

# EXTINCT GALLERY

Name: \_\_\_\_\_

Follow the trail around the Yorkshire Museum.

1

## FIND THE TANSY BEETLES

Q. How many tansy beetles can you see in the display? Count in twos.

A. ....

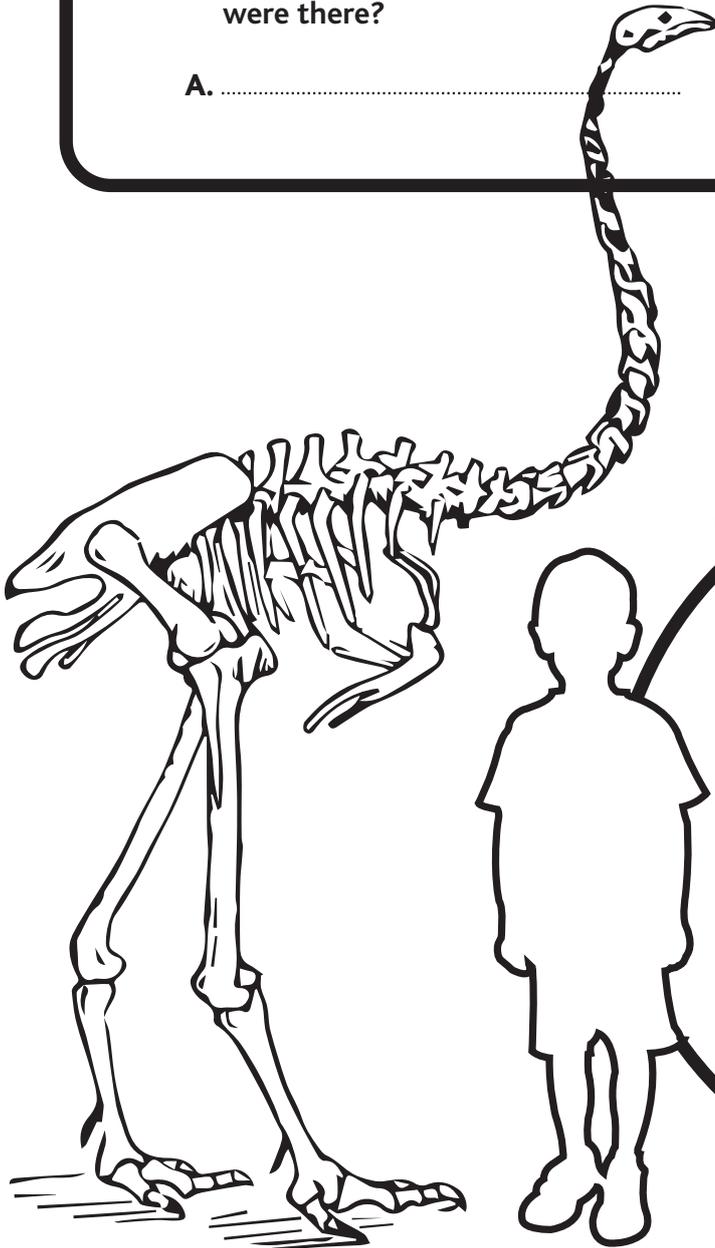
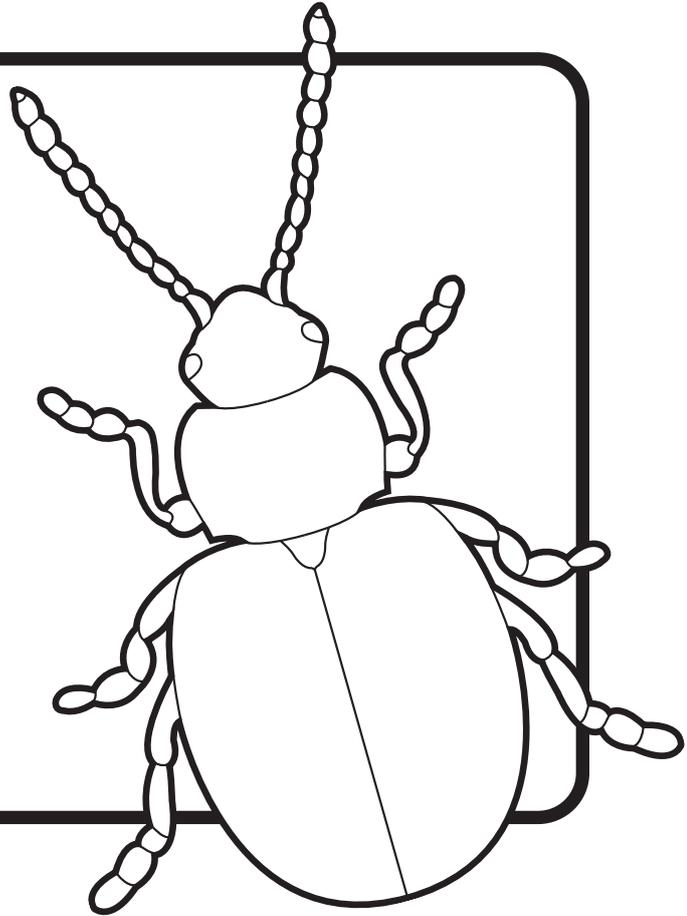
Q. How many years ago was the CT extinction?

