

Careers Gallery Explorer Kit



This gallery explorer kit can be completed as a whole class or in small groups. We recommended splitting into groups and moving around to each activity in a carousel. You don't have to use all of the activities, dependent on your group size and their interests.

Recommended gallery: Living Planet (ground floor)

1 - A DAY IN THE LIFE

See what a day in the life looks like for different museum jobs.

2 - WHAT WOULD YOU DO?

Challenge yourself with scenarios from different jobs - what would you do?

3 - SKILLS DICE

Think about the different skills you'd need for different museum jobs.

4 - WHO MADE THIS?

Look closely at one exhibit and consider who was involved in bringing it life.

5 - QUALIFICATIONS DIAMOND NINE

Consider which qualifications are needed for different museum jobs.



Activity one - A day in the life

INSTRUCTIONS

Read the day in the life diaries.

Match them up with the right role title.

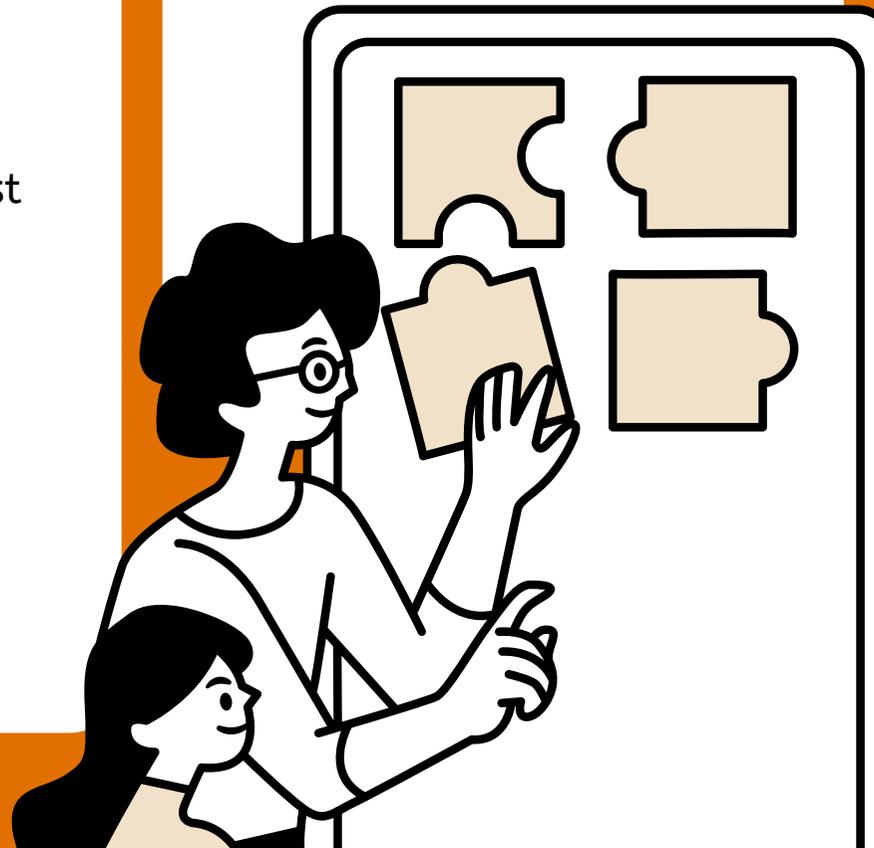
Discuss with your group:
Which job would you most like and dislike? Why?

Look at the museum map. For each role title, where do you think they spend most of their time?

YOU WILL NEED...

Day in the life cards

Museum map



EXTENSION

Think about these questions, then discuss with a partner:

Which activities in the diaries had you heard of, and which were new?

Are there any roles you'd like to learn more about? How could you find out more?

Activity two - What would you do?

INSTRUCTIONS

Get into pairs and take one scenario card per pair.

Read your card. What would you do? Discuss with your partner.

OR: Act it out!

Only one person reads the card. Read out the blue text. for your partner - they will act out this role. Read the green text in your head. Start to act out that role. Your partner has to act out their role in response!

YOU WILL NEED...

Scenario cards



EXTENSION

Take another scenario card and have another go.

Can you think of any common skills all museum staff would need? Discuss with your partner.

Activity three – Skills dice

INSTRUCTIONS

Start with one die. Take turns to roll it.

Can you think of a museum job you'd need that skill for?

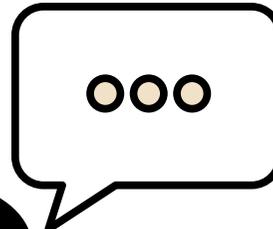
Then, try with two dice. Can you think of a role you'd need both skills for?

Throughout, you can use the museum jobs information sheet to help you.

YOU WILL NEED...

Museum jobs information sheet.

Skills dice x 2



EXTENSION

Think about these questions, then discuss with a partner:

Which skills is your partner already good at? Tell them, giving an example if you can.

What activities could you take part in to develop your skills in:

- communication?
- creativity?
- subject knowledge?
- problem-solving?

Activity four - Who made this?

INSTRUCTIONS

Get into pairs and take one card per pair.

Read your card. With your adult's permission, go to the place it mentions and look at the display or exhibit.

Which staff do you think were involved in developing and making it?

Would anyone else be involved? For example, freelance artists, manufacturers, University researchers...

YOU WILL NEED...

Museum jobs information sheet.

Who made this? cards



EXTENSION

Think about these questions, then discuss with a partner:

Were you surprised about any of the staff involved in these exhibits? Why, or why not?

How long do you think these took to make happen - from the idea to the final display?

- days?
- weeks?
- months?

Activity five - Qualifications diamond 9



INSTRUCTIONS

Get into pairs and read the cards.

Choose a role from the museum jobs information sheet.

Which qualifications and experiences would you need for that job? Lay out the cards in a diamond 9 shape - most important at the top and least important at the bottom.

YOU WILL NEED...

Qualifications and experience cards.

Museum jobs information sheet.

EXTENSION

Compare with another pair that chose a different job. Discuss:

- what is different?
- what is similar?

What activities could you take part in to develop your skills in:

- IT?
- History?
- Science?
- customer service?

