

## 🌿 Brunel's Curiosity Quest – Teacher Guide 🌿

Have fun and learn more about Isambard Kingdom Brunel with Brunel's Curiosity Quest! This activity will help your students explore the Being Brunel museum using their observation, teamwork and communication skills.

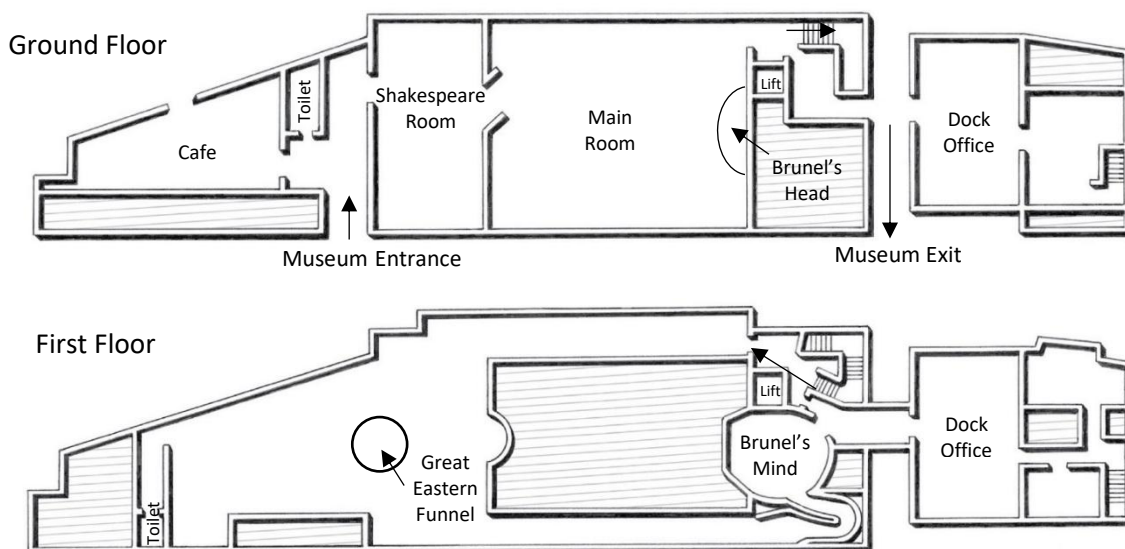
### Exploring Being Brunel

If you are bringing more than one class, we recommend you rotate between Being Brunel and visiting other parts of the site, such as the Dry Dock or Dockyard Museum.

Brunel's Curiosity Quest is designed for a class of up to 30 pupils, split into small groups of around 6, each accompanied by an adult. Each group needs their own Curiosity Quest. Please print them and bring them with you when you visit.

Whilst exploring the museum, your group will be able to get a closer look at some of Brunel's personal possessions and see the projects he was involved in. It is an interactive space, with hands-on exhibits, drawers to open and games to play. Back in the classroom, you can find out more about some of the objects you see ([ssgreatbritain.org/learning](http://ssgreatbritain.org/learning)).

### Map of Being Brunel



### Introducing the activity

You may want to introduce the activity to your class before entering the Being Brunel Museum and set a finishing time and place to meet; central locations include on the first floor next to the Great Eastern Funnel or on the ground floor by Brunel's Head.

Please share the Curiosity Quest rules with your class.

1. **Be safe**, stay with your group and grown up in the museum.
2. **Be respectful** of other visitors, talk and walk around sensibly.
3. **Explore** both floors of the museum. Look in cabinets and drawers and leave things as you found them, including closing any drawers that you open.
4. **Take it in turns**, so that everyone has a go at using the Curiosity Quest.



## Using the Curiosity Quest

Instructions on how to fold the Curiosity Quest are on the resource. To operate, put index fingers and thumbs into the four outside pockets and open in alternating directions. To pick a challenge:

- One person operates the Curiosity Quest
- Someone else picks one of the words on the outside.
- The first person spells out the word, letter by letter while opening the Curiosity Quest in alternating directions. Keep it open after the last letter so there are 4 numbers visible.
- A third person picks a number from those showing. Open the Curiosity Quest in alternating directions again while counting to the chosen number. Keep it open after you reach the chosen number.
- A final number is picked from those showing. Lift the flap to reveal the challenge.



Encourage children to take turns using the Curiosity Quest and picking numbers and words. Challenges are open-ended for all children to join in. Some ask them to look for objects, others give them tasks to carry out. Encourage groups to move around, exploring both floors. Groups can do as many challenges as they have time for.

The activities can be done throughout the Shakespeare Room, Main Room and the first floor. If you or your group have questions about any of the objects or the museum itself, please speak to a member of crew.

## Next steps

After taking part in Brunel's Curiosity Quest, your class can learn more by going through Brunel's Mind, an immersive audio-visual experience, and into recreations of his office in London and the Dock Offices in Bristol.

Please note that the Brunel's Mind experience is in a confined space which holds a maximum of 20 people at a time. It features flashing lights, smoke effects and content that some children may find frightening. If your class would like to go into the Dock Office but not go through Brunel's Mind, please speak to a member of staff or volunteer.

