

Bear Parent and Leader Guide

Dear Parents and Leaders: Use this guide to facilitate fun and learning for your scout as he works to complete his Bear adventure requirements. Be sure to pick up a map of the Virginia Aquarium before you get started.

A Bear Goes Fishing Requirement 1: Discover and learn about three types of fishes in your area. Draw a color picture of each fish, record what each one likes to eat, and describe what sort of habitat each likes.

Recommended Exhibits: Upland River Room, Coastal River Room, Norfolk Canyon Aquarium, Light Tower Aquarium, or Chesapeake Bay Aquarium

Encourage your scout to.....

- Find 3 fish he likes. Then sit and observe them for at least 5 minutes.
- Think about habitat features are found in the exhibit, such as rocks, a sandy bottom, plants, corals, structures, etc., and encourage him to include these in the picture.
- Ask an Aquarium staff member or volunteer about the fish he chose.
 - If possible, visit the exhibit during one of the regularly scheduled gallery programs.
 - *see schedule at the end of this guide*

Fur, Feathers, and Ferns Requirement 2: Name one animal that has become extinct in that last 100 years and one animal that is currently endangered. Explain what caused their declines.

Recommended Exhibits: Light Tower Aquarium, Stranding Response Exhibit

Encourage your scout to.....

- At the Stranding Response Exhibit,
 - check out the touch screen table features for information on sea turtles
 - read the turtle stories to figure out what can harm sea turtles and how we can help them
- Attend a regularly scheduled gallery program to find out even more info about sea turtles.



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Fur, Feathers, and Ferns Requirement 3: Visit one of the following: zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery. Describe what you learned during your visit.

Recommended Exhibits: Conservation Station or Marsh Pavilion

Encourage your scout to.....

- Meet an Animal Ambassador in the Conservation Station or Marsh Pavilion. Check out the schedule board for program times when you arrive at the Aquarium.
- After the program chat with your scout about the characteristics of the animal, where it lives, what it eats, what features does it have that helps it live in that particular habitat.

Fur, Feathers, and Ferns Requirement 4: Observe wildlife from a distance. Describe what you saw.

Recommended Exhibits: Marsh Loop or Nature Trail

Encourage your scout to.....

- To stop at the oyster exhibits on the Marsh Loop and quietly observe nature for 5 minutes.
- Where do these animals live? What type of habitat is it?
- Can they move (swim, fly, crawl, etc.)? How does this help them in their habitat?

Fur, Feathers, and Ferns Requirement 5: Use a magnifying glass to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it.

Recommended Exhibits: Science Shack

Encourage your scout to.....

- Without using the magnifying glass, carefully inspect and draw the plant fossils on display.
- Then use the magnifying glass to add details to the drawing.
- Chat about what extra plant details he could see using the magnifying glass.

Gallery Program Schedule *Check program times when you arrive at the Aquarium.*

Harbor Seals: 10 am and 3 pm

Sting Rays: 10:30 am and 3:30 pm

Sea Turtles: 1:30 pm

Sharks: 2 pm

River Otters: 1:30 pm

