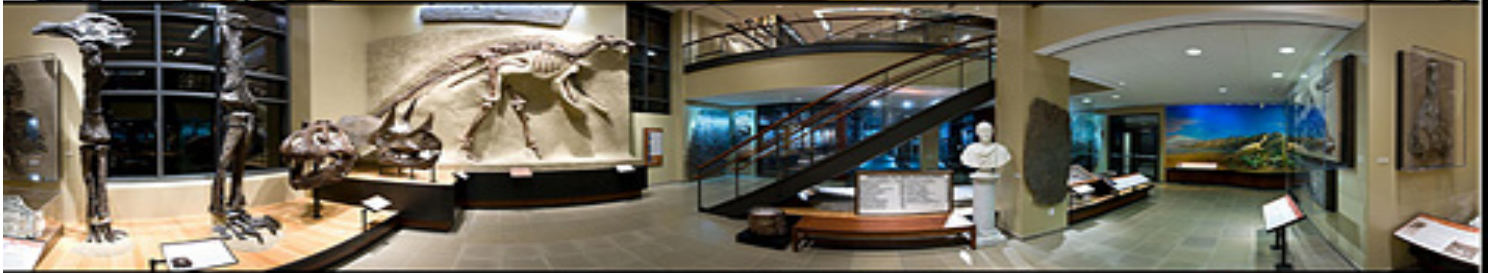


How does it move?

Hints for Teachers



MUSEUM INFORMATION:

How Does it Move? allows a student to closely look at an animal and work on their observation skills. The activity also has four discussion questions for the chaperone that will allow students to verbally hypothesize about what these animals might eat and where they live.

- 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 **How does it move?** activity.
- Students are asked to look for fossils of animal that used to fly, swim, walk on two legs, or walk on four legs.
- All these kinds of animals can be found throughout the museum. The main floor, however, has all of these types of animals.

PREPARING AN ACTIVITY:

- Make photocopies of the **How Does it Move?** activity for your students. The museum will NOT have copies available.
- **How Does it Move?** asks students to draw pictures of animals they find. Provide your students with pencils for their drawings. Markers are not allowed in the museum.
- 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. The museum suggests that teachers divide their classes into groups of 3-4 students.
- **How does it move?** has a brief set of directions printed at the top for chaperones to use.

IN THE CLASSROOM:

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

- Talk to your students about different types of animals.
- Have them start to make connections between how animals move to where they live.
- Begin this discussion with animals they already know.

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How does it move?

Focused Discovery: Early Elementary

Instruction for Chaperones

- ✓ Have students will look for animals that **FLY, SWIM**, walk on **2 LEGS** and **4 LEGS**, and draw them.
- ✓ Have students look for animals in different exhibits.
- ✓ Your group can choose to all draw the same animal for each category of movement, or each student can pick their own to draw.
- ✓ Use these questions to help your students discuss what they find.
 - 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?

Chaperone Note: Please read the names of the specimen to your students.

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- Williamsburg Schools

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Name _____

Group Number: _____

1. Draw something that **FLIES**.

2. Draw something that **SWIMS**.

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

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