



Educational Guide



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52 Objects

52 is an exhibition which, over the course of a year, has explored a whole range of cultures and historical achievements through the eyes of women by looking at 52 exquisite objects.

Use this education guide to interact with the exhibit and gain a deeper understanding of how girls have impacted history throughout the world.

Activities in this guide are aligned to U.S. and/or U.K. educational standards. They are designed to be used by students and teachers as school lessons or enrichment opportunities.



Discussion Questions

Students can answer the following questions on their own or discuss in groups.

1. Which object do you most relate to? Why?
2. Choose an object that interests you, just by looking at the picture. Before reading about it discuss what you think it is, where it is from, the time period it was created in, and how it relates to girls. After reading the article, how close were your guesses?
3. How do individual objects become symbols of culture?
4. The 52 objects are tangible pieces of history, but their stories are intangible. Why is it important to preserve both?
5. How might we be able to construct an interpretation of the past from the 52 objects?

Activity: 52 Objects 5017



Common Core Standards:

CCSS.ELA-Literacy.W.7.4
Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience.

CCSS.ELA-Literacy.RH.6-8.7
Integrate visual information with other information in print and digital texts.

UK National Curriculum

KS2 English

- Creating settings and characters around a chosen theme.
- Noting and developing initial ideas, drawing on reading and research.
- Consideration of the purpose and audience of a piece of writing.

It is the year 5017. Girl Museum is working to create a new, updated version of their centuries old exhibit “52”. This time, the artifacts included in the exhibit are from the 20th and 21st centuries. The exhibit team stumbles upon a really interesting object that once belonged to YOU!

Task: What single object best tells your story?

1. Choose an object that represents your girlhood story.
2. Take a picture of the object.
3. Write what the exhibit would say about the object, and the mysterious girl from 2017 it belonged to. Remember to write from the perspective of Girl Museum 300 years in the future!
4. Share your 5017 contribution to the new 52 exhibit with the 2017 Girl Museum team!

Contribution Necessities:

- Name
- Home city and country
- Title of your Object
- Brief history of your object
- Photo of your object
- Contributor parent permission (if your are under age 18)

Bonus activity: Write an alternate history of your object. If it was found in the year 5017 and the researcher had to guess what its purpose was, what might they think? Be creative and think outside the box!

Activity: Objects and the Self

Made around 2500 to 2000 BCE in the Indus Valley Civilisation, the Indus Valley Female Figurine has been interpreted as one of the first ever selfies. Due to the gender equality that may have existed in the Civilisation, it is likely that the object was sculpted by a female who created a figurine based on how she saw herself.

Task:

Using air drying clay, create your own selfie.

Materials needed (per pupil):

- 200g air drying clay
- 1 cup of water
- 1 cocktail stick for creating features

Questions to consider:

- How would you interpret your selfie?
- What problems did you encounter when creating your selfie?
- How might you preserve your selfie?



Fragmentary terracotta figure of a female (perhaps a pregnant woman), from the Indus Valley Civilization of Pakistan, c. 2500 – 2000 BCE. British Museum.

UK National

Curriculum Links

History, KS2:

- Explore the achievements of the earliest civilizations, such as Indus Valley
- Understand how our knowledge of the past is constructed from a range of sources.

Art and Design, KS1&2:

- Produce creative work, exploring their ideas and recording their experiences
- Become proficient in drawing, painting, sculpture and other art, craft and design techniques
- Understand the historical and cultural development of art forms.

U.S. National Art

Standards

Anchor Standard 2

Organize and develop artistic ideas and work.

Anchor Standard 6

Convey meaning through the presentation of artistic work.

