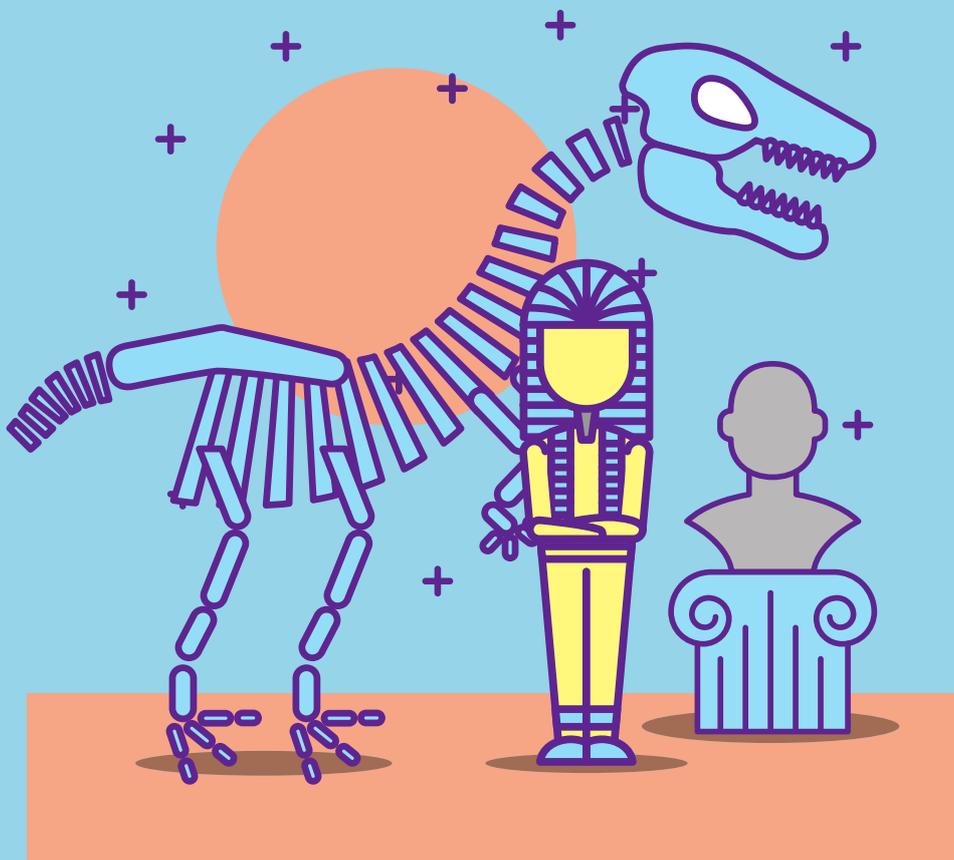


# WHAT IS A MUSEUM?

## Session 1



Supporting Scotland's Museums

**Museums  
Galleries  
Scotland**

**DYW**

**DUNDEE & ANGUS**

Developing the  
Young Workforce

# SUMMARY OF SESSION

## LEARNING OUTCOMES

I know what a museum is and can use my creativity to design one myself.  
I can participate in a discussion with my peers, listen to their contribution and respond appropriately.

## CURRICULUM LINKS

LIT 2-02a | EXA 2-06a

## RESOURCES NEEDED

- Pre-Project Evaluation form (if not already completed)
- Introduction video for "What is a Museum?"
- "What is a Museum?" presentation
- Pencils, paper, and any craft material available
- White board or flip chart with pen for writing ideas down

## ACTIVITIES INCLUDED IN THIS SESSION:



### QUICK FIRE ACTIVITIES

These can be done independently or in pairs depending on the confidence of your pupils. After each activity, ask each pupil or pair to shout out one of their words and write this somewhere the entire class can see. If pupils feel confident, they can write their own words on the board.



### DISCUSSION

Build your pupils' confidence and communication by facilitating an open discussion. Example questions to kickstart discussion are available.



### CREATIVE OUTPUT

Spark your pupils' creativity and watch them use the information they've discovered to begin designing their own museum.

# SESSION BREAKDOWN

## INTRODUCTION

Use the **introduction video** to summarise, and support the pupils' expectations of, this session. If you are using the pre-prepared "What is a Museum?" presentation, you can share the first slide straight after the introduction video.

## QUICK FIRE ACTIVITY - 3 MINUTES

-  In the next 30 seconds, write down or quietly discuss as many words as possible that come to mind when you think of museums.
-  In the next 20 seconds, write down or quietly discuss what you think a museum is or does.

## DISCUSSION - 5 MINUTES

Using the feedback from the pupils, and slide 2 of the presentation, facilitate a discussion about museums.

Who has visited a museum before? What did you see? Where did you go? Did you discover something? Do you think museums are important? If you had to explain what a museum was to an alien, what would you say?

Pupils might pair up or form small groups to discuss their experiences, this is especially helpful if there are some pupils who have never been to a museum. Finish with slide 3 of the presentation.

## QUICK FIRE ACTIVITY - 3 MINUTES

In the next 30 seconds, write down or quietly discuss as many things as possible that you might see in a museum. Feed back to the group and discuss slide 4 of the presentation.

## DISCUSSION - 5 MINUTES

Using the feedback from the pupils, and slide 5 of the presentation, facilitate a discussion about what a museum of their school might include. Think about Headteacher portraits, old school desks, chalk boards, science room equipment, PE equipment, uniforms etc. What objects would help tell the story of their school?



## CREATIVE OUTPUT

Now that the pupils understand what a museum is and what they might see there, it's time to use that information creatively.

Working independently or in teams, pupils will use the remainder of the session to design their very own museum. It can be about anything they want, from favourite music to video games, flowers or even a particular colour.

Look at the example on slide 6 of the presentation.

Think about

- What does your museum look like?
- What kind of things does it display? Art, objects, nature...
- Are there any facilities? Toilets, café, stairs and lifts...
- What kind of visitors are you hoping to attract?

If there's time at the end, pupils could share and discuss their designs. They can also take their designs home to work on them before the next session. **We will be adding to these in the next session so please make sure they add their name to their design!**

## CONCLUSION

### What is a museum?

A building that holds lots of objects either from nature or made by humans.

### What can I see there?

Displays that tell a story using objects and/or artworks.

### What can I do there?

Learn something, meet friends, participate in an event.

## NEXT TIME...

We've discovered what a museum is and what it does...but how does this all happen? Who runs the café? Who cleans the toilets? Who fixes the displays? Who invites the visitors in? In the next session, we're going to meet people from our local museum and learn more about what they do.