MUSEUM ALIVE EDUCATION GUIDE

WHEN DARKNESS FALLS, EXTINCT CREATURES COME TO LIFE

Excite students about their local museum by introducing them to the wonders that museums hold. Using the latest computer-generated imagery (CGI) technology and cutting edge scientific discoveries, students will travel back in time as extinct animals "come to life" around them. Join naturalist David Attenborough during a night in the Natural History Museum in London as he encounters various specimens and explains how they looked and behaved when alive.

Museum Alive is ideal for exploring natural history, paleontology, science, and technology topics with students. It also provides numerous opportunities for cross-curricular connections from geography to literacy.

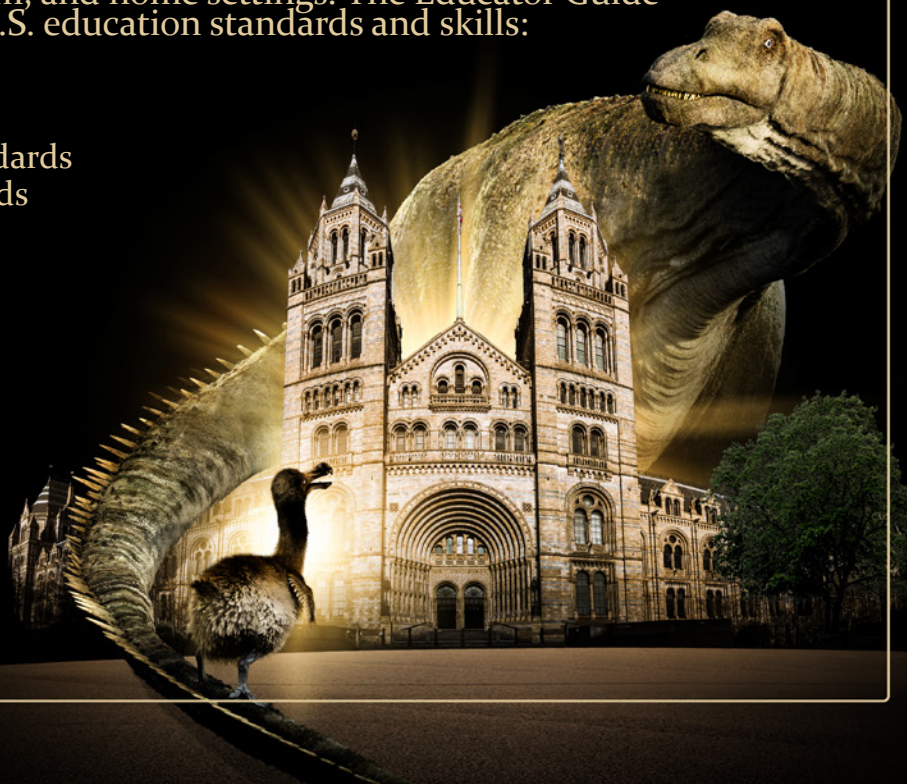
A standards-based Educator Guide for students grades 3-5, with adaptations for older and younger students, is provided. Additional activity ideas, organized by subject, can be used in museum, classroom, and home settings. The Educator Guide activities address the following U.S. education standards and skills:

NATIONAL STANDARDS

- National Science Education Standards
- Next Generation Science Standards
- Common Core State Standards for English Language Arts
- National Geography Standards

KEY SKILLS

- 21st Century Student Outcomes
- 21st Century Themes
- Critical Thinking Skills
- Science and Engineering Practices
- Geographic Skills



ACTIVITY PREVIEWS

▷ CLUE TO THE PAST

Students explore the various ways paleontologists use clues—from fossils to extinct animals' living, modern relatives—to make inferences about the appearance and behavior of animals from the distant past. Students take on the role of paleontologists in order to practice this type of scientific thinking.

▷ EXTINCTION

Students review extinction factors, including human and Earth processes, and then use ecosystem simulations to explore why some animals are no longer on Earth.

▷ ANIMAL ADAPTATIONS

Students examine how an animal's habitat, or environment, can affect its physical and behavioral characteristics, using convergent evolution as an example.

▷ SCIENCE & STORYTELLING

Students make connections between science and storytelling, and work collaboratively to plan and critique a story that incorporates facts, judgments, and speculations about an extinct animal of their choice from the film.

THE FILM FEATURES THE FOLLOWING ORGANISMS:

Diplodocus (sauropod dinosaur)
Gigantopithecus (huge ape)
Smilodon (saber-toothed cat)
Archaeopteryx (early bird)
Moa (giant flightless bird)
Harpagornis (giant eagle)
Glossotherium (giant ground sloth)
Ichthyosaurus (marine lizard)
Gigantophis (gigantic snake)
Dodo (flightless bird)

COLOSSUS PRODUCTIONS
SERENGETI ENTERTAINMENT
NATURAL HISTORY MUSEUM