

Museum Design and Curation

Lesson plan

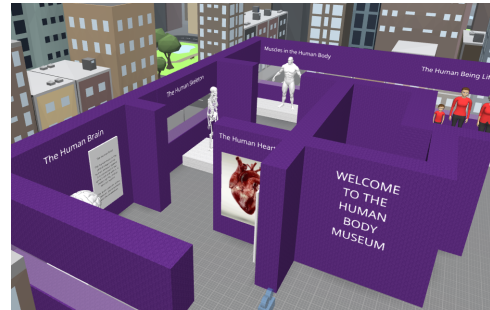
Created by Adeline Martin

Education level: From Elementary

Subject: STEM, Visual Arts, Social Sciences

Format: Individual or group activity

Duration: Approx. 10 hours over several sessions



Introduction and lesson objectives:

This lesson is to introduce the concept of architecture to students and how different factors influence a building's design and construction. Students will learn about building design principles to enable them to develop a floor plan and create a virtual museum in Delightex Edu from it. In addition, they'll use their research skills to curate a museum collection for their virtual museum. This lesson plan is based on an individual activity but can be modified to become a group activity.

Learning goals and student benefits:

- Appreciate architecture design
- Develop 3D construction skills
- Improve spatial and design skills
- Develop oral skills
- Conduct research
- Foster creativity

Activity example:

1. **What is an Architect?** In groups of 4-5 students, ask the students to predict and brainstorm what an architect is or does. If required, provide visual clues e.g. building, a person drafting. Ask groups to present their brainstorm to the rest of the class.
2. **Analyse building structures.** Show pictures of buildings with interesting architecture to students. Discuss what shapes they can see, the purpose of the building, what factors had to be considered by an architect.
3. **Understand the function and design of a museum.** Convey what a museum is. Provide students with the opportunity to explore a virtual museum e.g. Dali Theatre Museum. Discuss with students the placement of rooms, windows, walls, exhibit items and exhibit information.
4. **Analyze and draw a floor plan of a museum.** Discuss with students what a floor plan is and why we might need one when designing buildings. Look at some floor plans of museums together. Get the students to draw a floor plan.
5. **Curate a museum collection.** Brainstorm with students about types of museums. The student will:
 - a. Choose what their museum will be about;
 - b. Research about possible exhibit items;
 - c. Document at least 5 exhibit items in a table:

Exhibit Item	Short Description	Exhibit Source
		e.g link, Delightex Edu Library

6. **Create a museum in Delightex Edu.** Students upload their floor plan, build their museum and add their museum collection in a Project. Provide students sufficient time to create their museum with its exhibits. Get students to show other students their Project's museum or allow students to play in other student's museums.

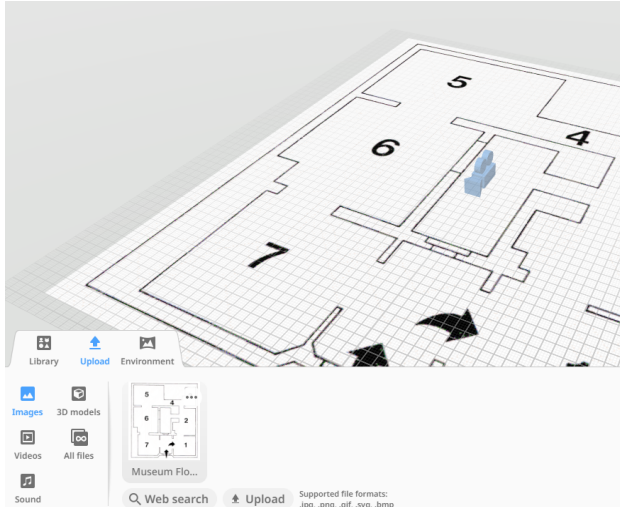
Extension idea:

- Record audio and code an interaction for it to play for an exhibit item.
- Apply actions to exhibit items.

Assessment and evaluation suggestions:

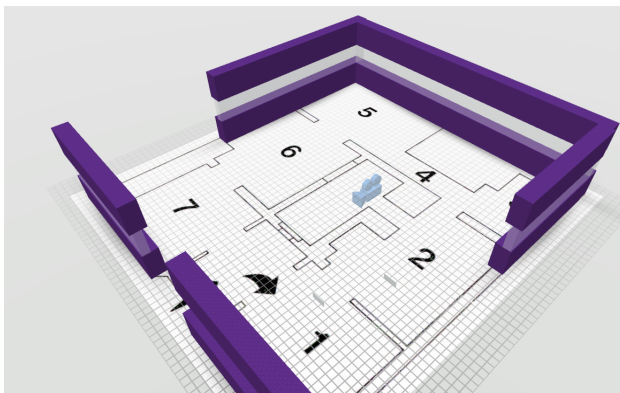
- Have the students created a virtual exhibition and museum building?
- Have the students constructed a building from a floor plan?
- Have the students used space exhibits appropriately around the building?
- Is the exhibit information accurate and relevant?
- Are viewers able to navigate through the exhibition and explore the exhibit easily?
- **Buddy review:** Put students in groups of 2 to 3. Get students to provide feedback about each other's museum. Provide some guidelines to students on how to give feedback to each other. For example, feedback should include two things that their buddy did well in their museum and one thing they can add to make it better.

Creation guide



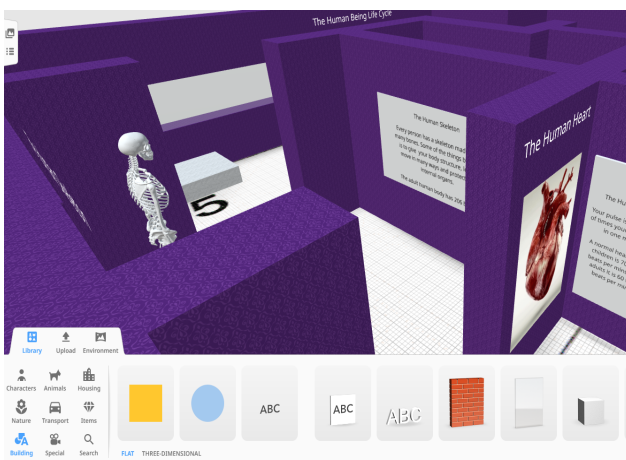
Scan or take a photo of the student's museum floor plan.

Upload the floor plan image and click on ... and Set as floor image



Create walls and windows using the building blocks available in the Library under Building.

When required, group walls by selecting all the building blocks and right-click or double-click and Group them together.



Add exhibits into the museum based on student's museum theme and curation.

The exhibits can be from the Library [Animals, Transport, Nature, Items] or use Upload [Images, 3D Models and Videos] if they can't find the items they want to use.

Students will add their short descriptions for their exhibits by using text annotations. This can be found in the Library under Building.

Example Project



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edu.delightex.com/EUH-NUP