

Animal Crackers hands-on activity

This activity involves participants in undertaking a quiz with 'clue-cards' that give hints about which objects were used with which animal.

Participants read the clues 'spoken' by the animals on the cards, which have the answer on the reverse side.

Real, unusual museum objects can be handled and studied.

Most objects can be picked up . Three objects are showcased.

This activity can be linked to many sections of the room, eg:
Horse harness – transport – large showcase 'Travelling Through or Staying?

Bee smoker - honey – Interpretive panel 'Settlers Gathered'

Rabbit trap – Interpretive panel '.....and Groaned'

Example:

**This stopped me
snuffling in the
veggie patch
- and it hurt!**



Answer with photograph of object:

**Dr. Miller's Patent
Pig Snout Snipper**

A scissor-like tool patented in 1898.
Used to snip the snouts of pigs to
make them painful so they would not
root up the soil,
especially under fences.