



L.A.C.E.S.
Natural History Museum
Scavenger Hunt

*Let us know if you enjoyed this Scavenger Hunt e-mail us at info@laces.org
Or message us on Facebook or on Instagram @lacesport*

Goals for the hunt:

1. To encourage a love of Museums and the natural world.
2. To better understand maps and how to read them.
3. To work on English vocabulary through an interactive and team based scavenger hunt.
4. To have fun.

Instructions:

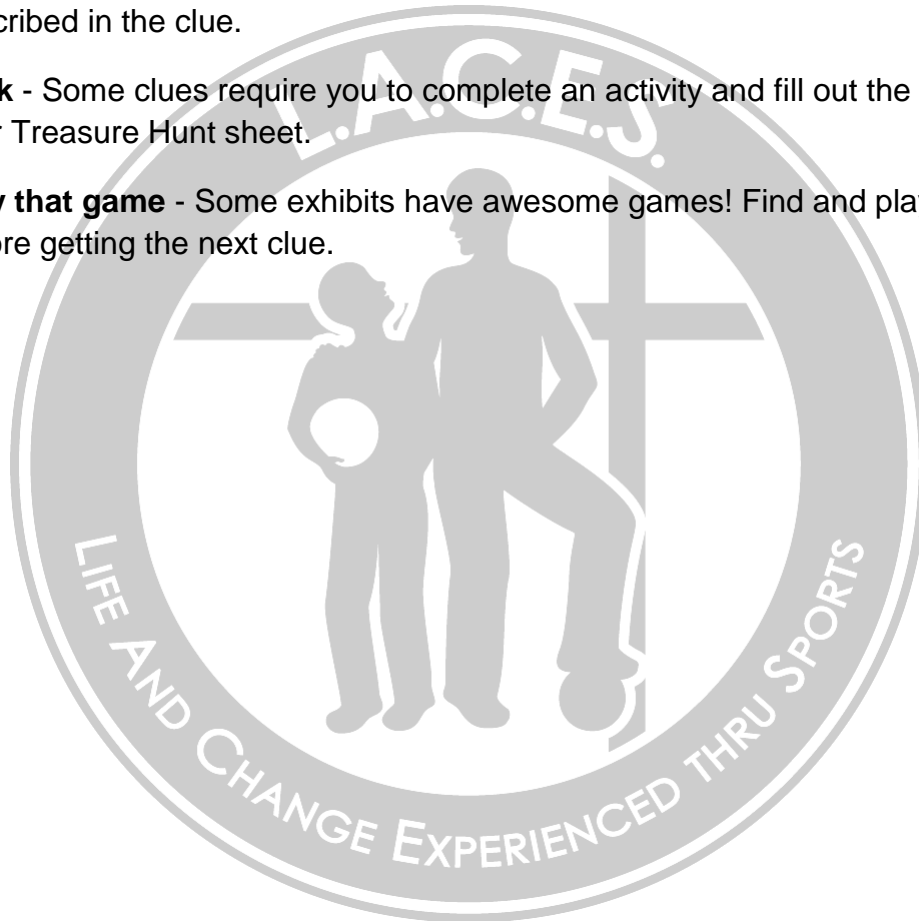
1. In each group, one adult will be the paperwork keeper the "Scavenger Hunt Master" of their team.
 - a. This person will keep track of the clues, the answers and the treasure hunt flow map.
 - b. This person is not allowed to give out the answers, but is supposed to give hints if their team is stuck.
2. Groups can pick up a map from the museum's information desks to help solve clues.
3. Adults should never outright say what the answer is to any clue, all adults should help the children come up with the answers on their own.
4. Start your Scavenger Hunt in the Rotunda.

Rules for the Scavenger Hunt:

- Do Not Run in the Museum.
- Children should always be accompanied by an adult
- Do not skip any clues. If you are stuck on a clue, ask your team's Scavenger Hunt Master for hints, such as 'are we hot or cold'.
- Be respectful of your teammates and Have Fun!

