

On the Move!

Hints for Teachers



MUSEUM INFORMATION:

On the Move! is a safari hunt that asks students to look for animals that move in different ways. Here are some hints for using this hunt in the galleries.

- The museum does NOT provide copies of **On the Move!** Please prepare copies for your students.
- Students are asked to look for animals that fly, swim, walk on two legs, and walk on four legs. All these kinds of animals can be found in the *Evolution* exhibit. Animals can also be found in the animal halls, the Great Mammal Hall, and the Birds of the World Gallery.
- The halls of Fossil Mammals and Vertebrate Paleontology contain examples of all types of movement as well, but these halls are more challenging since students will see skeletons and fossils rather than the whole animal.
- Pick one gallery to focus on, or ask students to find examples of different types of movement in different galleries.
- When your students arrive at the museum, they will be given a brief greeting by a museum staff member. After this greeting is a good time for you to talk to your students and chaperons about the **On the Move!** activity.

PREPARING AN ACTIVITY:

- Make photocopies of the **On the Move!** activity for your students. The museum will NOT have copies available.
- **On the Move!** asks students to draw pictures of animals they find. Provide your students with crayons or pencils for their drawings. Markers are not allowed in the exhibits.
- The museum asks that students refrain from leaning on any of the glass cases while drawing. We recommend providing students with clipboards or notebooks to lean on.
- **On the Move!** has a brief set of directions printed at the top for chaperones to use. For more chaperone information, please see the **On the Move!** information for chaperones.
- **On the Move!** information for chaperones lists hints for chaperones and suggestions for how to use the discussion questions. We recommend photocopying this sheet for chaperones or discussing the tips with them.
- If it is appropriate for your group, you may want to ask students or chaperones to copy the specimen names near each drawing.

IN THE CLASSROOM:

Extend the fun! Talk about movement and animals back in the classroom.

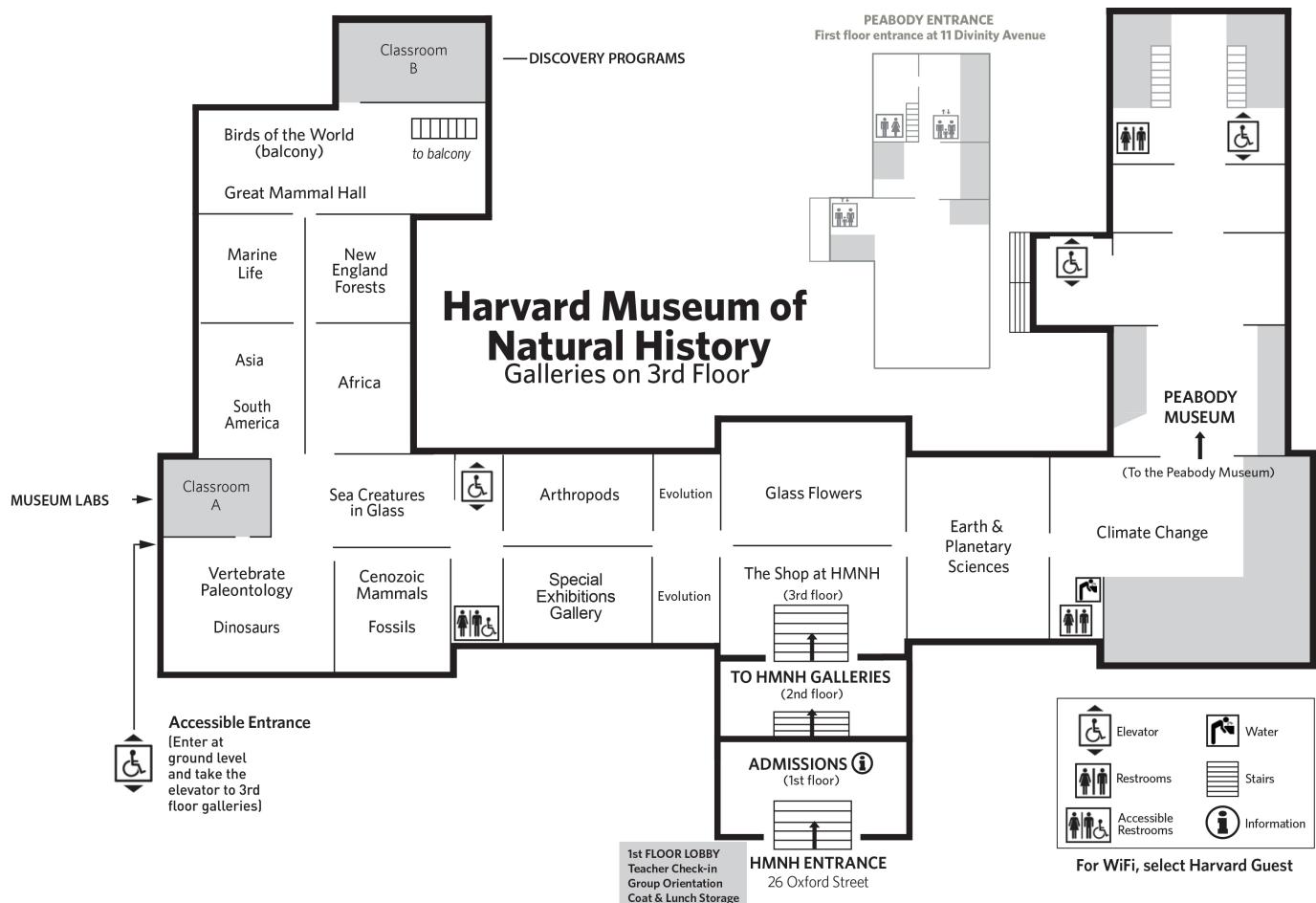
- Make a chart of all the animals your students have found. List all the things that walk, fly, etc.
- Cut pictures of animals from nature magazines and add them to your chart in the correct places.
- Talk about where these animals live. What kinds of movement go with each place?
- Be an animal! Play music or recorded animal sounds while the students move like different animals.

