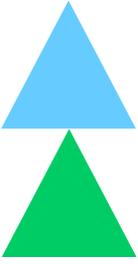


# CREATE YOUR OWN DESIGN MUSEUM

## post visit activity



### Learning outcomes:

Students will enhance their research skills.

Students will create their own museum style content.

### Materials:

Pencils

Scissors

1 unassembled 'Create your own museum' worksheet per student or per group

### Lesson plan:

#### **Introduction (5mins)**

The Design Museum opened its doors to the public in 1989 but the collection began life in a much humbler form. It started life in 1981 as the Boilerhouse exhibition space at the V&A. Designer and founder of the household furnishing store Habitat, Terence Conran, was the driving force behind the project. He chose the curator Stephen Bayley, who had studied architecture, to create an exhibition based around design. Stephen Bayley became the chief executive of the Design Museum.

Why are museums important? Discuss with the class and identify a few key answers.

#### **Activity:**

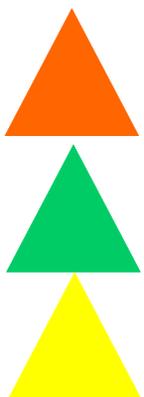
##### **Research (20mins)**

All museums start from a small collection of objects that grows into a museum. Working either in groups or individually the class will create their own design museums. They will choose three objects and curate them for their peers.

Handout blank pieces of paper and allow students around twenty minutes to research and discuss the content of their museum. They can either print pictures of their objects or draw them.



POST VISIT ACTIVITY 1



Using their paper students will write descriptions for their objects around the following fields:

**Designer:** Who was the designer?

**Maker:** Which company made it and what material is it made of? (wood, metal?)

**User:** Explain who it is meant for?

Why did you choose it?

Students are also asked to come up with a name for their museum that will appeal to the public and help to describe the objects that they have chosen.

### Optional

Challenge your students:

Research the history of another museum based around art and design.

When was it opened?

Where is it based?

What sort of things are in the museum's collection?

### Opening your museum (10mins)

Allow students time to go and 'visit' the other museums created in the class.

### Plenary (10mins)

Ask students about their experience of the other museums that their classmates have created.

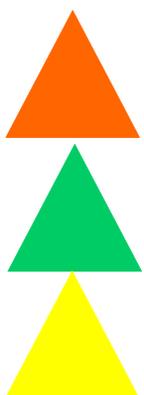
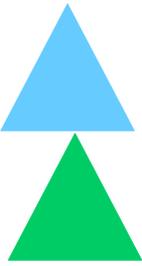
Did anyone pick similar objects?

What was your favourite museum? Why did you choose it?

What do you notice about the objects that everyone has chosen?



POST VISIT ACTIVITY 2



the  
DESIGN  
MUSEUM