

INSIDE THE INTERACTIVES SCAVENGER HUNT

The interactives found throughout the Exhibits provide fun hands-on experiences and help visitors look closer at certain topics. Use these prompts to explore some of the Museum's digital and physical interactive elements.

1

Use the **Dino-Lite Interactive** to look closely at items found in nature! Place the handheld microscope on the glass and use the focus dial on its side to view the structure of the items on display. What do you see that you could not see before?

DISCOVER

2

Can you place the Earth in the perfect position? Life exists on Earth, in part, because of the perfect balance between the positions of the Sun, Moon, and Earth, in relation to each other. Watch the figures at the top of the screen on the **Perfect Position Interactive** change as you use the roller balls to adjust the placement of each. Tip - the Earth must also be at a 23.5-degree tilt for the Sun to correctly affect the seasons!

LOOKING
UP

3

The **HoloSands Interactive** lets you influence a variety of different biomes. Build a volcano! Use a plastic ring to create a thunderstorm or blizzard! Dig a channel in the sand and fill it with rain to create a river. See how the features you introduce affect each biome.

FOUNDATIONS

4

Many cave formations get their names because they look like things found in the ordinary world. Play the **Cave Formations Interactive** game by matching a formation to a picture of the item that inspired its name. Can you find the formations in the Caves Exhibit? Hmm... where's the cave bacon?

CAVES

5

Did you know math can be fun? Use the **Shell Generator Interactive** to learn about Raupian Parameters. The parameters of shape, distance, length, and expansion rate influence the basic shape of any shell on the planet. Use these parameters to design your own shell!

OCEANS

6

Use the **Naturalist Cabinet Interactive's RFID reader** to quickly scan the white tag attached to the objects and learn more about each item. Slow down for a minute, and you can learn so much more! Each time you scan an object, an image and facts will show up on the screen. For example, did you know that a bison horn is made of hair?

CURIOSITY
CABIN