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Information for Chaperones

DIRECTIONS:

- Animals move in many different ways. This activity invites your students to find animals that **FLY**, **SWIM**, walk on **2 Legs**, and **4 Legs**, and draw them.
- Your students can find these animals in any order. Ask your group to look for these ways of moving as you explore the museum. When you find something, stop to draw it.
- All these ways of moving can be found in the *Evolution* exhibition. Some of these ways of moving can be found in the animal halls, the Hall of Mammals, and the Birds of the World Gallery. As a challenge, try to find some of these ways of moving in the Fossil Mammals or Vertebrate Paleontology halls.
- As your students draw, discuss their findings with them by asking questions such as:
 - Where does the animal live?
 - Which animal do you think is fastest?
 - Which animal is the biggest? Which is the smallest?
 - Which animal would you like to be? Why?
- You may want to copy the specimen names near your students' drawings.
- Remember: The glass cases in the museum are fragile. Please remind your students to lean on the floor or their leg while drawing. Do NOT lean on the glass cases.



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Activity for students

- Students look for animals that **FLY, SWIM**, walk on **2 LEGS** and **4 LEGS**, and draw them.
- Look for animals in different exhibits.
- Your group can pick one thing to draw for each way of moving, or each student can pick their own.
- Use the questions at the end of the sheet to help your students discuss what they find.



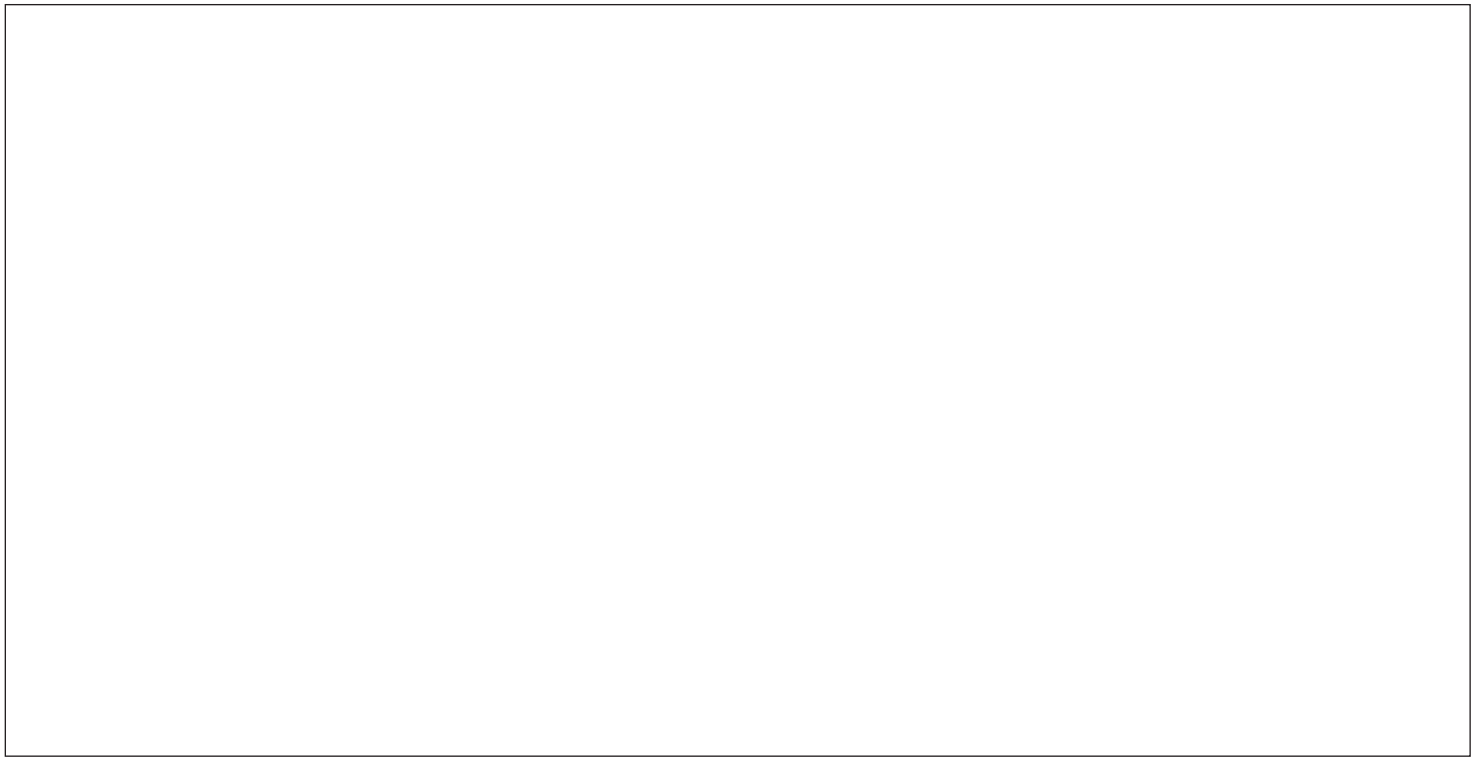
1. Draw something that **FLIES**.

