



## Explore Virginia Living Museum

The Living Museum connects people to nature through educational experiences that promote conservation. Visit the museum at 524 J. Clyde Morris Blvd., Newport News, VA 23601. For more information see [www.thevlm.org](http://www.thevlm.org).

GUIDELINES: Based on the grid, complete the number of activities for your grade level to earn this patch.

	DISCOVER	CONNECT	TAKE ACTION	ANY ACTIVITY UNDER ANY KEY	TOTAL NUMBER OF ACTIVITIES
Girl Scout Daisy	1	1	1	0	3
Girl Scout Brownie	1	1	1	1	4
Girl Scout Junior	1	1	1	2	5
Girl Scout Cadette	1	1	1	3	6
Girl Scout Senior	1	1	1	4	7
Girl Scout Ambassador	1	1	1	5	8

### DISCOVER

- Look at three different species of amphibians that are on display in the museum. Find out what all amphibians have in common.
- Walk the outdoor trail and observe the wild members of the dog family (foxes, red wolf and coyote). How are they alike? How are they different?
- Walk the Outdoor Trail and read the “ID-a-Tree” signs with orange dots to find out how trees are important to animals and people.
- Visit the World of Darkness Gallery to observe animals that are more active at night (nocturnal). With your troop, discuss some of the special adaptations that help them survive in the dark.
- Visit the Chesapeake Bay Touch Tank. Ask a volunteer interpreter how a sea star or a whelk opens and feeds on a clam.
- Go to the Virginia Garden exhibit. Find two native plants the Virginia colonists discovered when they arrived and liked so much that they sent them back to Europe.
- In the Goodson Green House exhibit in the Conservation Garden, try the energy activity to compare how much energy it takes to light an incandescent bulb and a fluorescent bulb.
- Take in a show at the Abbitt Planetarium. Share with your troop at least three things you learned about space science or the sky.

### CONNECT

- On the museum’s website, read a blog by one of the VLM staff that is about animals, plants, or habitats.
- Visit the Goodson Greenhouse exhibit then observe the roof of the main exhibit building. Give examples of how the use of solar energy is demonstrated.
- At the Chesapeake Bay Touch Tank, observe a horseshoe crab and find out how these animals contribute to human health.
- Observe a turtle, a snake, and a lizard. Discuss with your troop what these very different looking reptiles have in common.
- Find a Seafood Watch display and take one Consumer Guide card. Discuss with friends, family or your troop what Sustainable Seafood means and how it helps the marine environment.
- Visit the Abbitt Observatory, either during the regular museum day or for a nighttime Star Party (held on the second Saturday of the month) to observe objects in the sky. Share your observations with your troop.

## **TAKE ACTION**

- As you walk along the boardwalk look for signs of trash pollution near the lake. With your troop, discuss where you think the trash may have come from and how it might negatively affect wildlife. Participate in a trash clean-up project with your troop.
- While you are at the museum, take photos of endangered or threatened animals. Pick one and research why that animal became endangered and what is being done to save it. Share this information with your troop.
- Visit the Conservation Garden to find out why native plants are important for wildlife. Talk to your family about adding some native plants in your yard to help wildlife.
- Develop a project for you and your troop that will help increase local land or water habitat. Tell others about the project, and enlist their help. Conduct the project and take photos or a video of what you did to show others.
- In your yard, plant milkweeds for monarch butterfly caterpillars and other caterpillar host plants to help create more wildlife habitat.
- While at the museum, take photographs of some of the outdoor lighting fixtures you see. Research light pollution prevention online to see how to keep excess light from ruining our view of the sky. Plan a project to improve the outdoor lighting at your troop's meeting place or other local community area.