Science Scavenger Hunt.



Use this scavenger hunt to explore artifacts and specimens in the <u>GRPM's digital Collections</u>. Investigate a variety of science and technology-based objects, from the Museum's most recognizable pieces to the ones tucked away in the Archives.

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- 1. Investigate the Grand Rapids Public Museum's iconic <u>fin whale skeleton</u> (accession # 12869). You can even check out "Finny" on <u>Twitter</u>!
 - a. When was Finny given to the Grand Rapids Public Museum?_
 - b. Approximately how long was Finny and how much did Finny weigh?___
 - c. What is the name for the tiny marine animals that fin whales eat?_
- 2. Explore the Fish (osteichthyes) Collection. Match the following fish in the Collections with their scientific name.
 - FUN FACT: The scientific name is also called binomial nomenclature, meaning a two-part naming system. It identifies an organism by its genus and species.



A. Esox lucius

B. Coregonus clupeaformis





C. Salvelinus fontinalis

D. Sander vitreus







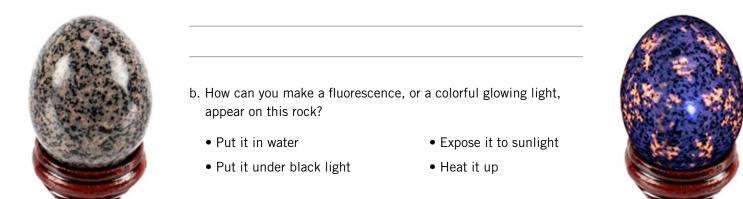
3. Investigate the exhibit <u>L is for Lyceum - Incredible Inventions</u>, designed by Grand Rapids Public Museum Middle School students. These artifacts inspire us to think about the ways inventors have solved problems and designed devices that have changed our lives!

a. Choose which invention you think is the most important. Explain your reasoning.

b. Challenge: Create a story or sketch of what life would be like if that invention was never made.

4. Investigate the <u>Yooperlite</u> rock in the Collections (accession #2019.9.36).

a. This rock has a funny Michigan-themed name. Search online to find a brief definition of the word "Yooper."



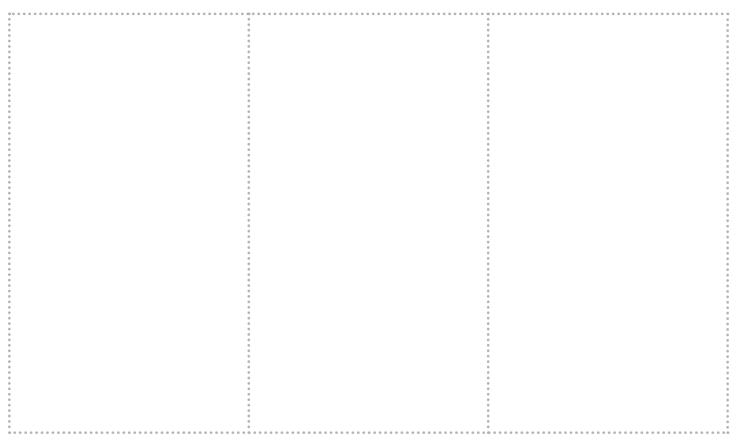
5. Explore the West Michigan Habitats exhibit.



Sketch and color: a. An animal that walks on four legs

b. An animal that flies

c. An animal that swims



6. Investigate the <u>Super Nintendo Entertainment System (SNES)</u> (accession #2010.41.3.1) in the Computers Collection.



- a. The SNES was the best-selling video game console of its era. **How many units** were sold world-wide?
- b. Behind every artifact is a unique story that helps us learn more about history and about the people who created and used it. How was this artifact used by the family who owned and donated it?

- c. Reflect: What video game systems do you enjoy? How has video game technology changed since the SNES was released in the early 1990s?
- 7. Explore the <u>Rocks and Minerals</u> Curator Gallery. Find one rock or mineral you think looks interesting and use the questions below to examine it closely like a geologist!



Specimen Name: _

Describe and/or sketch your detailed observations.

Consider its texture, appearance, shape and size. Record labels, patterns, markings and anything else you think is interesting.

Accession Number: _

Other thoughts and wonderings.

Describe one thing you learned about this specimen? What are you curious about?

8. Explore the <u>Century of Flight</u> exhibit. Use the detailed model planes pictured in this exhibit to identify what type of plane is in each photograph.

Answer Bank:

- Spirit of St. Louis
- B-17 "Flying Fortress"
- CG-4A Glider
- Pedal-Powered Plane
- Wright Model B
- Handley Page Bomber



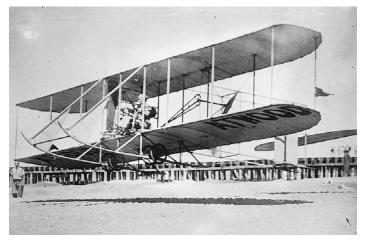
"1927: Charles Lindbergh and the Epic Flight of the Spirit of St. Louis." $\ensuremath{\textit{USA TODAY}}$



"Boeing B-17 Flying Fortress." The Aviation History Online Museum



"CG-4" Encyclopaedia Britannica



"1910-1914 Wright Model B." Wright Brothers Aeroplane Company

9. Check out the <u>Apollo Space Capsule</u> (accession # 1986.37.1) that sits on the lawn at the GRPM.

Fun fact: The Apollo Program was a series of missions run between 1963-1972 by NASA to land humans on the moon and return them to Earth safely.

- a. What museum gave this space capsule to the people of Grand Rapids?
- b. The people of Grand Rapids turned this into a time capsule in 1976. They filled it with newspapers, photographs, letters and other objects from that year. **On what date will it be opened up?**



c. Challenge: Time capsules are meant to capture what life is like at a certain time in history and explain it for future generations.

In the box below, sketch and label the things you would put in a time capsule today? Consider:

- What big events have happened?
- What are examples of popular entertainment? Fashion? Technology?