

Municipal Railways of Kalamata

Kalamata's Municipal Railways Park is the only outdoor museum in Greece in its kind and is known to all the friends of the Railways around the world. It was founded in September 1986, but due to the devastating earthquake that hit the city during that time, its completion was in 1990.

The region chosen to create this open museum - showroom was the old station "Kalamata - Limen" (Limen= port), as well as the neighboring area of OSE SA, which during ***the Age of steam*** (1770- 1914) coal storages were hosted.

Kalamata's Municipal Railway Park occupies a total area of 54 acres in one of the most central parts of the city. The 24.6 acres were granted by OSE SA which included the two-storey building of the old Kalamata-Limen station and a water tower. Also 28 acres were granted by the Municipality of Kalamata and 1.4 acres by the Agricultural Bank of Greece. The Museum's exhibits The exhibits are related to the history of the railway from the period of the carriages (1885) to the later years and includes:

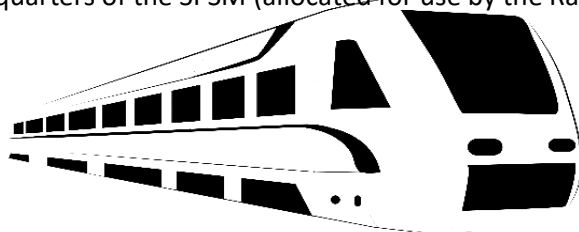
- the station and its area,
- a two-storey building (old headquarters of the station),
- four boarding booths with an entrance booth,
- a water tower,
- three steam tanks and wheelhouses,
- a 28 m metal footbridge along the station's axis,
- as well as organizer micro-elements of the railway landscape (change keys, lights, stops).
- seven steamships,
- a two-wheeler,
- a hand-held crane (1890),
- two draisins (a light auxiliary [rail vehicle](#), driven by service personnel, equipped to transport crew and material necessary for the maintenance of railway infrastructure)- (moved by hand or feet)
- three A-class passenger cars,
- five A-B's (1885),
- eight trucks of various types (1885-1947).

Wagons and vehicles is a donation from OSE SA (from the Peloponnese and Thessaly network), except for the train station of the ISAP, and has been granted to the Municipality of Kalamata with the status of loan. It is located just 5 minutes from the main square of Kalamata, following the Aristomenous Street towards the harbor.

The area of the park is bounded by Makedonia Street up to Crete road near the harbor and the two vertical streets Aristomenos and Psara. The park, in addition to its railway exhibits, features a basketball court and volleyball as well as other facilities for children's entertainment.

Additionally, in the area several clubs such as the Association of Friends of the Railroad of Messinia (SPSM) are hosted in the wagons or the railway vehicles of the park or in its buildings.

It is worth mentioning that the main building of the park is the refurbished "Kalamata - Limen" station. Today, the ground floor is used as a coffee place and the first floor as the headquarters of the SPSM (allocated for use by the Railway Club and OSE SA).



FIELD ACTIVITIES

Welcome to Kalamata's Municipal Railways Park- open museum! Our goal is to find ideas, collect elements and create a virtual museum inspired from this open museum. In the following activities you can find some ideas of different kind of museums you could create after the visit in the class. Please read the following important notes:

- There are 5 activities. Each of you should choose the activity you would like to work with. The rest of them can be used in your class some other time! On the other hand, if any of you wants to, can work with more than one activity.
- Try to avoid working with the same activities. Discuss with each other in order to avoid taking the same project.
- Activity 1, is for everyone (simultaneously with any other activity).
- Have in mind that this is a simulation maybe of a whole project that usually needs and takes much more time than the time you have here. So, you don't need to give your whole energy (and time) to make the best out of it, but keep focus on experience, understanding and creativity.

ACTIVITY 1: "Look, find, guess!"

STEP 1: walk around the open Museum and look for:

- the oldest object
- the newest object
- the most interesting object

take photos of them (you can take more than one photo of every item to include details, texture ect.)

STEP 2: Try to answer the following questions in the whole group:

- who has found the oldest and newest object?
- How do you know how old something is? Think about the color, the texture, the decoration, the stories you know about the object.
- If you aren't sure, how could you find out more?
- Discuss the interesting objects you've found- what makes them interesting to you?

STEP 3: Create a Virtual Museum, exhibiting the Oldest, Newest and Most Interesting elements of the open museum.

ACTIVITY 2: "When a train speaks!"

STEP 1: Choose **only one** wagon or any other object/ exhibit of your interest.

STEP 2: Make a list of as many details or attributes as possible of the object. **Take photos** of the observed details. **Take notes** you can bring to class in order to go on with the following steps.

STEP 3: Write a complete description of the Wagon/ object and its different parts (wheels, decoration elements, windows ect.)

STEP 4: Use internet or other resources to find historical information about trains, wagons, details ect., to add on your description.

STEP 5: Create a Virtual Museum, exhibiting the Story of that Wagon/ Object.

ACTIVITY 3: “Just art!”

STEP 1: Walk around the open museum and look for artistic elements (drawings, decorations ect.) correlated with the trains or the area.

STEP 2: Take photos and notes with descriptions of details (where were found in the museum, their use, ect.).

STEP 3: Create a Virtual Museum, exhibiting the Art Work of the open Museum.

ACTIVITY 4: “The Kalamata’s Municipal Railways Park, Virtual Museum”

Walk around the open museum, from the entrance to the exit, taking photos and keeping notes. Your goal is to create the virtual version of that open museum. Decide beforehand how you would like your virtual museum would be, in order to be useful for the visitors. It will help you to realize what photos you need to take and on what elements to focus or not. Remember that you mostly need to give a general overview of the museum and not stuck on many details. Historical information given to you, will be very useful for you work.

ACTIVITY 5: “Past, present,...!”

STEP 1: Choose between the exhibits, those for which you can tell its past and present use.

STEP 2: Take photos and notes about the past and present of the exhibits and collect as many information you can.

STEP 3: In class, use internet or other resources to complete your research.

STEP 4: Try to answer the question of how, why and how often did people travel in the past and in the present.

STEP 5: Create a Virtual Museum, exhibiting the Past and Present use of the area. “Make room” for the results of STEP4!

REFERENCES

- *Creating a Virtual Museum Using One Point Linear Perspective*
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