MECHANICAL ART & DESIGN museum

BRINGING ART, DESIGN, TECHNOLOGY, SCIENCE AND MATHS TO LIFE!

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

NAME: _____ DATE: _____

ACTIVITY PACK

AGES 5 TO 8

MAD museum

ACTIVITY PACK
AGES 5 TO 8

during your visit

BE A MAD DETECTIVE!

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

Can you find the rolling ball machine made by David Williams? What is it made from?

_____

_____

_____

themadmuseum.co.uk

THE MAD QUIZ!

Look around The MAD Museum. Can you answer these questions?

1 How many white balls are in Robert Moore's 'Rolling Ball Machine'?

a. 6
b. 12
c. 22

2 When the balls roll down a slope, do they...

a. Get slower?
b. Get faster?
c. Stay still?

TIP

ASK A STAFF MEMBER IF YOU NEED A CLUE!

3 Which two shapes are the Weird Gears?

a. Square and oval
b. Cube and oval
c. Diamond and circle

4 What form of transport travels round The MAD Museum's ceiling?

a. Aeroplane
b. Bike
c. Train

5 What does the secret message in the sand bowl say?

a. MAD Museum
b. That is it
c. This is fun

6 Which mechanical animal has a light-up horn?

a. Unicorn
b. Rhino
c. Goat

7 How many little characters are hiding in the camel's hump?

a. 6
b. 5
c. 4

8 Find this machine. How do you make it move?

a. Press a button
b. Clap
c. Blow on it

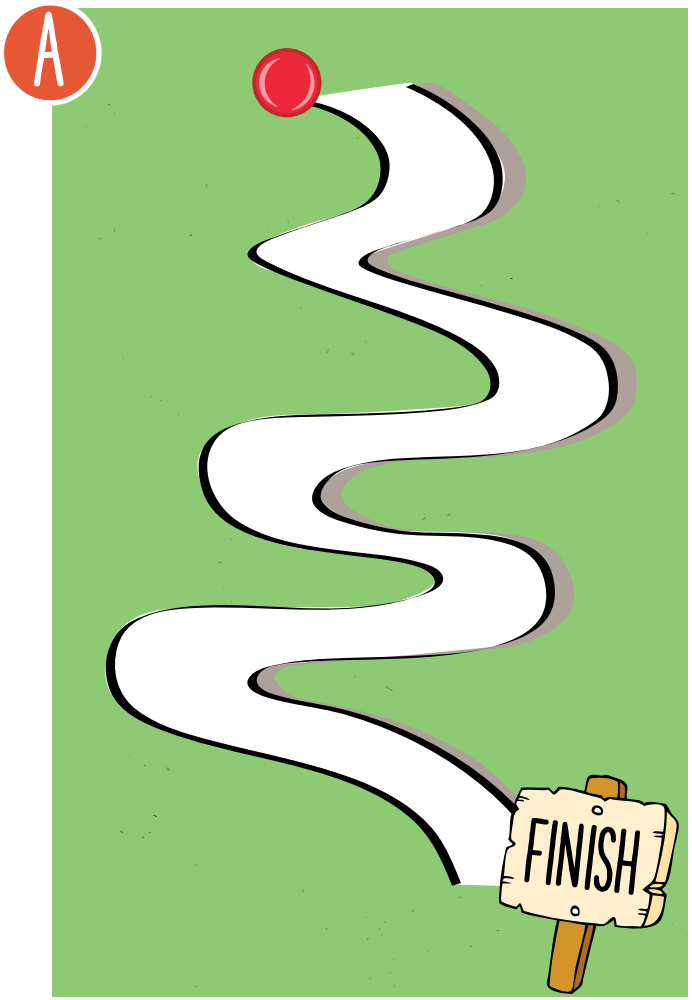
Answer: 1. c, 2. b, 3. a, 4. c, 5. b, 6. a, 7. c, 8. b

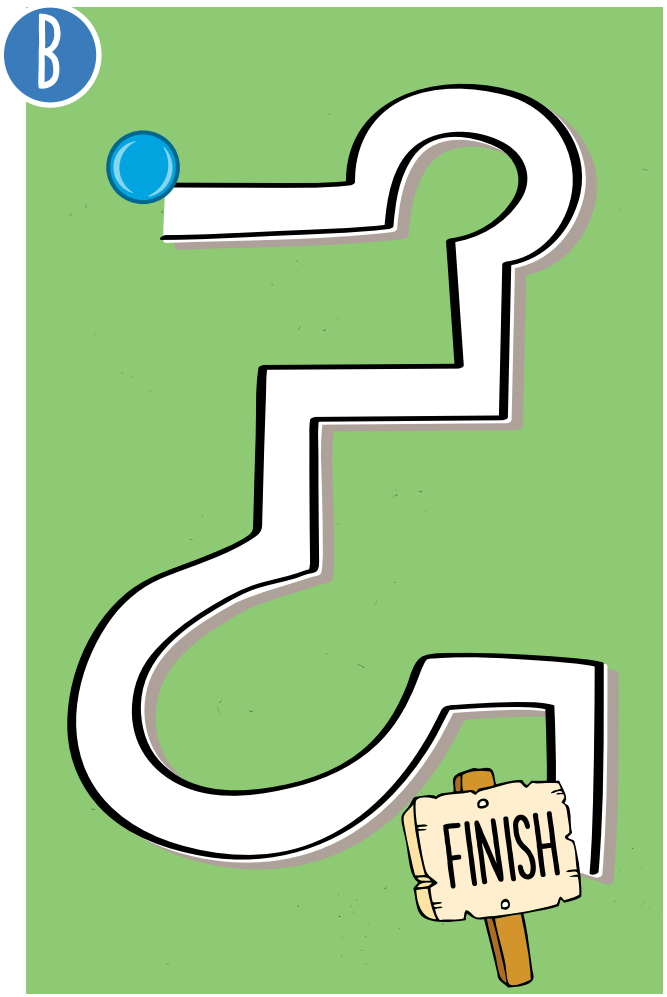
MAD MAZE

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 end first – **A** or **B**? Why?

