



Funny Bones

Early Years

Length of Session:

1 hour: 30 min object handling session followed by 30 minute self-guided trail in the Museum.

Maximum group size:

32 children plus 4 members of staff.

Session outline

- This session explores what a skeleton is and why animals have them.
- We start with a reading of *'Funny Bones'*, to put things in context.
- We investigate real museum specimens to explore different skeleton types and even get to feel the super skeletons of live bugs!
- Will you find all the animal skeletons that the Big Skeleton, Little Skeleton and Dog Skeleton saw at the zoo?



Suggestions for pre-visit activities

- Read *'Funny Bones'* by Janet and Allan Ahlberg.
- Discuss who's been to a museum before and what to expect.

Suggestions for post-visit activities

- Why not set up a Vet's Surgery in your role-play area for animals with problems with their skeletons, or a Hospital for bones that need bandaging?



Museum of
**Natural
History**

University of Oxford