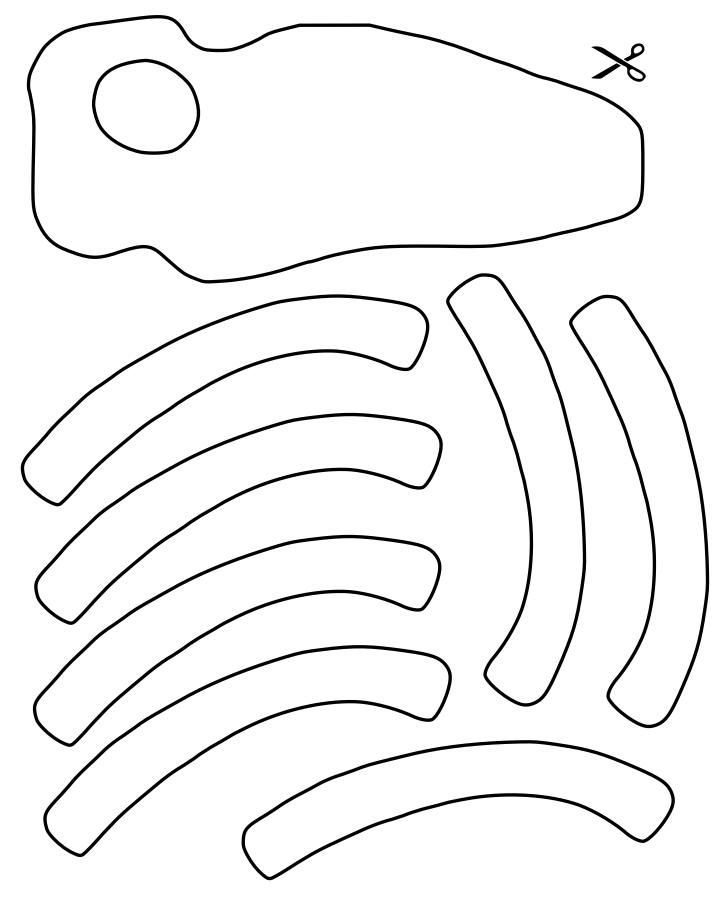
# Bag of bones template page 1



Print each page once and cut out the bones to make up your 'Bag of Bones'.















