

Engaging activities for **during** and **after** your visit to The MAD Museum.

NAME:		DATE:	
	ACTIVITY PACK AGES 5 TO 8		



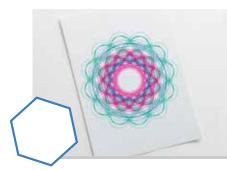
BEAMAD Detective!

Can you find the following items in The MAD museum? Tick the boxes when you find them!



CAN YOU FIND RECYCLED ROVER? WHAT IS HE MADE FROM?





ACTIVITY PACK AGES 5 TO 8

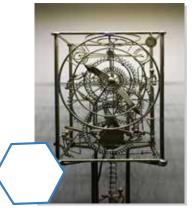


DURING

YOUR VISIT









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DURING **ACTIVITY PACK** AGES 5 TO 8 YOUR VISIT Look around The MAD Museum. Can you answer these questions? 3 QUIZ! Which two shapes Which mechanical animal has a are the Weird Gears? light-up horn? a. Square and oval a. Unicorn **b.** Cube and oval **b**. Rhino How many white balls are in Robert Moore's c. Diamond and circle c. Goat 'Rolling Ball Machine'? **a.** 6 What form of transport travels round How many little characters are **b.** 12 The MAD Museum's ceiling? hiding in the camel's hump? **c.** 22 a. Aeroplane **a**. 6 **b.** Bike **b.** 5 When the balls roll c. Train **c.** 4 down a slope, do they... a. Get slower? 8 What does the secret message in Find this machine. How do you **b.** Get faster? the sand bowl say? make it move? c. Stay still? a. MAD Museum a. Press a button **b.** That is it b. Clap

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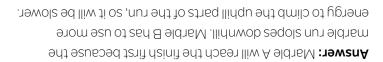
ASK A STAFF MEMBER

IF YOU NEED A CLUE!

c. This is fun

c. Blow on it

Answer: 1. c, 2. b, 3. a, 4. c, 5. b, 6. a, 7.c, 8. b



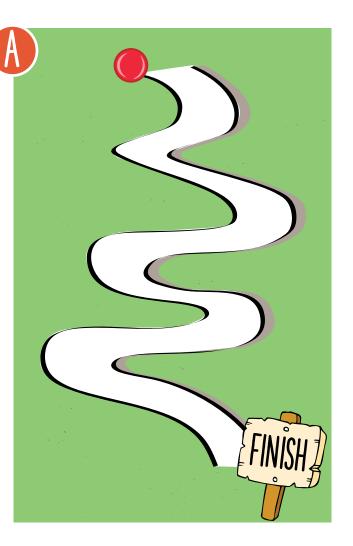


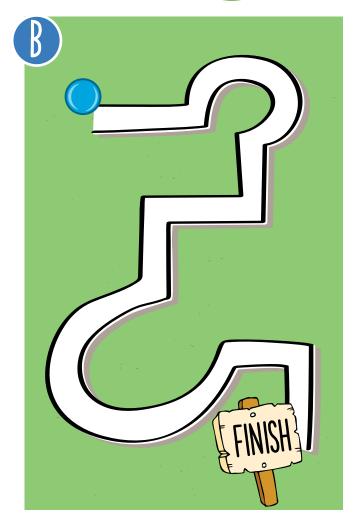
end first – **A** or **B**? Why? WRITE YOUR ANSWER HERE. 🕤

MAZE

Can you help the red and blue marbles reach the bottom of each run? Draw a neat line from each marble to the finish.

Which marble will reach the





ACTIVITY PACK

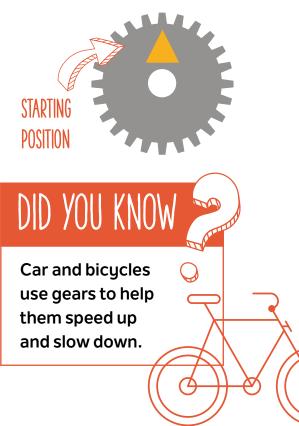
AGES 5 TO 8

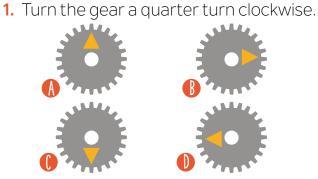


ACTIVITY PACK AGES 5 TO 8

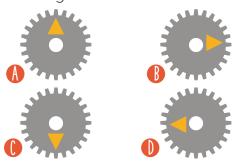
CLOCKWISE AND ANTICLOCKWISE

What position does the arrow on the gear below end up in when you follow the instructions on the right? Circle the correct answers.

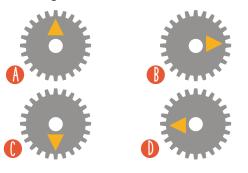




2. Turn the gear a half turn anticlockwise.



3. Turn the gear a whole turn clockwise.

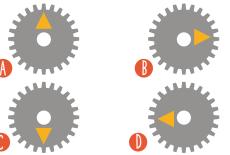


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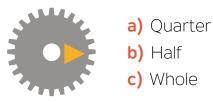
4. Turn the gear a quarter turn anticlockwise.

DURING

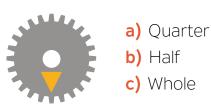
YOUR VISIT



5. The gear moved clockwise. How far did it turn?



6. The gear moved anticlockwise. How far did it turn?



MAD ABOUT **Drawing!**

museum

Draw your favourite MAD Museum machine here. What do you like about it?

ACTIVITY PACK

AGES 5 TO 8

DURING

YOUR VISIT



Now it's time to design your own moving work of art.

Here are some things to think about first.

WHAT WILL IT BE?

(1 OF 2)

H A M

INVENTOR!

• Some of the exhibits at The MAD Museum were marble runs – the balls rolled down and mechanisms, like spiral lifters, carried them to the top again.

• Some moved like the insides of clocks with big gears and cogs.

• Some had moving animals or people, like mermaids, gremlins, fish or birds.

WHICH WILL YOURS BE? WRITE IT HERE:

WHAT IS IT MADE FROM?

Lots of the art in the museum is made from wood or metal, but you can make mechanical art using cardboard or plastic. Some of the art was made with recycled materials, like old tools, motors and even kitchen utensils.

WRITE DOWN THE MATERIALS YOU'D LIKE TO USE HERE:

HOW IT WILL MOVE?

ACTIVITY PACK

Will it go round and round, up and down, back and forth or from side to side? Will it rock, slide, wobble or swirl? WRITE DOWN HOW YOUR ART WILL MOVE HERE:

AFTER

YOUR VISIT

WHAT WAS YOUR FAVOURITE PIECE OF MECHANICAL ART? WHY? WRITE IT HERE.



