



# **The Tampa Bay History Center**

Goal:

• "To preserve and share our community's rich history and culture in one of the finest regional history museums in the United States."

Exhibit Essentials:

- Expansive 500 years of history and 12,000 years of habitation
- •Relevant Connect people to the history of Tampa Bay
- •Interactive "to transcend time"

Backpack Program Goals:

- Integrate children and families into new exhibits
- Encourage parent-child interaction

# **Theoretical Approach**

Entertainment -

Visual/aesthetic -Objects

Authenticity

Context Stories

•The "postmodern museum"

•Transparency (museum as an interpreter, not legislator)

•Display of results as well processes

•More participation and "life" to the museum

Post-processualism in archaeology

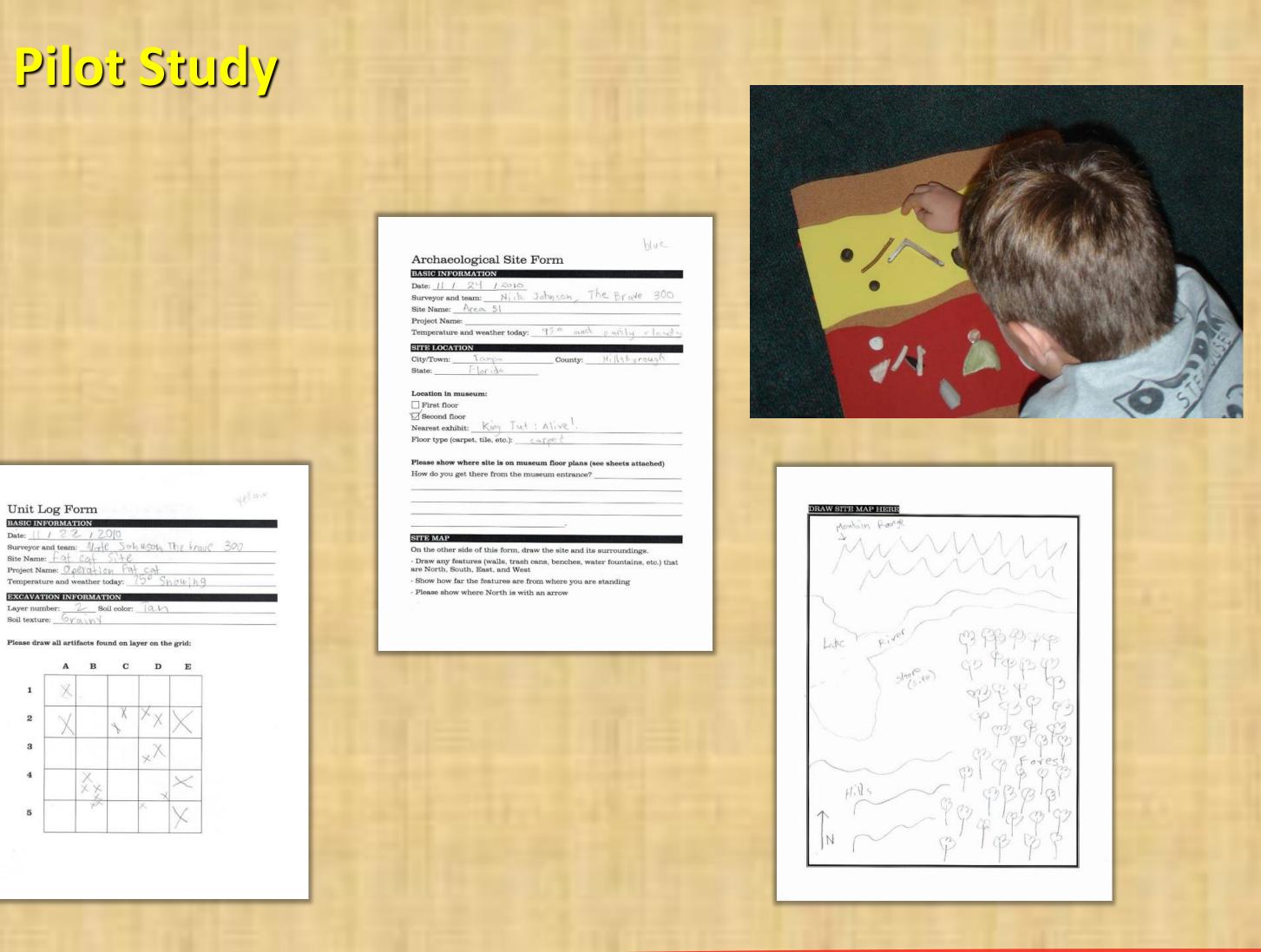
- •There are multiple routes to a multivocal past
- •The past and power are contested
- •There is no true past (authenticity)
- •The past is constructed (authority)
- •Multiple interpretations
- •The audience is not a passive recipient (agency)
- Identity is formed through the past
- •Self-reflection

# Archaeology Explorer Backpack: Making Archaeology Education in Museums Accessible and Portable

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# The Backpack compass calculator magnifying glasses flashlight brush and dustpan measuring tape binoculars tool belts

"artifact" bags





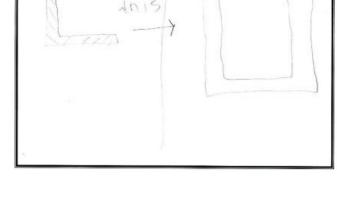
WELCOME, ARCHAEOLOGY EXPLORER Archaeologists are the detectives of the past. Today you will learn about how they do their job Before we get started, what do **you** think archaeology is? What do you think archaeologists do?



