

Creature Features

Pre-visit information

The following points will help you to achieve the most out of this *Creature Features* session.

- All school program sessions are pre-booked as part of your visit request. Please list your chosen school program on your online booking form. Our friendly Bookings Officer will prepare your itinerary and invoice your organisation post-visit. Large groups will experience *Creature Features* across several rotations.
- If your group is late and attending multiple rotations for this session, please advise our Bookings Officer on (07) 3153 4401 and negotiate advice for your group's supervisors (to offset the start time of each session). Lost time may be recovered at meal breaks to resume the schedule listed on your prepared itinerary.
- Please ensure students have had a toilet break, have hats off, and have their hands free for the session.
- 5-10 minutes before your scheduled time, line your class up outside INVENTory (a private teaching space which is located between *Wild State* and *Discovery Centre* on Level 4 of Queensland Museum). A Learning Officer will greet you at the door and lead you into the space.
- Be prepared by having your class divided into small groups, each with an adult assistant. We recommend 3-5 students per group, with a maximum of eight groups per session.
- Your session will begin with a discussion in INVENTory, where your Learning Officer will discuss habitats and external features with the class, then provide instructions for the activity.
- Each group will be provided with a whiteboard, pen and eraser. The group's adult will act as scribe and record the group's observations.
- Your Learning Officer will assist each group to roll one, two or three die to determine the external features of the animal the group will hunt for in *Wild State*. Together with your Learning Officer, you can determine the difficulty for each group depending on their age, abilities, and interests.
- If you are an adult scribe, ensure that you record the external feature(s) the group is searching for in the box at the top of the whiteboard. It is suggested the teachers take a photograph of their students' completed whiteboard before they roll the dice again.
- Groups will be allocated 20 minutes to find, and then complete the questions about, their animal.

- At the end of this time, all groups will gather in INVENTory to discuss their findings as a class and conclude the session. Again, please ensure that you take photographs of each whiteboard in order to facilitate further learning in the classroom.
- Back in the classroom, you may choose to use this activity as the basis for extension activities, for example:
 - Researching threats to the animal's habitat, and the effects on the animal
 - Researching the animal's life cycle
 - Researching how the animal's external features help it to survive

Thank you for choosing to join us for *Creature Features*, and we look forward to meeting your young learners!