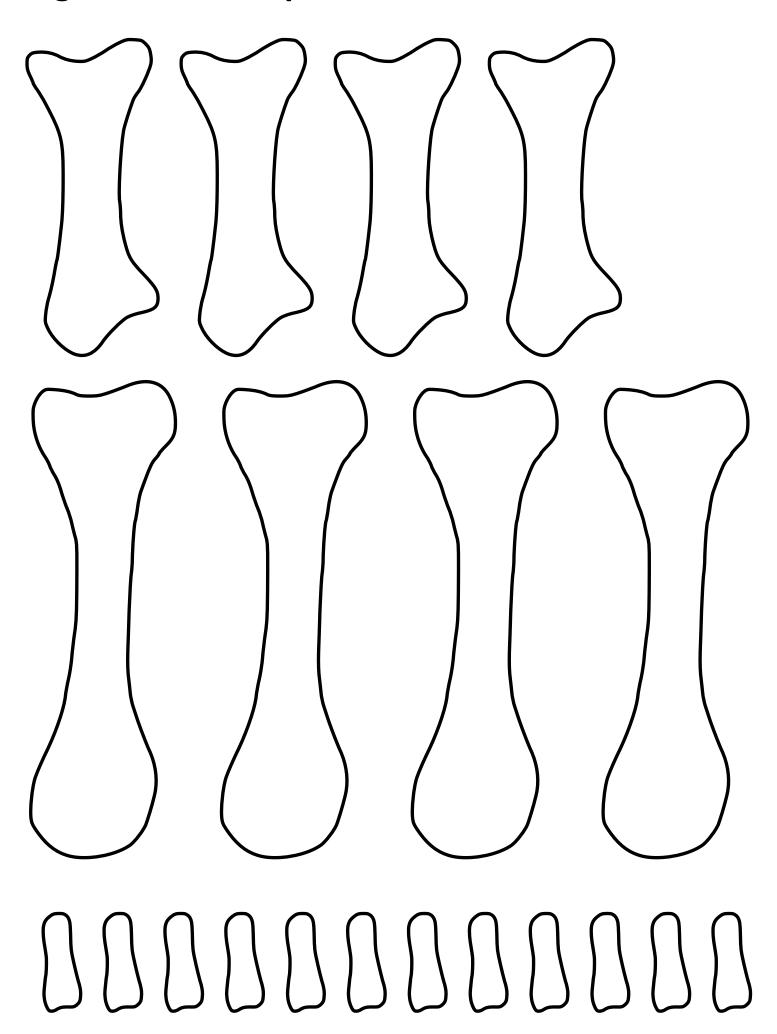




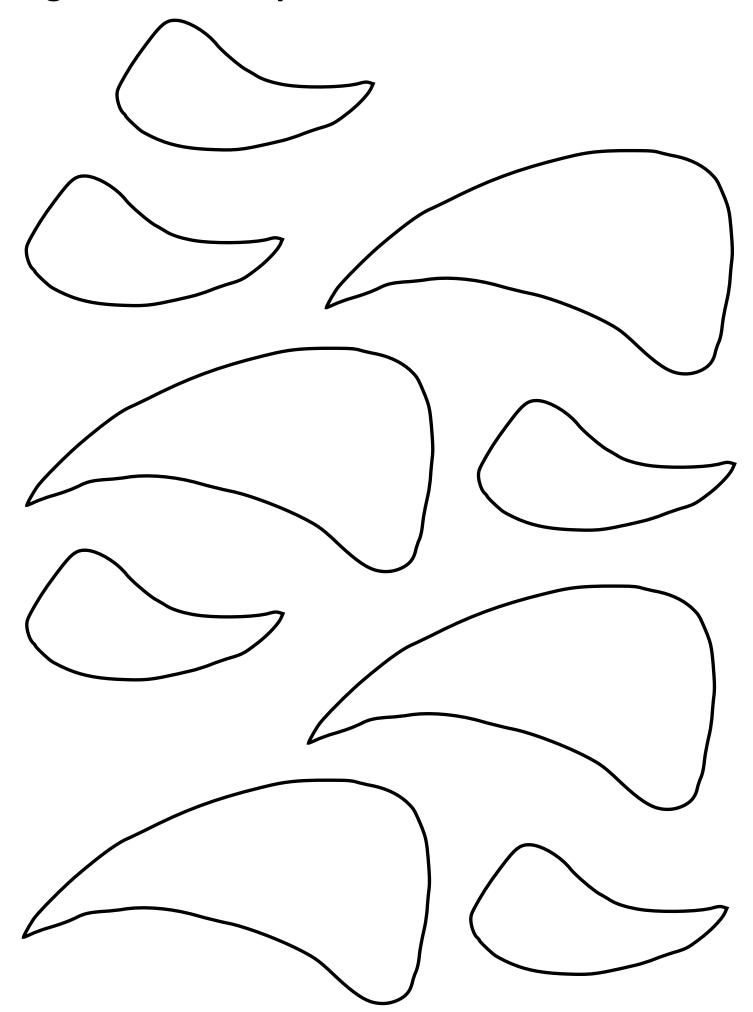




# Bag of bones template page 2



Bag of bones template page 3



# Bag of bones template page 4

# Bag of bones



**Curriculum links:** 

Science: Animals, including humans. Living things and their habitats

**Literacy:** Speaking and listening

Art: Illustration

## Resources

Bag of Bones template

• Drawing materials

 Photos of skeletons. The Museum of Zoology is a great place to see skeletons. https://www.museum.zoo.cam.ac.uk/

Print the bones templates and cut them out. For longer lasting bones you might want to print them on to card or laminate them.

## **Construct a creature**

This activity can be a starting point for exploring skeletons and naming body parts.

Use the bones to construct a creature. How many different creatures can you make?

There is no right answer but some things to think about might be:

- How does your animal move?
- Are there any missing bones?
- Where does it live?

# Bring your creature to life

Fossils are the only evidence we have for extinct creatures but even the best, most complete fossils are not complete creatures. This activity helps children to notice what is missing from the fossil record as well as what the fossils can tell us.

Once you have had some fun making your creature spend some time looking closely at your creation. Would that skeleton really work to support an animal? Think about how animals move eg how many joints do legs have?

Create a data sheet for your creature, include:

- A labelled drawing
- A scale bar for size
- Did it have any markings or colours?
- How did it move?
- What did it eat?
- What habitat did it live in?
- Give your creature a name

**Extension activity.** Can fossil evidence answer any of the above questions? Are there some things that fossils will never be able to tell us?



















