



The Bill Douglas **CINEMA MUSEUM**

Education Pack

EDUCATION VISITS TO THE BILL DOUGLAS CINEMA MUSEUM

The Bill Douglas Cinema Museum at the University of Exeter is a public museum and research centre housing a unique collection of learning resources related to the moving image. We hold over 75,000 items of which around a 1,000 are on display in our two galleries. Our artefacts date from the 17th century to today and range from optical toys and devices to the merchandising of films and stars. Together they tell the story of how the audience has responded to moving images.

We welcome pre-booked school visits, and can provide free of charge tours of the galleries for primary, secondary, home education and further and higher education groups. We prefer that group visits take place during university vacation time if at all possible. You can contact the Curator at bdc@exeter.ac.uk or 01392 724321 to discuss your dates and arrangements for your trip.

The museum can be used by schools and educators for a range of subjects including science, technology, art and humanities. For Film and Media Studies in any form it is a must but elements of the collection are also ideal for projects in both 19th and 20th century History; parts of the English curriculum; Art and Design; as well as in science projects on subjects such as light, colour and movement. We have a range of replica optical toys available for students to explore further during their visit.

This education pack offers routes into our museum for teachers and provides some activities that can be used in the classroom following a visit from pupils. They can be adapted to the age and abilities of the students. Find out more on our website at www.bdcmuseum.org.uk/ or email bdc@exeter.ac.uk for further information.

OUR COLLECTIONS:

Optical Entertainment



Find out about early optical entertainments including shadow puppets, magic lanterns, optical illusions, panoramas and early animated toys like the zoetrope and praxinoscope. This is where art and science come together to bring entertainment to the people. We have replicas to play with, as well as the original artefacts on display in the gallery.

Films and Merchandising

Our huge collection of ephemera and merchandising shows how films have been marketed over the years. We have the largest public collection on Disney in the UK, posters, press books, games and dolls relating to films from Star Wars to Shirley Temple.

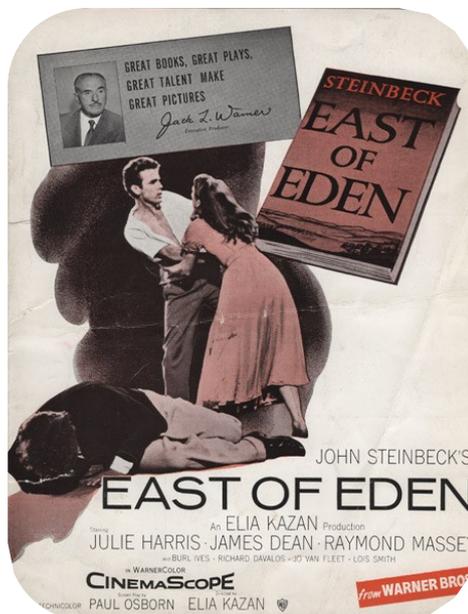


Curriculum Links – Films and Merchandise

Students could think about the marketing aspect of the star system, by focusing on one film or how to market a film with particular emphasis on the stars appearing in the movie. They could use links with the design and technology curriculum to develop a range of publicity materials, toys or games that would promote the film and its cast. They could consider how marketing has changed with the rise of social media as a platform for promotion.

Film Stars

Find out about cinema's greatest stars in both Hollywood and Britain through our collection of memorabilia, photographs and books. We have extensive holdings on Charlie Chaplin, Marilyn Monroe, James Dean and many more stars of the screen. Stars were marketed to their fans in a variety of ways through the 'golden age' of film going.



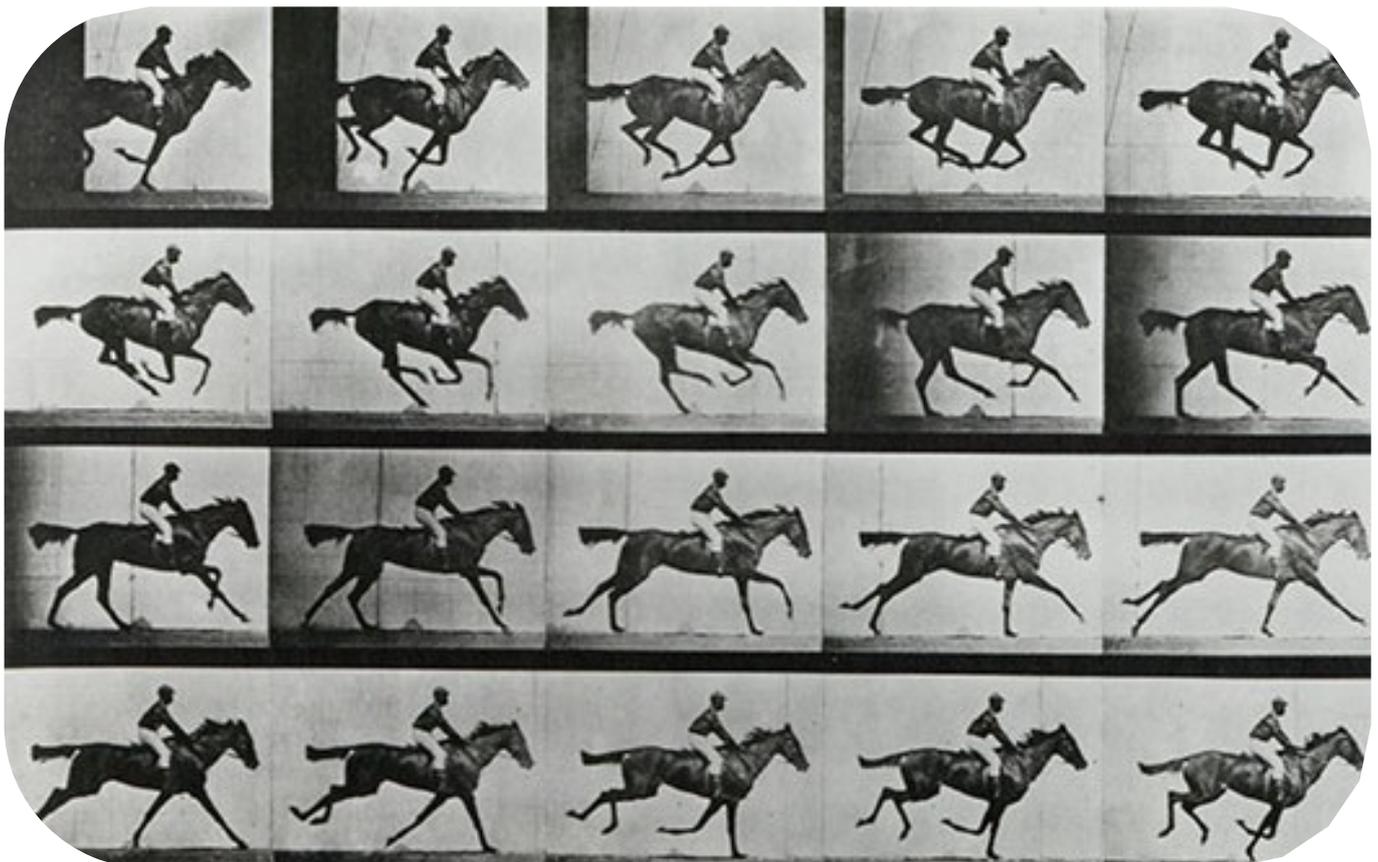
Curriculum Links – Film Stars

Students might begin with establishing an understanding of what is a 'film star' and who the stars are and move on to exploring what this means in modern day society, create their own marketing strategies or write a critique of performances in contemporary productions.

Cigarette cards and postcards were produced of famous faces, and those the studios hoped would become famous. All sorts of toys and domestic items in the image of stars have been manufactured over the years and you can track the development of a star through these objects. A good example of this is Marilyn Monroe; visitors can use the collection to see changing iconography throughout her career and in the years following her death. Further resources are available on our [museum catalogue](#) and on our [resources webpages](#).

Animation

Toys involving animated images began to appear at the beginning the nineteenth century This was the time when several scientists realised that a series of still images can be used to create the effect of a moving image. The museum has many examples of early animation devices including the zoetrope, phenakistiscope, (Greek for 'deceptive view'), and the praxinoscope as well as examples of early flip books and the work of pioneers of motion such as Eadward Muybridge. We also have replica toys on display in the gallery for students to explore during their visit.



Early animation toys gave the inspiration for the creation of moving pictures based on real life. When it first became possible to take photographs fast enough to simulate a moving image, the cinema was born. We also have an exceptional collection of material on animation cinema, ranging from original cel artwork to toys and memorabilia. Disney is a particular strength of the museum with probably the largest publicly accessible collection of material in the UK.

