Curiosity Quest "Museum" Journal Entry

On the <u>left side</u> of the first available page in your DATA COLLECTION section, do the following task:

1. List 20 important things that people should know or understand about your question / project
   - Selections should be things that have any one or more of the following qualities for which:
     - a presentation could be designed
     - a model built
     - an interactive exhibit constructed
     - people could be entertained

Your recording of data can refer to the whole of what you have read thus far, or it can relate to some salient point or points that you feel are really interesting or important upon which you wish to focus.

On the <u>right side</u> page next to your recording of the data, you are to interact with that information, do something with that information, create something with that information. You will do the following:

- Design a museum, either real or virtual that would house the artifacts and exhibits pertaining to your 20 most salient items of interest

- Create a floor plan showing the different areas and exhibits
  - Include customer friendly things like food courts, washroom, baby sitting, etc.
  - You can use a larger piece of paper and fold it in and paste it on your page. – Perhaps something like a fold-out chart

  OR

- Design a web site using a flow chart model that would become a virtual museum. THEN ACTUALLY DO THE WEB SITE AND GIVE ME THE URL.
  - What kind of graphics? Sound? Movies? Interaction? Links?
  - Any other ideas your imagination creates.

Your Design is to be first class – a real effort that is pleasing to the eye and presentable to class. If you do a web site, the design should be doable in the real world, and all parts should be clearly represented in a presentable and pleasing flow chart.

THIS WILL BE A SEPARATELY GRADED ASSIGNMENT AS A FINISHIHG PIECE FOR THE EXPLORATORY STAGE. YOU MAY EXTEND YOUR RIGHT PAGE WORK TO SOMETHING OFF THE PAGE – A 3D EXHIBIT, A LARGE CHART OR DIAGRAM. IT IS TO BE DONE WITH CARE, THOUGHTFULNESS, AND DEMONSTRATE WHAT YOU HAVE LEARNED ABOUT YOUR PROJECT SO FAR. MAKE IT AS REAL AS POSSIBLE

Good luck.