

At Royal Museum Greenwich we actively support play

Play matters to RMG because it matters to children. Play is central to children's well-being and their physical, cognitive, linguistic, social and emotional development. It is the way through which they experience the world around them. Play can support wellbeing for all ages and we encourage everyone to playfully engage with the Museum.

Play is the right of every child (UN's Article 31), helping them to understand their place in the world, develop connections, and support healthy physical, social, cognitive and emotional development. Play is child-centred, freely chosen, and an active process without a defined end product. In doing so, play gives children agency, a sense of control and space to develop their own ideas, feelings and relationships. Play is a safe space for fun, uncertainty, risk and challenge. Play can happen indoors or outdoors, with or without others (including adults) and occurs in spaces and places chosen by the player.

To enable children to exercise their right to play the RMG commits to creating a Museum experience that provides high quality and varied opportunities for play.

To ensure this we will:

- Provide a series of high-quality, clean play across RMG spaces prompts and activities throughout the Museum and grounds.
- 2. Ensuring everyone can access play at the Museum regardless of age, ability or needs.
- Welcome children and encourage play in the Museum spaces, creating balance and respect between adult and child visitors, to ensure an equally positive experience.
- 4. Spend time thinking about how the design of exhibitions and displays can best support children's drive to play, and provide a playful experience for all visitors.
- 5. Try to make it clear where children are not allowed to play and discouraging play in these areas in a sensitive and thoughtful way.
- Provide information for carers, adults, teachers and parents about how they can support their child/ children to play at RMG before, during and after their visit.
- 7. Train and provide resources for Museum staff to understand and support playful experiences and play opportunities at the Museum, as well as space for staff to feedback.