The MusêOn is envisioned as a space to enrich the learning. It is an exhibition and active learning space on the Gávea campus of the Escola Americana do Rio de Janeiro. The mission of the MusêOn is to inspire curiosity.
The vision is to enrich the learning experience at EARJ through fun, design-based educational methods. The MuseOn offers EARJ community members the opportunity to explore diverse topics through thought-provoking visual content, text, and artifacts. MuseOn patrons will participate in minds-on/hands-on learning activities connected to a relevant theme. Curated content will change on a quarterly basis.

Learning activities in the MuseOn will operate on three basic principles of design thinking: Observation, Creation, and Presentation. Through exposure to interesting content, students’ knowledge and imagination will be stimulated. They will be challenged to consider many possible solutions to human issues and engage in collaborative learning activities that foment curiosity, innovation, and solution-oriented thinking.

Design thinking is a mindset. It is an approach to creative problem solving that is not limited to design, but can be applied to any human challenge, issue, task, problem, or identified need. By learning to think like a designer, EARJ students will be developing valuable competencies such as collaboration, communication, empathy, perseverance, critical thinking, creativity, confidence and more.

All kindergarten through 8th grade students from the Gavea campus visit the MuseOn regularly throughout the school year. At the MuseOn students are exposed to diverse ideas that they may not necessarily learn about in their regular classroom. Students will participate in design-based thinking activities connected to the overall theme. All learning activities are facilitated by the MuseOn curator. The four themes explored during the the 2015-16 school year were: Biomimicry, Designing for Sustainability, Numbers, and The Olympics.

The fundamental learning principles of the MuseOn are: Observe objects or phenomena from multiple points of view and practice analytical skills. Create connections, generate ideas, and create designs. Present the design thought the art of storytelling.

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