



Case Study / Astudiaeth Achos

St Fagans National History Museum / Sain Ffagan

WHY TAKE PART?

The Learning Manager had participated in Taking Over Museums Day last year and having had a really positive experience, wanted to take part again. It's now a part of the National Museum of Wales' strategy.

WHO TOOK PART?

Twelve Year 5 pupils (9-10 year olds) from Moorlands Primary School. St Fagans hadn't worked with them before but one of the other city museums recommended them.

WHAT DID THEY DO?

The museum wanted to explore what makes a great playground or an amazing medieval sleepover? Prior to Taking Over Museums Day, the young people were split into two groups of six. One group were planning officers with the brief to design the best playground, taking inspiration from the collection. The other group were museum consultants with a brief to design an ideal sleepover. The outcomes will be fed into the development plan for St Fagans' National History Museum Making History Project, a community-led redevelopment project, funded by the Heritage Lottery Fund. Due to the ongoing refurbishment, the children worked outside in the open air spaces and reconstructed houses as all the galleries were closed.

HOW DID THEY SPEND THEIR TIME ON THE DAY?

On Taking Over Museums Day, children took on the roles of planning officers (playground project) and museum consultants (sleepover project).

BETH OEDD EICH RHESWM DROS GYMRYD RHAN?

Roedd y Rheolwr Dysgu wedi cymryd rhan yn y Diwrnod Meddiannu Amgueddfeydd y llynedd ac wedi cael profiad positif iawn. Felly roedd eisiau cymryd rhan eto ac, erbyn hyn, mae'r diwrnod yn rhan o strategaeth Amgueddfa Werin Cymru.

PWY GYMERODD RAN?

Deuddeg disgybl Blwyddyn 5 (9-10 oed) o Ysgol Gynradd Moorlands. Nid oedd Sain Ffagan wedi gweithio gyda nhw o'r blaen ond roedd un o'r amgueddfeydd eraill yn y ddinas wedi eu hawgrymu nhw.

BETH WNAETHON NHW?

Roedd yr Amgueddfa eisiau ymchwilio'r ffactorau sy'n gwneud lle chwarae gwych neu noson ganoloesol ardderchog lle mae'r plant yn aros dros nos. Cyn y Diwrnod Meddiannu Amgueddfeydd, rhannwyd y bobl ifanc yn 2 grŵp o 6. Roedd un o'r grwpiau'n Swyddogion Cynllunio a'u tasg oedd llunio'r lle chwarae gorau, gan gymryd eu hysbrydoliaeth o'r casgliad. Roedd y grŵp arall yn Ymgynghorwyr Amgueddfa a'u tasg nhw oedd llunio'r arhosiad dros nos delfrydol. Bydd y canlyniadau'n cael eu bwydo i mewn i gynllun datblygu Prosiect Creu Hanes Amgueddfa Werin Cymru Sain Ffagan, prosiect ail ddatblygu sydd wedi'i arwain gan y gymuned a'i ariannu gan Gronfa Dreftadaeth y Loteri. Am fod gwaith adnewyddu'n digwydd ar y pryd, gweithiodd y plant tu allan yn yr awyr agored a gyda'r tai a ail adeiladwyd am fod yr orielau i gyd wedi cau.

SUT DREULIODD PAWB EU HAMSER AR Y DIWRNOD?

Ar y Diwrnod Meddiannu Amgueddfeydd, cymerodd y plant rolau swyddogion cynllunio (prosiect lle chwarae) ac ymgynghorwyr amgueddfa (prosiect aros dros nos).

The Planning Officers:

- Examined previous research completed on the playground project
- Tried out the old playground to inform their research
- Took photos in the grounds to inspire their designs
- Discussed the museum's requirements i.e. keen to move away from traditional playground designs whilst happy for some aspects to be incorporated
- Printed their photographs and set to work designing their own playgrounds

The Museum Consultants:

- Explored the reconstructed houses in the grounds, looking at different beds from a range of periods including sleep on and sleep under beds
- Designed their ideal sleepover along with a set of guiding principles for sleepover activities

WHAT HAPPENED NEXT?

The two groups fed back to each other after lunch and there was the opportunity for questions and discussion.

Following the children's recommendations for the playground project, the museum intends to:

- Employ an artist in residence for a year and the children's designs and feedback will form part of the brief
- Invite the children to discuss the project with the artist

Following the children's recommendations for the sleepover project, the museum intends to:

- Trial the group's ideas with the children involved (however, due to the redevelopment, it may be difficult to commit to a date)

'It was lovely to see the young people's enthusiasm for museums – it gives staff a buzz.'

Learning Programme Manager

Y Swyddogion Cynllunio:

- Roeddent yn archwilio'r gwaith ymchwil blaenorol a wnaed ar y prosiect lle chwarae
- Aethent i chwarae ar yr hen lle chwarae er mwyn casglu gwybodaeth ar gyfer eu gwaith ymchwil
- Tynnwyd lluniau ar dir yr amgueddfa i ysbrydoli eu cynlluniau
- Trafodwyd gofynion yr Amgueddfa h.y. roeddent yn awyddus i symud i ffwrdd oddi wrth dyluniad y lle chwarae traddodiadol er eu bod yn hapus i gynnwys rhai agweddau ohono
- Argraffwyd eu ffotograffau ac aethent ati i lunio eu lleoedd chwarae eu hunain

Yr Ymgynghorwyr Amgueddfa:

- Aethent ati i archwilio'r tai oedd wedi eu hail adeiladu ar y safle, gan edrych ar wahanol welyau o amrywiol gyfnodau, gan gynnwys gwelyau cysgu arnynt a chysgu oddi tanynt
- Cynlluniwyd eu noson aros dros nos ddefnyddol, a lluniwyd cyfres o egwyddorion i dywys rhywun sy'n creu gweithgareddau ar gyfer noson o'r fath.

BETH DDIGWYDDODD WEDYN?

Rhoddodd y ddau grŵp eu sylwadau i'w gilydd ar ôl cinio a chafwyd cyfle i holi a thrafod.

Ar ôl clywed argymhellion y plant am y prosiect lle chwarae, mae'r amgueddfa'n bwriadu:

- Cyflogi artist preswyl am flwyddyn a bydd dyluniadau a sylwadau'r plant yn rhan o'r briff
- Gwahodd y plant i drafod y prosiect gyda'r artist

Yn dilyn argymhellion y plant am y prosiect aros dros nos, mae'r amgueddfa'n bwriadu:

- Treialu syniadau'r grŵp gyda'r plant perthnasol (ond, oherwydd y gwaith ail ddatblygu, efallai y bydd hi'n anodd taro ar ddyddiad penodol)

'Roedd hi'n hyfryd gweld brwdfrydedd y bobl ifanc am amgueddfeydd – mae'n rhoi gwefr i'r staff.'

Rheolwr y Rhaglen Ddysgu