

ARCHAEOLOGY for CHILDREN and TEENS

Activities and workshops for schools at the Archaeological Museum of Murlo

The Museum

THE ARCHAEOLOGICAL MUSEUM OF MURLO preserves materials from a princely Etruscan residence dating from between the 7th and 6th century BC.

The tour covers various themes for understanding Etruscan culture: banqueting, craft production, the subsistence activities, art and architecture, religion and funerary aspects. Reconstructions of the roofs of the structures allow for an interactive visit: the visitor has the opportunity to distinguish the original parts from restorations, to learn the various stages of work from excavation to musealization.

The layout allows educational activities to take place within the same rooms, which are spacious and bright.

Museum accessibility

The programs presented are designed for active involvement of pupils within the museum facility.

To stimulate curiosity in children and young people and their logical and mnemonic skills, archaeological themes are proposed that include play and manual skills, while maintaining the rigor of the scientific information conveyed.

Museum accessibility will be a basic feature. Exemplary is the multisensory path, presented among the programs, through which pupils will be able to stimulate their senses and perceptions.

The school may request alternative routes in the case of special needs that may preclude the entire visit presented in this way: changes may be made to the themes, methods and timing. The school may request and arrange weekly or monthly appointments for the duration of the academic year.

Materials will be provided by the museum facility according to the activity chosen.

For a complete experience, it is recommended to combine the activity with a guided tour.

Planning and materials

It is possible to arrange a day tour with the possibility of a packed lunch either outside or inside the museum. The morning is divided between a guided tour and an educational activity; the afternoon activity could be a game, such as a Goose Game or a Treasure Hunt.

Cost

** Museum admission: 1.50 euros per pupil. Free for accompanying persons, disabled persons and residents of the municipality of Murlo.*

** Activities: 2.00 euros per pupil.*

** Guided tour: 2.00 euros per pupil.*

** Daily proposal: 6 euros per child*

** Free for schools in Murlo*

Duration

The average duration of activities is adaptable according to the needs of individual classes.

However, a duration of no less than:

** Activity: about 2 hours*

** Guided tour: approximately 1 hour*

Target

Age-specific programs are proposed; however, upon request, it will be possible to make each activity usable for all classes. The average duration of activities is adaptable according to the

needs of individual classes. However, a duration of no less than:

* Activities: about 2 hours

* Guided tour: about 1 hour

The various activities are marked with a color indicating the recommended age:

3 - 8 years 9 - 10 years 10 - 11 years + 11 years 0 - 99 years

STICK AND TOUCH

How to make a work of art accessible.

Materials of various origin will be provided, texture and color with which pupils will have to fill in the different parts of some selected exhibits. The figures will be delivered printed on paper with the respective clearly marked dividers: for example, the print of the sphinx will be divided into four parts (body, wings, face and hair).

The module takes its cue from the tactile stations displayed along the route on the occasion of the "A Museum for All" project and is also the purpose of raising awareness of the idea that it is possible to make a work of art accessible.

A visit to the stations and exhibits chosen for the module.

STICK AND TOUCH

* Purpose: to stimulate imagination and skills creative

* Disciplines involved: art history, archaeology

* Learning method: multisensory

THE ETRUSCAN GOOSE GAME

A board game entirely designed and created for Murlo by the Library Municipal Library and Museum.

The pupils, pawns of the game, will move along a path made of 45 boxes (about 25x25 cm in size) inspired to the "characters" exhibited inside the museum (including the Sphinx, the Gorgon, the man in the hat and others). To each character will correspond to an action or a question. The game stimulates curiosity and reading and becomes a tool for enjoying the museum, useful also for a first approach to the Etruscan culture.

* Purpose: to stimulate the pupil's concentration and attention and logical and mnemonic skills; to experience group play and cooperation with others.

* Disciplines involved: historical - artistic.

* Learning method: educational game

...and the chocolate?

Starting with nutrition we will they will address the theme of the banquet, a social and religious moment of great importance in the aristocratic world

Etruscan, and the forms of sustenance primary such as agriculture, animal husbandry, hunting and fishing. Children will come into contact with flour, oil, chickpeas, lentils, milk, olives, grapes... without seeing them; they will be able to use only their sense of touch and smell to understand what food it is.

