

Learning Resources

KS3: Museum Maker / Oracy

In this creative workshop inspired by The Enchanted Library, students will uncover the secrets behind The Story Museum's curation process, exploring how narratives come alive in physical spaces. Through close reading and analysis of The Lion, The Witch and The Wardrobe by C.S. Lewis, students will design their own multisensory story environment.

Outcome: speaking and listening presentation or illustrated and annotated design

Length of session: 50-60 minutes

The 'Museum Maker' workshop aligns well with the Oracy Skills Framework, offering multiple learning opportunities for children in Key Stage 3. Here's how this session supports children's skills across this framework:

Oracy Skills Framework Links

Physical Skills (Voice and Body Language)

Students will get the chance to present their exhibition space to the rest of the group, so must assume the role of curator. They consider how they project their voices and pace themselves, in order to convey their designs effectively. They may also use body language to model how visitors might use their exhibition and indicate the different features of their space.

Linguistic Skills (Vocabulary, Grammar, and Spoken Language features)

The students consider a range of descriptive language when talking about their rooms. They look at using different levels of formality in their language when assuming the role of curator. When putting their own ideas forward within their group-they may use both the informal collaborative group work voice and the more formal presenting voice. When given the responsibility of developing a new room for the museum, students may develop rhetorical skills including metaphor, drama and even humour.

Cognitive Skills (Reasoning, Sequencing, and Comprehension)

Students will clarify their understanding and use of vocabulary by analysing the text in detail this will then inform their choices and enrich their own oral presentations. The collaborative nature of the task will encourage them to build on the views of others. When assuming the role of curator, they will have to justify their museum design choices they will critically examine their own ideas and explain their thinking.

Social & Emotional Skills (Confidence, Empathy, and Collaboration)

When considering the variety of visitors to the museum, students will explore different viewpoints with empathy. Students will be encouraged to take on the presenting role of guide. To take on a persona, encouraged to speak with liveliness and flair. The nature of the task encourages students to work collaboratively and take turns.

Supporting Schools' Learning Goals

For schools, the 'Museum Maker' session aligns with the Oracy Framework in many ways, and the session supports children's communication skills, as well as their social development.

This combination of critical discussion, group work and oral presentation offers a comprehensive approach to oracy, helping children develop key skills in a playful, supportive environment at The Story Museum.