Activity: Comparing Objects



UK National Curriculum Links

History, KS2:

- Understand how our knowledge of the past is constructed from a range of sources.
- Understand historical concepts such as continuity and change, cause and consequence, similarity, difference and significance, and use them to make connections, draw contrasts, analyse trends, frame historically-valid questions

Common Core Standards:

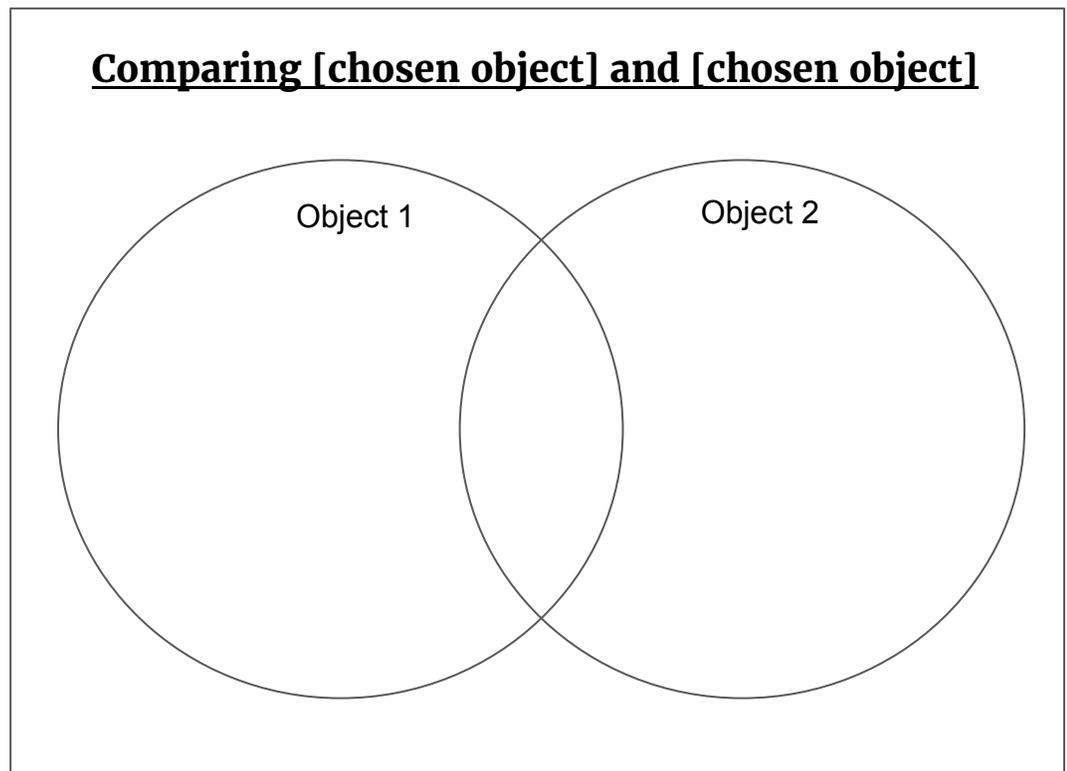
CCSS.ELA-Literacy.RH.6-8.7
Integrate visual information with other information in print and digital texts.

Choose two objects from the exhibition. Using the information provided, complete a Venn diagram showing the similarities and differences.

Questions to consider:

- When and where were the objects created?
- Who created the objects?
- Describe the objects, e.g. features, materials, size
- How do they depict girlhood?
- How do they contribute to your historical understanding of girls?

Comparing [chosen object] and [chosen object]



Girl Museum

We are the first and only online museum dedicated to girls.

We exhibit, educate, and raise awareness about the unique experience of being born and growing up female around the world in the past and present.

As a community of passionate and creative individuals, we acknowledge and advocate for girls as forces for collective responsibility and change in the global context, not as victims and consumers.

We are a registered 501(c)3 non-profit educational organization.

Learn more and get involved at www.GirlMuseum.org



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Craft: Cuneiform Writing

Educational Standards

U.S. National Art Standards:

Anchor Standard 6

Convey meaning through the presentation of artistic work.

U.K. National Curriculum Art and Design, KS1&2:

- Produce creative work, exploring their ideas and recording their experiences
- Become proficient in drawing, painting, sculpture and other art, craft and design techniques.

Create your own replica Cuneiform tablet inspired by the Mesopotamian tablet included in this exhibition.

First, research the Cuneiform alphabet - what will you write on your tablet?

Take a small amount of clay and flatten it with your palm. Next, take a toothpick or other sharp object and start carving. Once you're done, upload a photo of the tablet to our facebook page or tag us on Instagram or Twitter - we love to hear from you!

