



MAS

Museum Affinity Spaces

www.masproject.eu

Collaborate. Learn. Include

Learning Scenario: Mystery Box

At a glance

Knowledge process:
Experiencing the known

Language:
English

Preparation time:
30'

Average Learning time:
80 minutes

Works offline:
Yes

Tip: You can design
flashcards to use

DESCRIPTION

20 Questions time.

This scenario requires from students to become volunteers for the museum which they partner with. Collect objects related to the topic being studied. Choose one of the objects and place it in the box. Students must then generate questions to discover what is in the box.

The questions may only receive a yes or a no answer. Limit the number of questions to 20 questions. Repeat the process until all the objects have been discovered. Then display them and discuss how they are the same and different and how they relate to the topic. Students could even create their own mystery boxes on a topic.

Example:

The educator presents a wooden box with a few music objects in the classroom to launch an activity and spark their interest. Then, the educator asks the students to imagine what could be inside the Museum Box. The objects and questions included are carefully designed to encourage students to think about the multiple ways and means of communication in a museum, how it differs from a school and their home, as well as derive core knowledge about these students' museum experiences.