

# ACTIVITY SYSTEMS



Use these checklists to plan what you'll do at the Museum, and decide when you're ready to move on to the next activity.

# INSECTARIUM


# CAROLINA WILDLIFE




Ants 


Butterflies 

Falcons 

Snakes 

Spiders 


Plants 

Gators 

Turtles 


Frogs 

Birds 

Salamander 


Birds 


Bees 

Chrysalids 

Mink 

Fish 

Check Schedule 

Check Schedule 

# CATCH THE WIND

*Into the Mist*



*Earth Moves*



*Seed tower*



*Air cannons*



*Sailboats*



*Wander Away*



*Check Schedule*



# DINOSAUR TRAIL

Parasaurolophus  
(OK to touch/sit)



Albertosaurus



Alamosaurus



Maiasaura



Styracosaurus



Fossil Dig



*Check Schedule*




# EXPLORE THE WILD


Walk 


Bears 

walk 

Wolves 


Wetland 


Lemurs 

Check Schedule 

# FARMYARD




Donkey 


Cattle 

Goat 

Chickens 

Alpaca 

Pig 

Check Schedule 

# PLAY TO LEARN

Ball wall



Light tables



Blocks



Read books



Big climber



Little climber

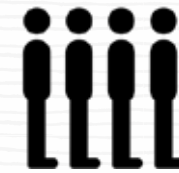


Check Schedule



# TRAIN RIDES

Wait in line



Give ticket to train driver



Choose a seat



Ride train 2 laps

1 lap

2 laps



When driver says it's OK, get off train

Say "Thank you" to driver

Check Schedule

