Get ready to bumble

Collect food for your hive by completing the challenges in the Museum on Level 1.

**Designed by children**

These activities were co-designed by children and families from Sacred Heart Primary School.

- Hugo
- James
- Charlotte
- Amelia
- Eddy
- Finn
- Nathan

**Everybody wagging**

Bees tell each other where there is food by doing what is called a waggle dance. They move their body and dance in the shape of a figure 8 pattern.

**Choose your own adventure**

You choose how many activities you want to do.

If you try at least 2 you can get 2 stamps from the reception desk when you have finished.

**Wheely fun**

There are many different types of wheels in the Museum.

How many different patterns can you find inside the wheels? In the circle draw one of the patterns or design your own.

**Tapestry**

There are many tapestries on the walls.

Can you find two that have a connection to each other?

It could be the same colours or same patterns or pictures of the same thing. Can you find other ways to connect them?

How many pairs can you find? The record is 5.

**Time to waggle**
The Limitless Learning Project was made possible by the generous support of the following organisations:

- The Cuthill Foundation
- The Jetty Foundation

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**Saw Tooth**

Look closely at the saws on the wall. How many different saw teeth patterns can you notice?
- With a partner, stand the length of a saw apart.
- Pretend you are using the saw to cut a tree.
- One person pull and the other person pushes at the same time.
- Complete 20 cuts.
- If you get out of time with each other, start again.

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**Code Breaker**

Find the army clothes. Pretend to dress yourself in the hat, jacket, tie, gloves, and boots.

Can you see the machine that sent morse code messages next to it?

Use the International Morse Code sheet to work out what the secret message is.

Then create a morse code message and leave it ready for a future visitor.

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**Centrifuge**

Find the centrifuge machine.

With a partner pretend you are the centrifuge.

One person turns an imaginary handle 5 times.

At the same time the other person spins their whole body around on the spot.

Can you time it so the turning and spinning happen at the same time?

Switch roles with your partner and try again.

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**Ding dong**

Find the bell.

Do you think you could fit in the bell? Please don't try, just imagine.

The part inside that hits the bell to make a sound is called a clapper.

Use your body and pretend you are a clapper.

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**Question Time**

Make up your own question about the museum. See if a partner can answer it.

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Don't forget to get your stamps and return your pencil.