

17.10.2017

THE EXPLORERS VISIT TO THE MUSEUM OF BRAVE AND CURIOUS

Reporters stream of "What Happened"

Arrived at Bowes Museum at 8.15

Meeting Lady Nivea of the softest hand by the lift.

Waiting for Vera the Char Lady on the Million Pound Carpet

The Great Pen Checking of October 17th

Matchboxes are distributed from a drawer. **Green Matchbox Memories.**

Remembering Maureen, the girl who pushed her face against the window

There are photographs around the room. "This one reminds me of my Grandfather Norman"

Norman & Maureen: pioneers from the past

Who belongs with who? Matching pictures in a square.

In the corner is a shadow screen that says Brave & Curious

Remembering the desire for a Tutankhamun pencil case in the gift shop.

Noticing *things* in squares: Shell Box . Oil Can . Empty Jar . Leaf Package . Paper Onion .

Ask not what it is...but what it could possibly be

Putting our 'what-could-they-possibly-be?' into Blue Matchboxes. Rick Stein's fossilised meal.

The arrival of Vera... Applause! A cheer for the coffee!

The Relentless Organ plays while they find their seats.

Left or right: messy side vs neat side turns into the synchronised crossed legs dance.

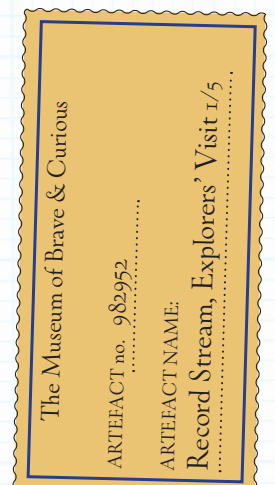
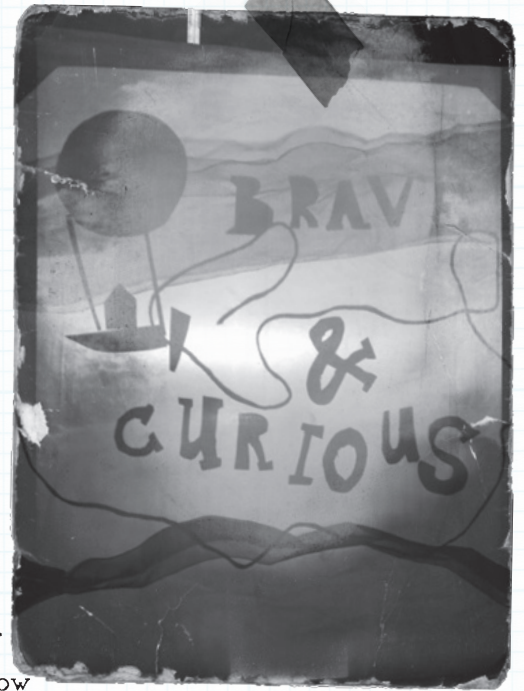
Health & Safety announcements commence:

He man who only vaguely knew sings three salient points and accentuates everything using interpretive dance

1. leave through the nearest exit
2. don't run
3. something about lifts? Shrug!

Then: Oliver's 2minutes long "15 second pitch"

- The House of Fairy Tales in an office with apple macs and he uses windows
- The House of Fairy Tales - a balloon boat floats through space and time making adventures
- **Brave - Enthusiasm & Valuing**
- **Curiosity - What could it possibly be?**
- At the centre a *thing*



- A *thing* that we think about

Thing + Think leads to an adventure The Oil Can - Gnome Motorbike;

Thing + Think leads to an adventure The Empty Jar - A trapped spirit;

But - We are waiting for a new thing and this is the song that we sing while we are waiting.

Norman & Maureen are waiting but while they wait what do they do? Suddenly Maureen is missing

Of course... Notice the box... Inside . . .

We play **Pass it round**, someone peeks inside but doesn't tell, Pursing lips, Eyes wide open, agog, aghast

Until...everyone together . . . open the box

Nothing... It is a museum that only appears when you are brave and curious

The Museum of Brave & Curious

And then Norman noticed the clock ticking, "I will have a look".

We noticed a door on the back of the quizzical clock. "Tap! Tap! Tap!"

We must **demonstrate enthusiasm** - chant "open it"

The door opens and Norman crawls inside and finds a bag of dust...

It has been brought here - The most famous exhibit — The incredible **Museum of Dust**

Tim and Oliver prepare to pull back the sheet . . . Big reveal!

NOTHING! (T&O take the mic and whisper, playing **Fake Privacy**. Hopefully no-one noticed)

QUICK! We have to build The Museum of Dust: A song about the rules. Tape, Bag, Label, Repeat, 20minutes, Assemble, Curate.

The great collection. In the piano, Biscuit Dust, under pew, fire grate, silver swan.

Brave: Illicit dust from behind the barriers: "Hang on, this dust appears to be Rembrandt"

Curious: "When is a fly dust?"

The Museum only appears if you are Brave & Curious and here we are being brave

Giving the dust **value**. Being dust **enthusiasts**

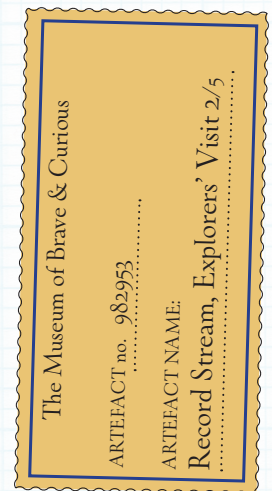
They are becoming Dust Collectors. They marvelled at how little there was and how precious it suddenly seemed. The dust is returned to the museum.

Norman wants to see the dust and then **patches** appear on floor. They assemble and curate using anything in the room.

The great **tour** of the Museum of Dust. The tour is about to begin. The leading dust experts.