* Purpose: To stimulate the senses of touch and smell to develop logic-mnemonic skills.

* Disciplines involved: history, archaeology of food, anthropology

* Learning method: multisensory.

Characters in motion

Children will be introduced to the Etruscan world, learn about habits and lifestyles of the family that lived in Poggio Civitate (Murlo) "A long time ago..."; they will address the theme of the princely house and Etruscan architecture, particularly the architectural decorations: sphinxes, gorgons, lions and the famous ancestor with the hat.

Children will be invited to reproduce, with their bodies, the features and physical and behavioral characteristics of the illustrated characters.

** Purpose: Through dramatization, the child becomes aware of the space he/she occupies and, stimulating their mnemonic skills, gets to know the objects and characters in the Museum.*

** Learning method: dramatization*

** Disciplines involved: architecture archaeology, mythology*

Treasure Hunt ??

In order to cope with the trials of the game, they will be given notions and teaching aids. The children, divided into groups, will be involved in a treasure hunt inside the Museum, structured with quizzes, riddles, puzzles, so as to deepen their knowledge of the thematic sections and customs of the Etruscans.

** Purpose: to stimulate the student's concentration and attention and logical and mnemonic skills; to experience group play and cooperation with others.*

** Learning method: educational game*

** Disciplines involved: historical – artistic, linguistic, technical-scientific, geography, anthropology*

Multi-sensory path

Stimulating touch, hearing and sight to approach the subject matter archaeology and the world of the Etruscans.

Multiple themes will be addressed, such as food, decorations architecture and the language Etruscan, in a structured itinerary within the museum.

** Purpose: Museum accessibility through the development of the senses associated with some of the salient themes within the museum itinerary. Each pupil is personally involved.*

** Learning method: multisensory.*

** Disciplines involved: historical-artistic, linguistic, anthropology*

Etruscan writing.

Reading, writing, and counting in Etruscan

Historical-geographical contextualization, presentation of the most famous inscriptions, knowledge of numbers.

Listening, reading and comprehension of simple inscriptions, writing sentences with letters of the Etruscan alphabet on a variable, dice game.

** Purpose: To dispel the myth of the mystery of the Etruscan language through knowledge of the most important inscriptions, stimulating logic and memory with games and audio aids.*

** Disciplines involved: historical - artistic, geography, anthropology.*

** Learning method: theoretical; educational game.*

The archaeologist's craft: The Garbage Project

Introducing the work of the archaeologist, the stages of excavation and post-excavation work. From the identification of a site, to the recovery of archaeological evidence through stratigraphic excavation; illustration of the interventions of restoration and conservation and musealization. By studying the museum's trash, pupils will discover what are visitors' habits within the facility, using archaeological methodologies.

The Garbage Project has been implemented in Tucson, Arizona, to study the eating habits of citizens and was developed following archaeological methodologies.

** Purpose: The activity will be useful for learning the difference between time absolute time and relative time; the logical skills of the pupils and their curiosity will be stimulated.*

** Disciplines involved: technical-mathematical, scientific, drawing, archaeological photography*

** Learning method: archaeological – practical*

A museum for all - Tactile workshop for all ages

A museum for all is a project of physical, sensory, cognitive and cultural.

Along the museum route, tactile panels have been set up for the exploration of reproductions of exhibits. These stations facilitate the reading of the entire museum content for people with difficulties visual or hearing and contribute to the removal of sensory barriers, cognitive and cultural barriers.

There is also a tactile laboratory with objects made of various materials with different sizes and shapes and a station consisting of three puzzles of the Man in the Hat, with different textures to the touch.

The workshop stimulates all senses as well as logical and mnemonic skills.

** Purpose: To use touch and manual dexterity for the understanding of the Etruscan material culture.*

** Disciplines involved: historical - artistic.*

** Learning method: multisensorial*

** Disciplines involved: historical-artistic*

Archaeological Museum of Murlo

Piazza della Cattedrale, 4 53016 Murlo (SI)

0577814099 | poggio civitate@museisenesi.org

Facebook: Museo Etrusco Murlo

Instagram: museomurlo

Contact person: Cultural Association of Murlo