A large, empty rectangular box with a thin black border, intended for a student to draw an animal that flies.

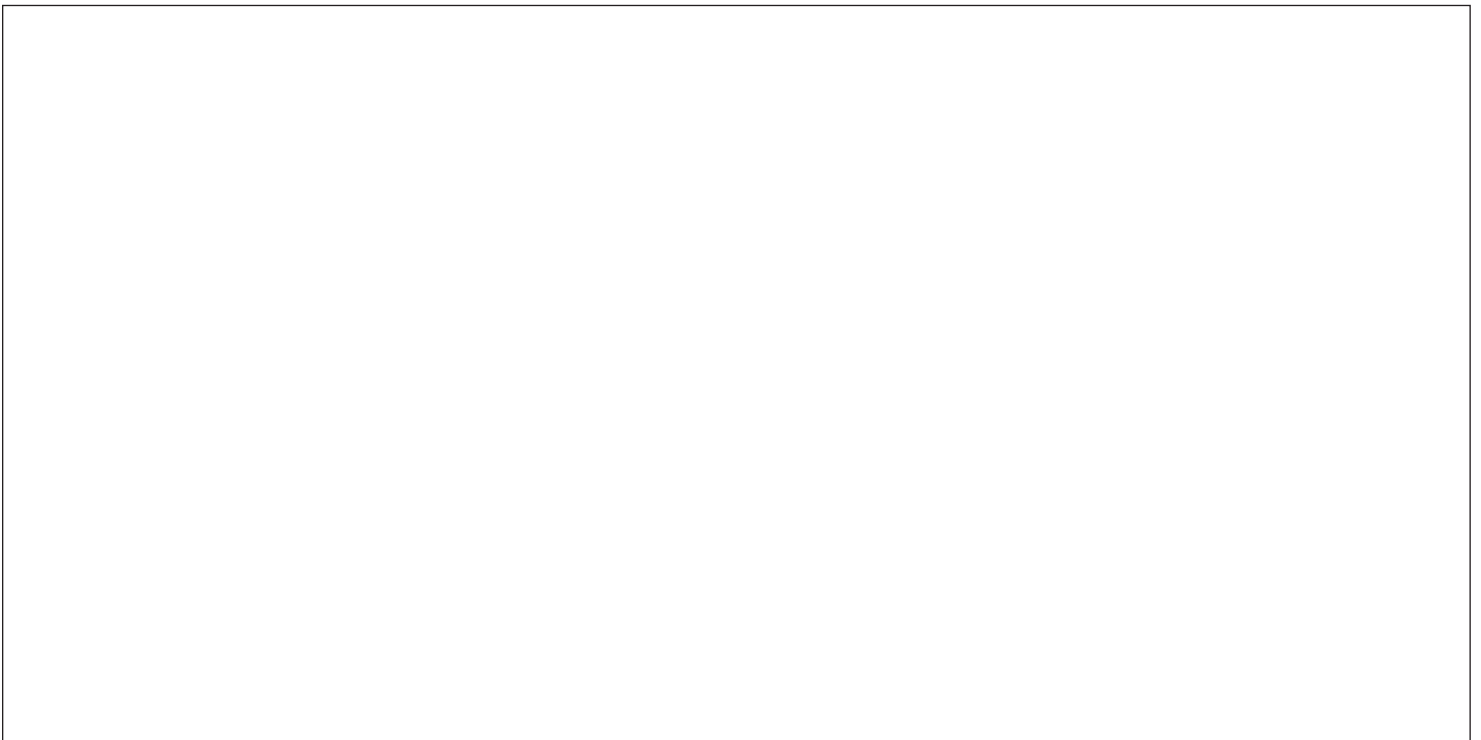
2. Draw something that **SWIMS**.

A large, empty rectangular box with a thin black border, intended for a student to draw an animal that swims.

3. Draw something that walks on **2 LEGS**.



4. Draw something that walks on **4 LEGS**.



QUESTIONS FOR KIDS:

- Where does the animal live?
- Which animal do you think is fastest?
- Which animal is the biggest? Which is the smallest?
- Which animal would you like to be? Why?