The Tour has begun. 5 surprisingly unique displays:

Exhibit 1: Edith & the Coal dust behind the ear. Inventor of the perm



Where Norman learns how not to be a Man in 2017 and gets a perm

Exhibit 2 Napoleon & Josphine, Bonjour the only word she knows in French.

Where Norman changes the course of history by reuniting the dust!

Exhibit 3 The Great Dust Curator, A strange 10-part story about chimneys and doors and magic

Norman learns that dust reveals adventures by **assembling and connecting ponderables**

Exhibit 4 Maureen the Beard Darner. A crime scene transforms to reunite him with his mother.

Norman learns that not all riddles need to be solved in the same direction.

Exhibit 5 The strange Shining Light. Unravel the sculpture to reveal strange bags of dust.

Norman learns not to disclose that his leg is warm during a Keynote speech.

We meet the Fingers of Norman. Hooray for the **Museum of Dust**. Hooray! Da da da da

Plenary - Talk among yourselves.

Then Norman thinks he hears Maureen's Voice through a hole in the back of the museum of dust...

Through the tiny round door... He peeps through. **The Museum of Breath...**

LUNCH Sandwiches & Melon. Coffee & water. No crisps. Vera & Emma in the tuck shop. Cheers

The Museum of Brave & Curious
ARTEFACT no. 982954
ARTEFACT NAME:
Record Stream, Explorers' Visit 3/5



Start back early to see the Swan at 2, everyone is excited to see it.

But Norman starts to *doubt* his ability to be brave & curious. Norman does not want to go through the round door. Does he hear Maureen?

Then pioneers appear in the walls, they came before and were once curators of the Museum..

Giants of Curiosity, looking down kindly. The vicar appears.

Don't worry Norman. I will show you the way. We are in the Museum of Breath. Take a deep breath.

The vicar suggests RSVP with the shell box. Pass it round

What you see or what it means to you. A mermaid's jewellery box. Charity-shop tat.

The previous curators can show Norman **what to do when he does not know what to do.**

I can't be curious & brave right now. The pioneers of the brave show him how...

Some people find being in the Museum of Brave & Curious easy. Some people find it much harder. Norman is stuck.

Bag of breath. Opened. Inside. The breath of the world famous **One Word Storyteller**

She was just about to go out the door but we caught her just in time

And asked her to give a one off special performance

take a **deep breath and jump**

The ritual of one works storyteller. breathe in. Three times. O checked that she was ready with her word - fully prepared. Inside the one word storytellers mind: "Say what I see!"

"Chandelier!" Applause.

Tell it again. Tell it again!

In a high pitched voice "Chandelier!" Everyone began to whisper it and then it travelled through the room. Telling it again and again. Big **enthusiastic** cheer!

Norman. How did we get back to him..? He just said, "**I still feel a bit stuck.**" He hadn't had any lunch!

Still Sad so the pioneers returned. Lady Eleanor arrived with a bag. Inside this bag is the breath of the **cloaker**. Open box. Inside Accidental Bananas!

Pt on a cloak. Don't think too hard about this bit

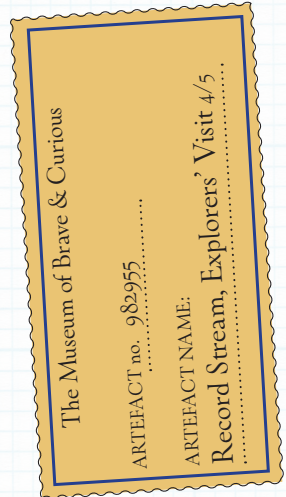
Then. Breath can go one of two ways. "Breath-in" or "Breath-Out"

The birth of Lord Toity-tartan-toit and his beautiful tartan head. He suddenly **connected to the one word story** "Why of course. Chandelier." Obviously it had been made to offer a 360° view of his head.

Norman had been confused about the story but Lord Tartan had been breather into existence to make sense of the think. To unstick him.

Everyone became Tried cloaking. This time with breath-out. An old lady. Song about My Mum.

And they disappear behind the **OHP shadow screen**. Looking for something to hold they found scissors



Breath in. Become younger. Time travel through breath. Used scissors to make dungarees for the motorcycling for gnome. The shadow of gnome appeared behind her.

We realised that this must be Maureen, Norman's Mother, the Beard Darner.

I wonder what could have possibly happened to her? We looked for **a one word story ending**. Everyone made one and we searched for the right one. "Hidden!" "Lost!" "Disappeared!" "Fight!"

A pair of pioneers chose to fight behind the screen and then the light faded!

We got back to Norman. He was feeling much better.

The Museum is where Norman finds the ability to be brave and to follow his curiosity, A place where **everything is valued**. He felt brave enough to go through the window and see the museum of breath and find his mother.

In waiting room the quizzical clock struck.

back to the waiting room . . . A thing appeared. A Tulip appeared

A map was brought out that might lead us exploring the Tulip.

Chats about the project and how we might get there.

Openness. **Celebration** not Exhibition? **A culture of Brave and Curious!** Snowballing. Celebrate the process! Embed it in the philosophy! Are all the children going to be involved at the Celebration? Global curriculum. Groundwork of safety and **familiarity**. A fear of colleagues feeling it was to drama/arts. Footholds of familiarity. Need for regularity. To find time for it. Even if it only happens in a little way - you are doing beautiful things. Light touch. **Regularity** will be key. **Piggybacking** moments in the school day. Building on the **community** we have just formed. **Sharing** what we are doing!

BRAVE - Valuing & Enthusiasm

CURIOSITY - What could it possibly be?

(Did the Fingers of Norman brake the swan by collecting dust off the top?)

The Impromptu Banana Orchestra played us out!



5/5

