

ARCHAEOLOGY for CHILDREN and TEENS

Activities and workshops for families 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.

ACTIVITY COST:

* 20.00 EURO per family;

2.00 EURO per person in the case of groups with more than 10 people

ADMISSION:

* 6.00 EURO;

* 4.00 EURO REDUCED for over 65, students, groups +10 people, ICOM, Touring Club, EduMusei card

* FREE for children up to 11 years old, residents, disabled, tour guides

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**

A museum for all -Tactile workshop for all ages

A Museum for All is a physical, sensory, cognitive and cultural accessibility project. Tactile panels have been set up along the museum route for exploring reproductions of exhibits. These stations make it easier for people with visual or hearing difficulties to read the entire museum content and contribute to the breaking down of sensory, 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 and logical and mnemonic skills.

* Purpose: to use touch and manual dexterity for understanding Etruscan material culture.

* Learning method: multisensory

...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

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.

* Learning method: educational game

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

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.

* Learning method: archaeological – practical

Archaeological Museum of Murlo

Piazza della Cattedrale, 4 53016 Murlo (SI)

0577814099 | poggiocivitate@museisenesi.org

Facebook: Museo Etrusco Murlo

Instagram: [museomurlo](https://www.instagram.com/museomurlo)

Contact person: Cultural Association of Murlo