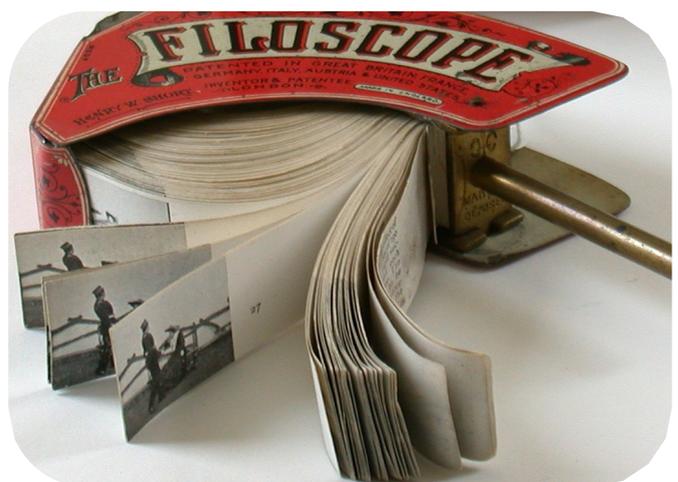
Curriculum Links - Animation

There are many animation apps and packages available for both tablets and PCs, many of which are aimed at school use and for different age groups. You could try the following to make some films of your own:

- Stop Motion Studio (Android and iPad)
- Puppet Pals (iPad)
- FlipaClip (Android)
- Monkey Jam (PC)
- Anim8or (PC)

You could also make some traditional drawn flip books, or make your own zoetrope. For your flip book, you need a beginning, middle and end - you could have flower growing, or a balloon blowing up and bursting, or a car moving across the page. A series of images that can be either drawings or photographs that have small changes from one to the next can be made into a flip book by pasting the images into a small book and flicking through them. It is important that the drawings and pictures only show small amounts of movement from one to the next to obtain the illusion of motion.

One way to make a zoetrope is to firstly find a cylinder that can rotate on a stick. A large ice cream tub will work, or you could make the same shape from sturdy card. You will need to divide the circumference of the cylinder into about 12, then cut narrow slits about half way down. Paint the outside black and the inside white. For the image strips, create a piece of paper the same size as the circumference of the inside of the zoetrope and only as high as the bottom of the slits. Divide into 12 frames. When drawing your animation remember that this is about motion rather than trying to tell a story. Try simple ideas first - an object moving through the frame, a smiling face becoming a frown. Your sequence will repeat itself so you will need to make the last image flow back into the first one. Once you have mastered simple pictures then you could try more experiments with ideas about motion.



History of Cinema

Discover how cinema was invented and how audiences have discovered films over the years from fairgrounds and picture palaces to the present day. From the First World War to the 1950s, cinema was by the far the most popular form of entertainment. However, the advent of television in the 1950s meant that audience numbers went into steep decline. Many cinemas closed and those that survived had to think of new ways to draw in audiences — new attractions included Cinemascope, Cinerama and 3D films. The decline in popularity continued until the 1980s when multiplex cinema chains started to appear and numbers began to rise. The story of cinemagoing, the buildings themselves, and the experience of ordinary people participating in a truly mass entertainment is an amazing one. The Bill Douglas Cinema Museum tracks this story through a range of artefacts from early postcards to cinema programmes and brochures to fittings from the buildings themselves! The material goes right back to the earliest cinemas in the UK right up to the latest IMAX and multiplexes.



Curriculum Links – History of Cinema

Students could change the classroom into a cinema for the day trying to capture the atmosphere of an old cinema. They might choose to create posters, programmes and tickets for the event and could take on roles of doormen, ushers, projectionist and cinema manager. Perhaps you could source an old film from the era and the children could experience black and white and silent films. Many towns once had a cinema that has now either been demolished or has changed use. Students could research the local history of where they live and find out about the local cinemas that might have been popular in the past. Research about the current local cinema would provide a useful contrast. By searching in the local library or online, students may find photographs and memorabilia relating to the old cinema.



HOW TO FIND US:

The Bill Douglas Cinema Museum is located in the Old Library building at the University of Exeter. You can see a campus map here: <http://www.exeter.ac.uk/visit/directions/streathammap/areaamap/>

HOW TO GET HERE:

By car or coach: Please follow signs to the University. Email bdc@exeter.ac.uk for advice on parking at the museum. There is limited public parking along Prince of Wales Road.

By public transport: The D bus service runs regularly between Exeter city centre and the University. Timetable information is available at www.stagecoach.com. The museum is a short walk from Exeter St David's and Exeter Central train stations.

On foot: Follow the signposts to the University from the centre of Exeter. The museum is located half way along Prince of Wales Road.

DISABLED ACCESS:

Disabled parking spaces are available at the entrance to the Old Library. There is lift access to the galleries and a disabled toilet on the entrance level.

FACILITIES ON SITE:

Toilets are available on the entrance level as you enter the Old Library building. There is a small seating area shared amongst all users of the building with two vending machines. There is a grass area and seats outside the Old Library that can be used by visitors. The University campus also has a sculpture trail and the Northcott Theatre often has performances for schools.

OPENING TIMES AND CONTACTS:

Entrance to the museum is **free**. Opening times are 10am – 5pm every day. We are closed between Christmas and New Year but are otherwise open through University vacations.



Created and written by Gemma Poulton. Some material originated in our previous education pack devised by artist and educator Kate Green