

What is a Museum?

Grade(s): Lower Elementary (K-2), Upper Elementary (3-5)

Subject(s): English Language Arts, Visual Arts, Speaking and Listening

Topic/Theme: Museums

Suggested Time: Short Activity (20-30 minutes)

Lesson Overview: In this activity, students will learn about the characteristics, categorizations, and purposes of museums by completing a class Frayer Model anchor chart. They will then zoom in to The Neon Museum and will complete a class KWL chart in preparation for their visit.

Materials:

- Frayer Model anchor chart
 - Teachers can use the attached pdf or can make their own. It's best to have this chart somewhere it can be constantly referenced.
- Frayer Model anchor chart (Teacher's Guide)
- KWL chart
 - Teachers can use the attached pdf or can make their own. It's best to have this chart somewhere it can be referenced for the post-field trip portion.

Objectives:

- Students will be able to identify and describe the primary characteristics of museums, as evidenced by completion of a class Frayer Model chart.
- Students will be able to discuss their knowledge and wonderings regarding The Neon Museum, as evidenced by completion of a class KWL chart.

NVACS:

- K-5 Writing Anchor 8: Gather relevant information from multiple print and digital sources.
- Visual Arts: Pr6.K.1: Explain what an art museum is and distinguish how an art museum is different from other buildings.
- K-5 Speaking and Listening Anchor 1: Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on others' ideas and expressing their own clearly and persuasively.



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Activity Steps:

1

Begin the activity by informing students that the class will be going on a field trip to The Neon Museum! Explain that the following activity will help them learn about what museums are and why they are important to the community. At this time, present the class Frayer Model anchor chart of the vocabulary word of the day - 'Museum'.

A Frayer Model is a type of graphic organizer that can be used to introduce new vocabulary words to students. In this model, students use their prior knowledge to build around a word; ultimately assessing the most important aspects of the word, such as definition, characteristics, examples, non-examples, and significance.

2

As a class, work with your students to fill out the anchor chart. Start in the box that you believe students will more readily know (usually characteristics or examples/non-examples). Encourage students to recall their prior experiences with museums. You might ask them the following questions to generate ideas:

- Have you ever been to a museum?
- What kind(s) of museum(s) have you been to? What did you see?
- What did you do at the museum?
- Why do you think people go to museums?

*If needed, refer to the Frayer Model anchor chart 'Teacher's Guide'.

3

Once the anchor chart is complete, make sure it is displayed so students can use it as a reference before and after the field trip. You may want to revisit this anchor chart after the field trip and ask students if there is more they would like to add.

4

Now that students are in the headspace of thinking about museum, tell students that you all will now be zooming in on The Neon Museum specifically. At this time, present the class KWL chart.

A KWL chart is another type of graphic organizer used to activate students' prior knowledge. The letters stand for Know, Want to know, and Learned, and each section is used to represent the questions "What do you already know about this topic?", "What do you want to know about this topic?", and "What did you learn about this topic?"- respectively.



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Activity Steps:

5

As a class, work with your students to fill out the “Know” and “Want to know” sections of the KWL chart. You can use the Frayer Model anchor chart you just created to help students generate ideas. It is okay if students don’t know anything about The Neon Museum! But in turn that means they should have many questions!

6

Once the anchor chart is complete, you can display it next to the Frayer Model anchor chart. After the field trip, have the class reflect on their experience by collaborating to complete the “Learned” section of the KWL chart.





Definition:

Characteristics:

Museum

Examples:

Non-Examples

Significance:

Why are museums important?



Definition:

A place or building that cares for and displays a collection of artifacts that are important.

Characteristics:

- Has a collection of something (e.g., art, fossils, manipulatives, etc.)
- Various types: art, history, children's, military, science, specialty, technology, outdoor, etc.)
- Teaches you something
- Might have a gift shop

Museum

Teacher's Guide

Examples:

- Discovery Children's Museum
- Air & Space Museums
- Natural History Museums
- The Louvre

Non-Examples

- McDonald's (restaurants)
- Walmart (Shopping/ Grocery stores)
- School (Buildings that serve a different purpose)

Significance:

Why are museums important?

- Museums teach us new things
- People conduct research with the help of museums
- Museums protect things that are important (preservation and conservation)
- Museums can inspire people to pursue their passions
- Museums help us remember the past



Know

What do you already **KNOW** about
The Neon Museum?

Want to Know

What do you **WANT** to know about
The Neon Museum?

Learned

What did you **LEARN** about The
Neon Museum?