

# Find the following Hands-On and Digital Interactives around the Museum



## Level 0

### Europe 1600-1815

- Parrot trail of Family Labels throughout the galleries

### Europe Room 7

- Ommegang Interactive
- Touch object: Pipe case

### Europe Room 6

- Activity Table with rubbings, riddles, snakes and ladders, globe, match and find
- Touch object: Lizard

### Europe Room 5

- Touch object: Carved roundel

### Europe Room 4

- Terrible Trades game and Encyclopedie interactive

### Europe Room 3

- Touch object: Tula steel sample

### Europe Room 2a

- Masquerade interactive film

### Europe Room 1

- Touch object- Ginger bread mould

### Medieval & Renaissance Room 10c

- Make your own brass rubbing
- Piecing patterns together
- Draw a fantastic beast
- Try it on
- General activity boxes

### Medieval & Renaissance Room 10a

- Boar and Bear Hunt interactive

## Level 1

### Japan Room 45

- Mazarin Chest interactive (not especially child friendly)
- Putting on Samurai outfit film

## **Level 2**

### **Britain 1500 – 1760 Room 57**

- Try on a ruff
- Try on a gauntlet
- How to make a chair
- Make a braid
- Write a mini saga
- Mystery object wall
- Design a Coat of Arms interactive

### **Britain 1500 – 1760 Room 52a**

- How to make a chair
- Tie a cravat
- Try on a hoop and petticoat
- Design a Monogram interactive
- Mystery object game

### **Britain 1500 – 1760 Room 52b**

- Taking Tea animated film

### **Medieval & Renaissance Room 62a**

- Write a mini story
- Draw in perspective
- Draw a profile portrait
- General activity boxes

## **Level 3**

### **Sculpture Room 111**

- Various touch objects

### **Jewellery Room 92**

- Design your own Ring

### **Theatre & Performance Room 104**

- Sound effects activity
- Lighting effects activity
- Set changing activity

### **Theatre & Performance Room 105**

- Try-on costume

### **Theatre & Performance Room 106**

- Mirrors and bar

- Costume design activity
- Casting/Rehearsal writing activity
- Scripting and performance writing activity

#### **Silver Galleries Discovery Area Room 66**

- Find & Match activity
- Hallmarking stamper
- Design your own trophy
- Discovery wall

### **Level 4**

#### **Britain 1760 – 1900 Room 122b**

- Try on a corset & crinoline
- Try on an Inverness cape
- Design a book plate
- Stereographs
- The Great Exhibition maze game
- Make a rubbing
- Build a Crystal Palace
- General activity boxes

#### **Architecture Room 127**

- 1 touch object (Indian wooden niche 1450-1500)

### **Level 6**

#### **Furniture Room 133**

- Materials interactive table (possibly relevant for older children)

#### **Ceramics Room 143**

- Design a Tea Pot
- Activity drawers (possibly relevant for older children)