

SWIRL OF TRACKS

The *Museo do Pobo Galego* is an ethnographic museum. You will see rooms full of everyday objects, necessary for daily life.

Some remain, others disappeared and many have evolved, so visiting this Museum is an opportunity not only to know the past of Galicia but also to better understand its present time.

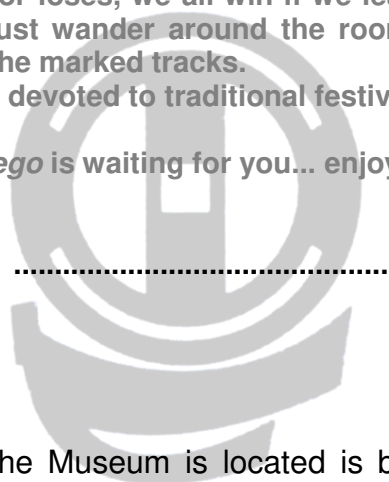
This game will give you the opportunity to get to know the Museum by observing it. Although it is a game, do not forget that you are in a Museum and you do not have to run or shout to get it completed.

What you are going to see is part of our cultural heritage and we want to share it with everyone. That is why it is important to respect it.

Remember: No one wins or loses, we all win if we learn and open our eyes and observe. Please do not just wander around the rooms, make the most of this place and visit it beyond the marked tracks.

The tour ends at the room devoted to traditional festivals

The *Museum of Pobo Galego* is waiting for you... enjoy it!



TRACKS

1. The building where the Museum is located is built with stones. Seek the **trade** that works with them. Which one is it?

Solution:

2. These stones weigh a lot. In what **means of transport** can we transport them? Let's see it, it's very close!

Solution:

3. The animals that used to pull these carts are oxen and cows. When it rained people would cover them with some **blankets** that are in this room. What material are they made of?

Solution:

4. Also people have this type of **raincoats**. How are they called? In the Costume room you can read the name.

Solution:

5. Roofs of some houses can also be made with this material. Find them and get their name.

Solution:

6. These houses are typically from mountainous areas, with cold and humid weather. The footwear for this climate is made of wood. Look for the **trade** that makes these shoes.

Solution:

7. Dancing with these shoes cannot be very easy. To dance, you need **music**. Where are the musical instruments? Go there and choose two of them.

Solution:

8. Let's go to the **stairs**! There are three staircases, but only one reaches the top, why? The other two, why do they go up halfway? Go up and take a look!

Solution:

9. In the Sea's room there are three real **ships**, of the three, which do you think can fish the farthest from the coast?

Solution:

Museo do Pobo Galego

10. Congratulations!. You have found all the clues. To celebrate, we go to the room where the **traditional festivals** are shown. Which one you like the best? Wait there!

Solution: