

Explore and Discover...

Suitable for: upper Key Stage 1 – lower Key Stage 3

Learning outcomes

- to look closely at an exhibit and identify important information
- to create a game suitable for other children to play
- to create a drawing based on close observation

Curriculum links

Literacy: identifying key information from a text, summarising facts

Art: observational drawing

Teacher's notes

Many children are familiar with Top Trumps cards, a selection of cards on a common theme that give specific pieces of information. Children compare the information on different cards to win. In this case, cards will show pictures of animals with facts. Children compare the facts to win or lose cards.

Before you visit the Museum

Explain that your pupils are going to design a game that involves comparing features of different specimens in the Museum. This will depend on the topic you are studying.

Show your pupils the blank Museum Trumps cards. They are to discuss which facts they would like to collect. Ensure they understand they must collect the same criteria/facts for each specimen to be able to compare cards. The facts need to be ones they can find out by looking at the exhibit and reading the information provided.

If they cannot find the answers in the Museum, they may be able to research when back in school.

Their facts might include:

- length
- weight
- height
- speed
- prey
- predators
- when it lived

There is room for four facts on the card template. Younger children could just complete two or three. The space at the bottom can be for any other information children want to add.

A template of blank cards is included for you to photocopy.

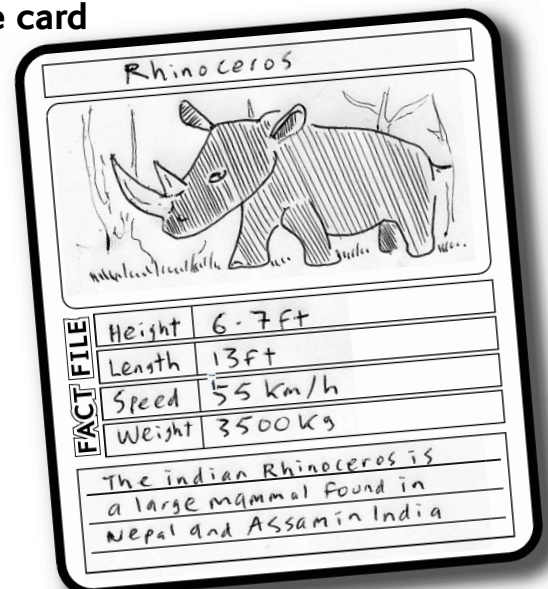
At the Museum

Give pupils blank Museum Trump cards. Ask them to complete as many cards as directed.

After your visit

- Use books/internet to research any facts that couldn't be completed at the Museum.
- Choose a selection of the best cards and create a 'class pack' that can be laminated and used.
- Use the templates again in school to create cards based on other topics being covered.
- Use ICT to create new cards in school. Copy and paste images and type in information.

Example card



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FACT FILE		

FACT FILE		

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FACT FILE		