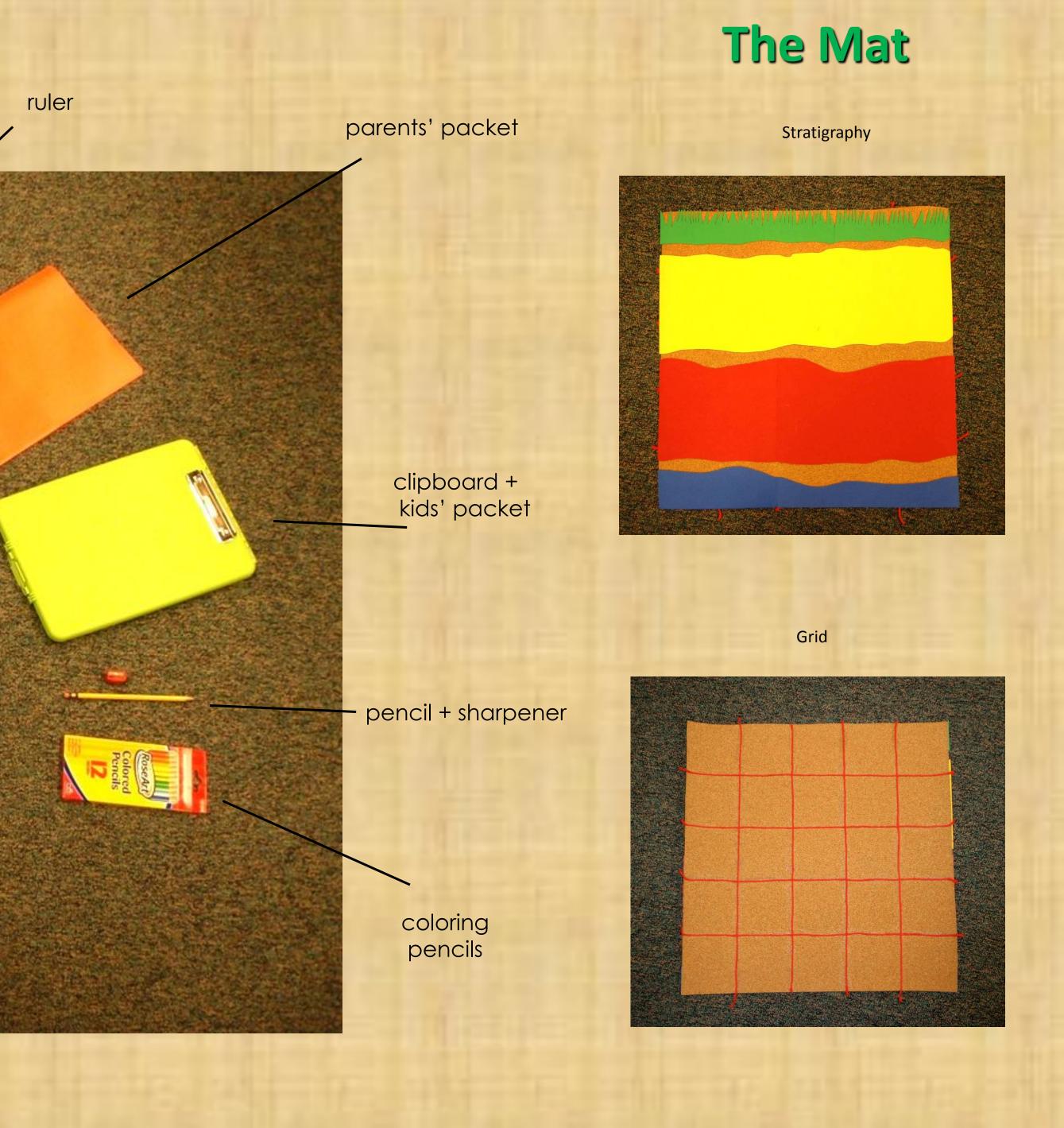
ick your favorite artifact, and try to draw what you think it looked ke in the past. What do you think it was? What do you think it was interie tre had back

MY FAVORITE PIECE, MY FAVORITE THING

Archaeologists can tell a lot about the past from very few, and



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# **Archaeology Education in Museums:** How and Why?

- •Know the audience
- Understand public knowledge and perceptions
- •Engage multiple audiences Schoolchildren
- •SSS
- •Learning styles
- •Challenge stereotypes
- De-mystify the archaeological process
- Emphasis on the everyday and ordinary
- •Be interactive and hands-on

#### **Background Research:** Case Studies

- Backpack and hands-on museum education programs
- General museum education
- Archaeology and education
- Public and applied archaeology
- Activity guides for children
- Archaeology in the classroom
- Archaeology and outreach
- Evaluation of museum programs

#### **The Creation Process:**

## Where Do We Begin?

#### Some challenges:

- Explaining a whole discipline and process
- Tie in to future exhibits
- Stick to main objectives
- Be portable and durable
- Be sustainable and cost-effective
- Be interesting, fun, friendly, and engaging
- Be dynamic and time-conscious

# **Exploring the World of Archaeology**

- What is archaeology?
- •Who are archaeologists, and what do they do?
- Where do archaeologists work?
- Why does archaeology matter?

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