Museum Adventurer Kit Contents

What is in the kit?

- Now and Then grids x 3
- Magnifying glasses x 6
- Fabric alphabet in a feely bag x 1
- Colour panes x 6
- Colour wheels x 6
- Visit Dice x 1



Where can I use the kit?

You can use them anywhere in the museum! All of the activities are designed so that they can be used in any gallery.

You can plan which galleries you'll visit together as a group using the 'Now and Then' grids.

You can structure activities as a whole group or in small groups.

What activities are there in this kit?

- Activity 1: Now and then grids. Plan your route.
- Activity 2: Museum Adventurers. Use the visual equipment to explore the gallery.
- Activity 3: I Spy. Use the fabric letters to spy objects that begin with a....
- Activity 4: Use the colour wheel and visit dice to interact with the galleries.

Where do I put the kit when I'm done?

Please make sure all resources are returned in the kit.

There are three places you can leave your kit;

- In your tidy truck
- Under the stairs in the butterfly corridor
- At the front desk

Please do not leave it in any of the galleries.



Activity 1: Now and Then grids



You can use the Now and Then Grids to plan your trip as a group. There are three types of grids so that you can break down your trip in ways that work for your group.

Please put the gallery icons back in the packet when you're finished.



Activity 2: Museum Adventurers





Use the visual equipment to explore any gallery.

Activity Ideas:

- Freeze frames! Find an object and move your body into the same shape.
- Use the colour panes to compare and contrast how the object changes when you see it through a different coloured lens.
- I Spy: Rather than using 'something beginning with', you can use colours, textures or shapes to play this game.

Activity 3: I spy



Put your hand in the feely bag and pull out a letter. Can you find an object beginning with the letter you found?

Other activities ideas:

- Use the letters to spell your favourite object
- Find an object with the letter you have and then describe the object to a friend. Can they guess which object you've found?
- Pull out a letter from the feely bag and make the shape with your body.





Activity 4: Colour wheel and visit dice





Colour wheel activity ideas

- **Match the Colours** of objects you see in the gallery.
- Colour Hunting. Choose one colour and count how many objects of the same colour.
- Partner Challenge. Partner 1 chooses a colour and partner 2 finds an object that matches. Then swap round!
- **Object Detective:** Discuss the question, Why does the object or animal have the colours they do?

Visit dice

Roll the visit dice and answer the question it lands on!



