

Curriculum Outline Outreach Workshop: Fantastic Creatures

For grades 3-8, 60 minutes

PART I: WELCOME & GUIDELINES (2 mins) • Museum Educator Intros Overview PART II: WHAT IS A FANTASY CREATURE? (5 mins) What is a fantasy creature? Group sharing Fantasy creature movement activity PART III: DISCOVERY & COLLABORATION (35 mins) A. MODELING THE PROCESS (10 mins) Being scientists and artists- using what we know from science and combining it with imagination **Biology definition** Habitat definition Walk through with example specimens 1. Look 2. Share & write your ideas 3. Make a conclusion 4. Draw & color **B.** GROUP WORK- HABITAT & BIOLOGY (10 mins) Student groups Collaboration guidelines Analyzing specimens • Guided group work- what your creature looks like and where it lives C. CREATURE NAMING AND DRAWING (15 mins) Scientific names and common names walkthrough Groups name their creatures PART IV: SHARING (12 mins) • Groups share their fantasy creature creations

PART V: FINAL REFLECTION (5 mins)

• Group reflection