

DESIGNING MUSEUM ACTIVITY SHEETS

Different Approaches

- Drama/role-play
- Problem-solving
- Observation eg. spot the detail, drawing
- Numeracy eg. measuring, estimating
- Literacy eg. creative writing, writing for a particular audience
- Comprehension
- Comparing/contrasting
- Empathy
- Transfer of information
- Matching words/symbols
- Designing
- True/false
- Sorting/grouping eg. into material categories

DIFFERENT TYPES OF QUESTIONS

CLOSED

Examination eg. What shape? How big? How many?

Comparison eg. Similarities and differences between objects

Explanation eg. How was it made? How does it work?

OPEN

Problem-solving eg. How could you improve.....?

Predicting eg. What would happen if.....?

Opinion eg. What do you think.....?

Issues to consider when developing activity sheets:

Purpose

For family visitors or schools

Curricular links if schools

Object/art/building focus

Theme focus/relevance

User-friendly design: not too much clutter or text

Variety of activities/skills

Maintaining interest

Ability levels

Language levels

Space available

Equipment available

How to distribute: give out or help yourself

Follow-up: self-correcting? Or answers available

Wastage and loss

Frequency of changes