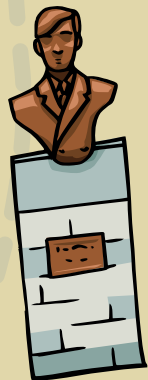


8 Get some fresh air!

There's a blue fountain outside
Hawick Museum. Can you name two
animals you can see on it?



Have a look around the **play-park**
for some statues.
Do you recognise any of the names?



Investigation & Imagination at



1 Zoom into the Hizzy Room

Find the **MONSTER MOB** Motorbike.

TT trophies are lined up in
front of it.

How many can you see here?



2

Stobsiade

Wander through to the War Room

Hunt for the **Stobs** case and find the toy
animals.

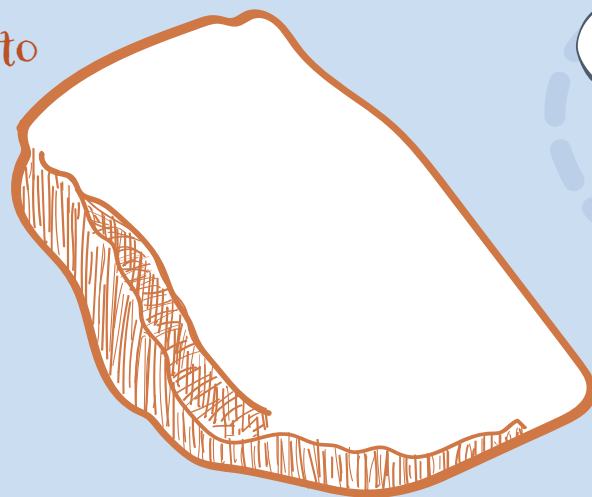
What two kinds of animals can you see?

If it were up to you what
toy animal would you have
made? Draw it here.

3 Travel back in time to the Founder's Room

Can you find the Ancrum Stone?

Draw the shape that's carved on it here.

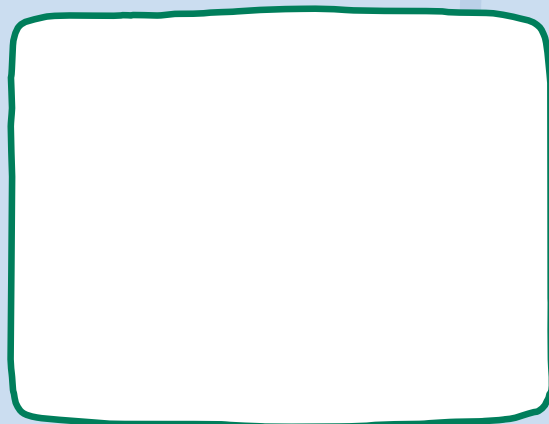


4 Off to school with you!

Look at the top of the wall in the Education Room and you'll see the alphabet.

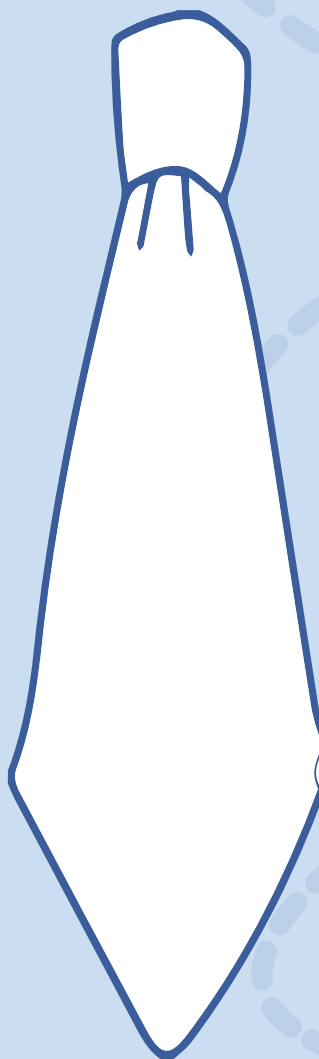
What picture goes with the first letter of your name?

Draw it here.



5 Design your own Common Riding Tie

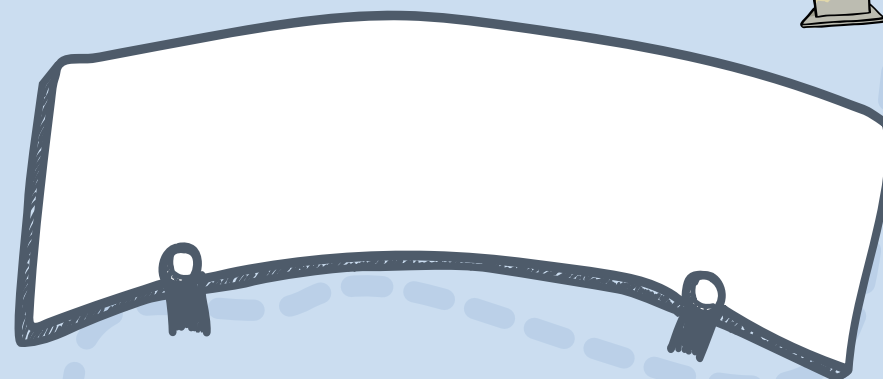
Have a look in the centre cabinets of the Domestic Room for inspiration.



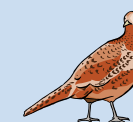
6 The Guthrie Room is upstairs

Look for the number plate on Jimmie's Motorbike.

Can you copy it here?



7 Head around the balcony to the Park Gallery.



Have a look in the Diorama.

Pick your favourite animal?

What is its proper name?