Write your answer in numbers.  
(Think how many zeros)

A. ....

Q. How many mass extinctions were there?

A. ....



2

STAND AT THE HEIGHT CHART NEXT TO THE PICTURE OF THE MOA AND MEASURE YOUR HEIGHT?

YOUR HEIGHT =

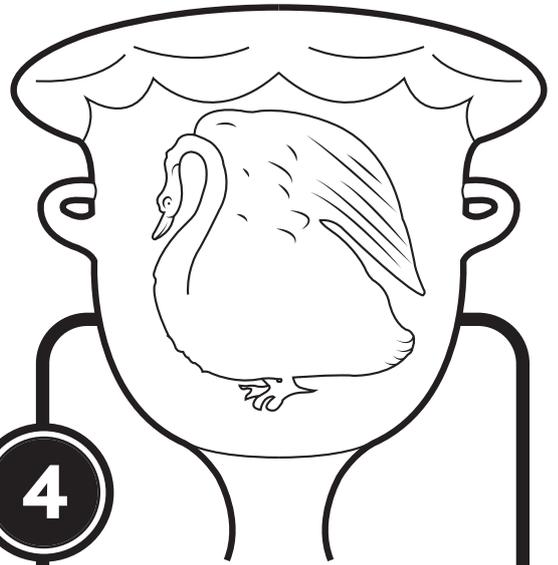
MOA HEIGHT =

Q. What is the difference between your height and the height of the moa?

A. ....

# ROMAN GALLERY

Go back into the Central Hall Entrance space.



**3**

Q. How much does Broc pay for one days work?

A. ....

Q. How much would you get for one weeks work?

A. ....

Q. How much would you get for one months work?

A. ....

**4**

**FIND THIS POT IN THE ROMAN GALLERY.**

Q. If you were changing the display could you put the pots in to equal rows of 4?  
*Explain your answer.*

A. ....

.....

.....

.....

**LOOK AT THE TILE WITH THE STAMP LEG IX**  
Letters are placed before or after each other to lower or increase their value.

I	V	X
1	5	10

**5**

Q. What number is IX?

A. ....

Q. Write your age in roman numerals

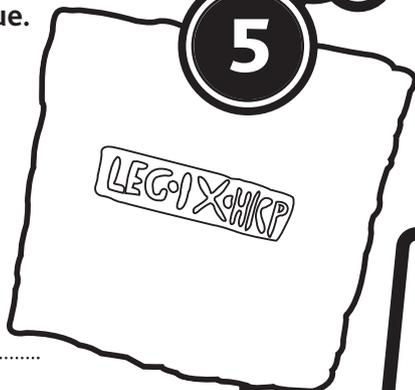
A. ....

Q. In what year did the ninth legion found Eboracum?

A. ....

Q. Emperor Constianus Chlonus died in what year?

A. ....



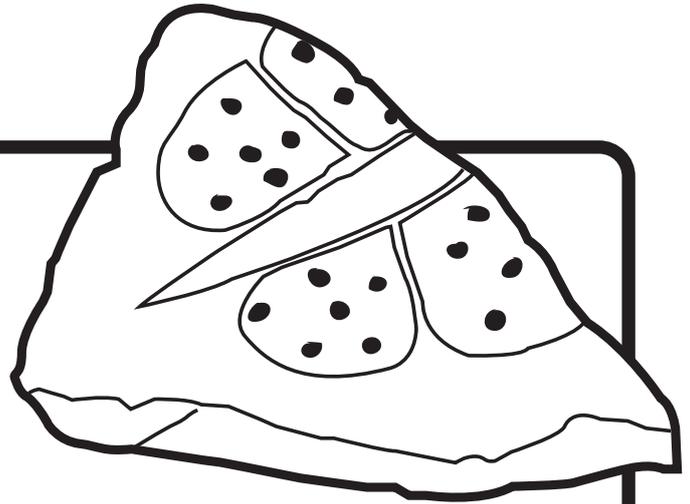
**6**

**CAN YOU FIND THE GEOMETRIC PATTERNS IN THE MOSAIC?**

Draw a geometric pattern.

# MEDIEVAL GALLERY

Go down the stairs to continue the trail.



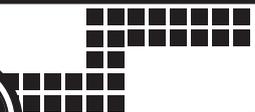
7

## CAN YOU FIND THIS TILE

Q. Estimate how many tiles are in the display

A. ....

Draw a symmetrical object from the medieval gallery.  
Don't forget to write down what it is!



8

## FIND THE DISPLAY OF BOSSES

Q. How many bosses have a red shield?

A. ....

Write this down as a fraction of all the bosses

A. ....

And as a percentage

A. ....



9

## FIND THE GLASS CASE FULL OF JUGS

Q. Calculate how many jugs are in the display?

A. ....