WRITE YOUR ANSWER HERE.

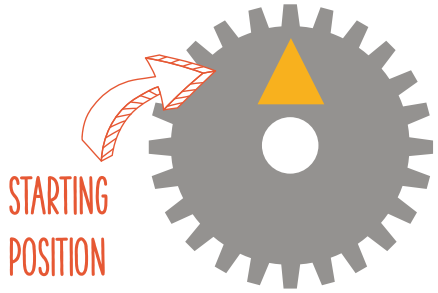




Answer: Marble A will reach the finish first because the marble run slopes downhill. Marble B has to use more energy to climb the uphill parts of the run, so it will be slower.

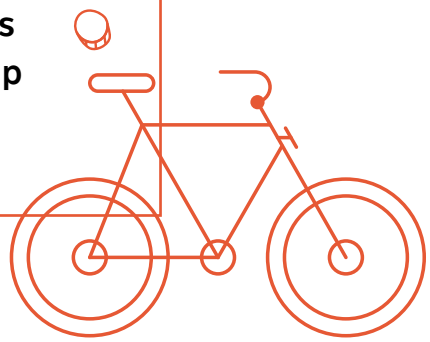
CLOCKWISE AND ANTICLOCKWISE

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

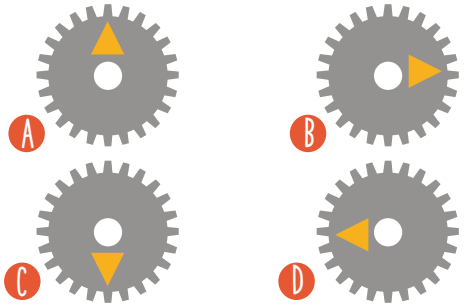


DID YOU KNOW

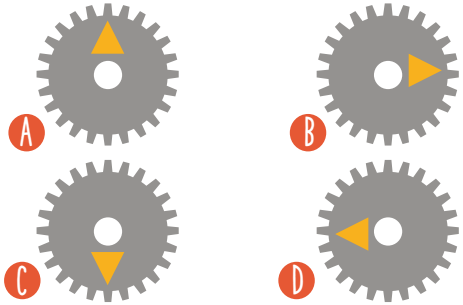
Car and bicycles use gears to help them speed up and slow down.



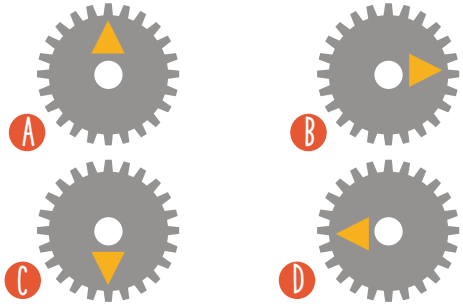
1. Turn the gear a quarter turn clockwise.



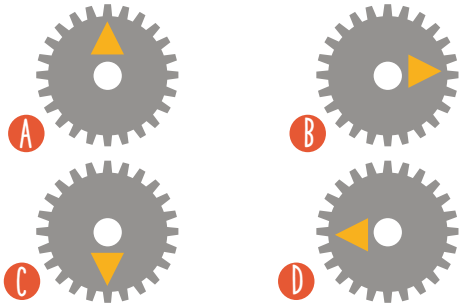
2. Turn the gear a half turn anticlockwise.



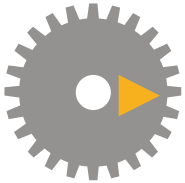
3. Turn the gear a whole turn clockwise.



4. Turn the gear a quarter turn anticlockwise.



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



a) Quarter
b) Half
c) Whole

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

a) Quarter
b) Half
c) Whole

Answer: 1. B, 2. C, 3. A, 4. D, 5. a. Quarter, 6. b. Half.

MAD ABOUT DRAWING!

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

BE A MAD INVENTOR!

(1 OF 2)

Now it's time to design your own moving work of art. Here are some things to think about first.

WHAT WILL IT BE?

- 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?

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:

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

BE A MAD INVENTOR!

(2 OF 2)

Draw your design here!

MY MECHANICAL ART IS CALLED:

_____

_____

_____

LABEL YOUR ART TO SAY WHICH BITS MOVE AND HOW THEY MOVE.

MECHANICAL ART & DESIGN museum

MAD INVENTOR CERTIFICATE

This award is presented to:

NAME: _____ CLASS: _____

CONGRATULATIONS! YOU'RE OFFICIALLY A MAD INVENTOR!

Maybe your creations will be on display at
The MAD Museum one day.

SIGNED: _____ DATE: _____

THEMADMUSEUM.CO.UK