

Special projects run by the Museum's learning team provide unique opportunities for targeted audiences to participate in the Museum.

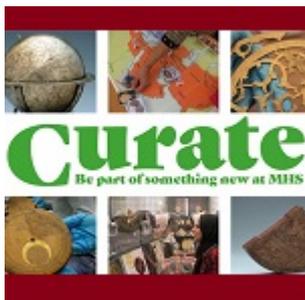


[Multaka-Oxford \[2018-19\]](#)

Multaka-Oxford is a project to create volunteer opportunities for forced migrants and to use museums and collections as a 'meeting point' for bringing people together.

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[Curate \[2017\]](#)

Curate is a public engagement project which aims to establish a platform for public consultation and co-curation of the Museum's collection of scientific instruments from the Islamic world building on the work of the Museum's team of Young Producers.



[Board games and Medieval Medicine \[2016-17\]](#)

Board Games and Medieval Medicine is a public engagement project linked to an academic research project on the literary history of medicine which is funded by the Wellcome Trust. The project has created a series of board games for engaging with the early history of medicine which have been piloted with schools and family audiences at the Museum alongside activities linked to the Museum's collection of scientific instruments from the Islamic World.



[Curious Curators \[2016-2017\]](#)

Curious Curators was a joint project between the four Oxford University museums (Museum of the History of Science, Ashmolean, Oxford University Museum of Natural History and Pitt Rivers Museum). It was led by the primary education officers from each Museum.



[MHS Shop design project \[2016-17\]](#)

Design students from the Royal College of Art and Banbury College work with the Museum focus on the Museum's shop as a 'real world' design context for developing a range of bespoke retail products.



[**Animate It \[2015\]**](#)

The **Animate It** project resulted in a series of short films that bring to life a selection of working scientific instruments from the Museum's collection. All are on permanent display but for conservation reasons would not normally be handled or demonstrated in public. The films include demonstration, explanation, and some historical background.



[**Arts Award Discover with SS Mary and John CE Primary School \[2014-15\]**](#)

During autumn 2014 the Museum was involved in an inspiring art and science collaboration with the Key Stage 2 Art Club from SS Mary and John CE Primary School, East Oxford, gaining a Discover Arts Award.



[**Story Makers \[2013-14\]**](#)

Story Makers is a Fusion Arts project led by Arts Psychotherapist Helen Edwards, and funded by Children in Need. The project is designed to scaffold the development of speech and language, working with 7 to 11 year old children in primary schools in Oxford and a group of older adults 'Echoes' run by Artscape. This year the project was run in partnership with the Museum of the History of Science.



[**Objects of Invention \[2012-13\]**](#)

A project involving students of engineering in events for schools and the general public which focus on engineering, design and innovation. This project is funded by the Royal Academy of Engineering under its Ingenious Programme for public engagement, and aims to provide training and experience in public engagement for engineering students.



[**The Renaissance Globe Project \[2012\]**](#)

An HLF-funded project celebrating the Renaissance craft of globe making, and the 500th anniversary of the cosmographer and map-maker Gerard Mercator.



[**The Amazing things People did for Medicine and Other Stuff \[2012\]**](#)

An exhibition created by the Year 2 primary school children at St Philip and St James School.



[Stop-frame Animation \[2012\]](#)

A project with sixth-form students discovering themes from the Museum's collection using stop-frame animation on ipads.



[East Oxford Primary School Storytelling Project \[2011\]](#)

With the help of funding from the D'Oyly Carte Charitable Trust, children from years 5 and 6 use visits to the Museum to inspire writing which helps objects from the collection "come alive" using storytelling techniques.