The Different Types of Clues:

1. **1st clues** - Take you to the area of the museum that your hunt will be in.
2. **Who am I?** - Try to figure out the creature that is being described in the clue and find them in the museum.
3. **Take a picture with...** - Some clues require a photo to be taken, these clues can also be completed as a **Find it** type clue if you do not wish to take a picture.
4. **Find it / Name it** - find and have the children name the object / creature that are described in the clue.
5. **Task** - Some clues require you to complete an activity and fill out the answer on your Treasure Hunt sheet.
6. **Play that game** - Some exhibits have awesome games! Find and play them before getting the next clue.



Please address any questions or concerns to info@laces.org



Hunt 2

1st clue: You'll be spending most of your time swimming around on this hunt.

- I. Take a picture: Find a jaw of a creature that could eat you whole. Take your picture in its mouth, covering in fear behind those sharp teeth.
- II. Find it: Your next clue is with the fossils of what some call the sea lilies and they can look pretty alien. _____
- III. Task: Find the mud that tells a story about our planet; look for the core sample that shows evidence of a volcanic eruption. Where did it come from?

- IV. Task: Around the corner, your next clue is a different way to keep a record of history. This is not the history of our earth but of a family. What are the animals you can see?
 1. _____
 2. _____
 3. _____
- V. Who am I: I'm a creature from the deep. Not many of my kind come in contact with humans, but you may have heard of me in legends and stories. Some think the kraken may be one of my kind. Look at your map to help you out.

- VI. Task: Someone has taken the plastic found on beaches and made art out of it. Name three things used to make this piece
 1. _____
 2. _____
 3. _____
- VII. Play that game: Find the game that tells you which sea creatures you are most like. Do you like your answers? _____
- VIII. **1st clue:** From here follow the sounds of music; we are taking a break from the ocean world to discover the second largest continent of our planet.
- IX. Task: Find the Aqal replica, which is a traditional Somalian portable homemade of tree roots and woven mats. Name the tools that a warrior would use that is found inside this home.
 1. _____
 2. _____
 3. _____

- X. Task: Your next clue can be found behind you next to the map that lights up. Find the money that tells a story talks and match the bills with the topics in the 6 pictures shown in this display.
- XI. Find: To the back you must go to find the Maasai people's face ruff, which was once used by warriors but today is used in special ceremonies and dances.
- XII. Find: Mali is famous for their special masons. What is the name of the city where they keep their craft alive today? _____
- XIII. Who am I: We are headed back to the ocean. I'm not really part of the sea world but I live on its edge where it's icy and really really cold. My white fur keeps me camouflaged in my home and I love eating the creatures that swim nearby.

- XIV. Who am I: I'm pretty crabby because one of my hands is three times the size of the other. You may miss me because I am red and small but to help you out I'm named after a musical instrument. Who am I? _____
- XV. Find me: I am small and wiggly and live in a tank just around the corner. I am a star in a movie about my missing son. But most importantly I like to clown around.

- XVI. Take a picture: This mushroom like creature calmly floats through ocean waters. They do not move very fast but you definitely do not want to be anywhere near one because their tentacles have a very long reach. This particular one is named after the King of all animals. Once you find it, take a picture of you pointing in AWE of its size and colors. _____
- XVII. Find: Find a globe with moving pictures, listen to it's stories of currents, tectonic plates and climates. What did you learn?

- XVIII. Final clue: go to the feet of the land animal at the center known for its size, memory and wisdom.

Answers to Hunt 2: Ocean Hall and African Voices

- I. Take a picture with the Megalodon's jaw
- II. Find it: Crinoids
- III. Task: Africa / Western Pacific Ocean
- IV. Task: Bear, Owl, Beaver
- V. Who am I: Giant Squid
- VI. Task: Have the kids name three of the many household plastic items in this piece
- VII. Play that game
- VIII. 1st clue: Voices of Africa Hall
- IX. Task: 1. Shield 2. Spear 3. Assault Rifle
- X. Task: Have kids work together to match the bills to the topic pictures
- XI. Find: Face Ruff is to the left and at the other end of the hall
- XII. Find: Djenné
- XIII. Who am I: Polar bear
- XIV. Who am I: Fiddler Crab
- XV. Find me: Clown Fish in fish tank
- XVI. Take a picture with the enormous Lion's Mane Jellyfish
- XVII. Find: the video room that projects onto the globe.
- XVIII. Final Clue: Elephant in the Rotunda



1st Floor – Hunt 2

