



Schools, youth groups and other young people's organisations

What is Takeover Day?

Takeover Day is an annual day on which museums, galleries, libraries, archives, arts and heritage organisations invite young people in and give them a meaningful role. Children are in charge, making decisions and participating fully in the life of the museum. Young people have a say and contribute to the work of the museum.

Takeover Day happens all over the country each November.

Kids in Museums supports arts and heritage organisations to create exciting Takeover Day experiences and produces free resources and materials for the young people and museums who take part.

Who is Takeover Day for?

Takeover Day is for any child or young person, from toddlers to young adults. Partnerships can take place between any group of children or young people – school classes, youth clubs, Scouts, faith groups – and any kind of heritage attraction – museums, art galleries, castles, historic ships, archaeological sites. There's no limit on numbers – it can involve one child or 100.

What happens on Takeover Day?

The programme is entirely flexible and up to you, your young people, and your partner museum.

In some museums children take over staff roles, everything from authorising staff holidays to checking pest traps for harmful insects. In others, young people lead guided tours for visitors and welcome people in the shop and reception. Children design and produce exhibit labels and visitor guides and are asked to come up with ideas for future exhibitions or activities.

For ideas and inspiration see the case studies on our [website](#)

Why get involved?

- It's free, fun and will give your young people a completely fresh perspective on museums and cultural venues.
- Each young person taking part will get a free Kids in Museums Takeover Day pack, including a certificate.
- It boosts children's confidence and gives them a sense of achievement, knowing their opinion is valued and that they are making a worthwhile contribution.
- Young people are given real responsibilities and problems to solve, helping equip them for working life.
- It builds a positive relationship between you and your local museum, opening up new possibilities for working together.
- It can be linked to and support other ongoing projects, such as Arts Award and World War One Centenary.

How can we take part?

Find a partner local museum, gallery or heritage site to work with. If they don't know about Takeover Day already then direct them to our [website](#).

Start the conversation about what you both want to get out of the experience and make a plan for the day. Look at the Kids in Museums website for inspiration.

Have fun on your Takeover Day and remember to celebrate and share. Look at the resources to support you to do so – from press tips to posters.

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Spread the news and let Kids in Museums know about what your young people did. Encourage your young people to blog, Facebook and report on their day.

Don't let it stop there. Keep talking to your partner museum about how the young people can continue to be involved.

Children say...

'The best bit was when we went and redesigned the museum because we could express all of our ideas. It was the best thing I have ever done.'

'This once in a lifetime opportunity really boosted my confidence in many things such as being able to stand up in front of lots of people and act, sing, dance, the list goes on forever.'

'This wonderful experience has changed everyone who took part in it such as people speaking up more in class and getting more involved in things. That day was probably one of the best days of my life (so far anyhow). That day changed my personality.'

'On museum Takeover Day I felt excited because it was like I had a real job.'