

These statements helped us assess how staff felt about the playful museum throughout the life of the project. They can be used to find out how confident a team feels about play and valuing children's use of space.

Please grade how you feel about each statement.

(1 being low/disagree, 5 being high/ agree)

Awareness of (self and of play)

I am aware of own role in relation to children, adults and the museum space

1.....2.....3.....4.....5

I feel I could recognize playful moments that might happen in our museum

1.....2.....3.....4.....5

I enjoy the diversity of my job and thinking about the difference between every type of visitor

1.....2.....3.....4.....5

Confidence to support and advocate for play

I am confident talking about what a playful museum might look like

1.....2.....3.....4.....5

I can tell others (visitors, staff, children, adults) about our playful museum

1.....2.....3.....4.....5

I feel I could respond playfully to children if needed

1.....2.....3.....4.....5

I would like all museums to be more playful

1.....2.....3.....4.....5

Staff capacity to support play in Museums

I feel I can contribute to helping other museums support and "get" what it is to be a playful museum

1.....2.....3.....4.....5

I think we are a confident team when it comes to supporting children's play in the Museum

1.....2.....3.....4.....5

I think that we are a playful museum

1.....2.....3.....4.....5

Skills and knowledge

I feel I know about play

1.....2.....3.....4.....5

I understand about the rulebook project

1.....2.....3.....4.....5

I am comfortable with uncertainty, especially when it comes to what people might do in the museum and the unpredictability of children's play

1.....2.....3.....4.....5

Quickly (instinctively) tick all of the words below that you agree with

Play is....

Chaos

Joyful

Quiet

My right

Boring

A child's right

For everyone

About the rules

About disorder

About well being

Happy

Sad

Colourful

Excited

Scared

Stuck

Playful

Serious

I am.....

Happy

Inspired

Enthusiastic

Bored

Learning

Confused

Results example

Initial quick responses to staff awareness, confidence and skills to support play

