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Explore, discover and learn at the Museum

These exciting interactive sessions allow your class to explore the Museum collections using a variety of stimulating learning activities. Your class can discover the Museum's hidden 'treasures', learn by handling artefacts, do their own detective work and join in group activities.

Young curators (allow 1 ½ - 2 hours)

Find out how a Museum works by using real objects from the handling collection. Bring your class to look at toys that children played with in the past. Help us to sort the toys into their correct time period and create a display. Enjoy some games and past-times from long-ago. A fun mix of investigating toys and exploring the Museum.

Communication (allow 1 ½ - 2 hours)

How did people send a message in the days before electricity and cell phones? Become an Egyptian pharaoh and write your name in hieroglyphics, find out how a typewriter works and explore the development of the telephone. Send messages in Semaphore and Morse. Make a human fax machine and find out all about secret codes and languages through role-play, object handling and Museum exploration.

Gold, Gum and Black Diamonds (allow 1 ½ - 2 hours)

Investigate the natural history of Northland and mineral treasures from the earth. Find out how people discovered, mined and used resources and what has changed in the last hundred years. Discover how technology has changed and the impact this has had on people's lives and livelihoods through drama, role-play, object handling and Museum exploration.

New to New Zealand (allow 1 ½ - 2 hours)

Meet the Carter family and discover their story of life in Northland when they arrived from England over 150 years ago. Children will explore families, transport and living conditions during the 19th and early 20th Century through drama, role-play, object handling and Museum exploration.

Ruapekapeka – The last Northern War (allow 1 ½ - 2 hours)

Kawiti used technology that was fit for purpose in time and context. Trace the design development of some ordinary objects and explore the connection between conflict and technology. Discover which of our common household objects started out as weapons – and the connection between a submarine, a bar of chocolate and how to measure the speed of light in your kitchen.

This programme is intended to support the Anne Frank Exhibition which you may also wish to visit (allow an extra 1-1 ½ hours).

Want to make a day of it?

Learning is such fun at the Museum and Kiwi House at Heritage Park! Bring a picnic lunch and stay for the day. Explore the Museum collections, see the special exhibitions, take the Heritage Park Tour and visit the kiwi house. For a small additional charge, you could take a train ride into Millington Bush or on the miniature railway or some other vintage transport option. You might like to involve an expert from one of the clubs and societies at Heritage Park (*these additional activities must be pre-booked and subject to availability- please ask the Educator for details*).