

Name of Exhibit: **Bones and Skulls**

Description: The HSC bones and skulls are rotating skeletal specimens from the HSC collection. This may also include replica specimens, either casts (such as the hominid skulls) or in-house 3D prints.

For all ages.

MN SCIENCE Grad Stand/Strand/Sub-strand: Number####:

0L 1.2.1.2, 0L 2.1.1.3, 0L 3.1.1.1
1L 1.1.1.1, 1L 3.1.1.1, 1L 3.2.2.2, 1E 4.1.1.1
2L 4.1.1.1
3L 3.2.1.1, 3L 4.1.1.1
4L 4.1.1.1
5L 4.1.2.1
7L 2.1.1.1, 7L 3.2.1.1, 7L 4.1.1.2

Grade Level(s): Kindergarten through 7th Grades

Content Area(s): Life Science, Earth

Learning Target(s):

1. I can ask questions from observations about the similarities and differences found in bones and skulls and other living things.
2. I can explain, using evidence, how variations in characteristics among bones and skulls (same species) may provide advantages in surviving, finding mates, and reproducing.
3. I can apply my knowledge about specific HSC bones and skulls to explain the strategies a variety of animals use to survive.
4. I can obtain information from resources to determine that bones and skulls have traits inherited from parents and that variations of these traits exist in a group of similar organisms.

Essential Question(s):

1. What differences can you see between two bones or skulls and other animals? What similarities can you see between two bones or skulls and other animals?
2. What human invention mimics bones and skulls characteristics?
3. What do bones and skulls help to protect the animals from enemies? bears, skunks...protect themselves? etc.
4. How do variations in characteristics among different bones and skulls (same species) provide advantages?
5. What are strategies help bones and skulls use to survive? Why are the strategies successful? Why aren't some strategies successful?
6. What variations are the result of inherited traits from parents of that can be seen in bones and skulls?

Key Vocabulary in Demo: Reptiles, Birds, Mammals, Fish Vertebrates vs Invertebrates, Camouflage, Warm-Blooded vs Cold-Blooded, Predator, Prey, Habitat, Biome.

Prerequisite Terms: Adaptation, Advantage, Behavior, Characteristics, Differences, Function, Lineage, Mimic, Model, Observation, Patterns, Protect, Range, Relationship, Similarities, Strategies, Structure, Traits, Variation