

A Night in the Museum

What is making the eerie sound?!

ENGAGE

Show the Night in the Museum Inspiration Card and then read the story below to students:

Creak, rattle, squeeeeeek, rattle, clank... "What is that terrible noise? Where is everybody? Where am I?"

"The last thing I remember is sitting listening to a boring talk in a museum. We were on a school trip. I must have fallen asleep. Where is everyone? Have they gone home without me?"

It is nearly dark; you are locked in the museum. The museum doesn't open again until tomorrow morning! The noise you heard sounded like something moving? It sounded like it came from around the corner... What will happen at the museum between sunset and sunrise? Where is the eerie sound coming from? What will you do about it?

EXPLORE

Have students build a model that is responsible for making the eerie sound!

EXPLAIN

When they have finished building, ask students to take turns showing their models. Then consider asking questions like:

- What is making that eerie sound?
- Is it a dangerous? Why? Why not?

ELABORATE

Discuss setting the "mood" for this story. What is your mood at the beginning of the story, are you happy, excited, sad or bored? Why? Does your mood change? How will you build excitement in the story? How will you depict the darkness of night?

EXTEND

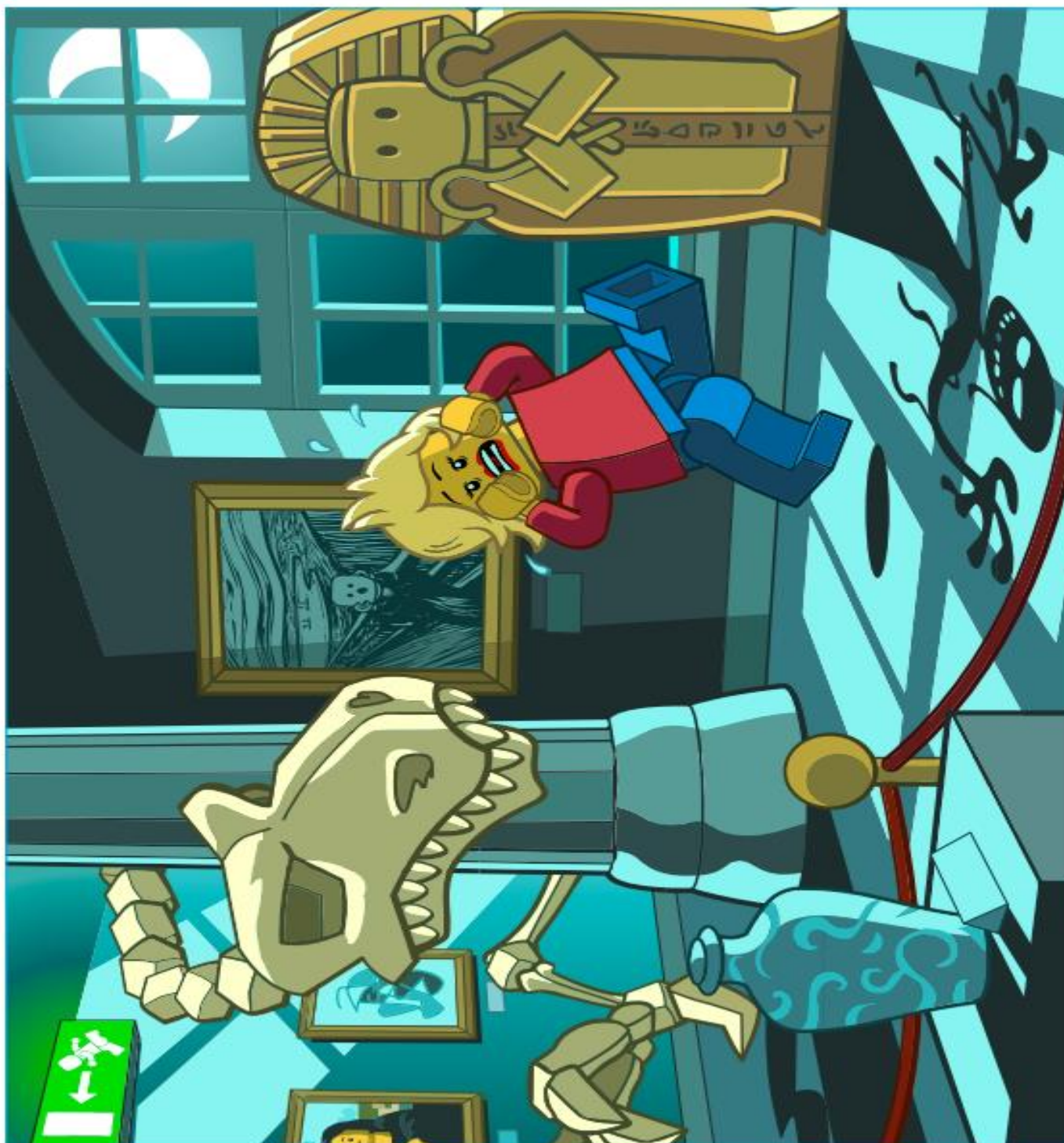
To continue the learning, have students continue the narrative. Students should write about what happens throughout the duration of the night and include any kind of surprise encounters! A good narrative should:

- Orient the reader by establishing a situation and introducing a narrator and/or characters; organize an event sequence that unfolds naturally.
- Use narrative techniques, such as dialogue, description, and pacing, to develop experiences and events or show the responses of characters to situations.
- Use a variety of transitional words, phrases, and clauses to manage the sequence of events.
- Use concrete words and phrases and sensory details to convey experiences and events precisely.
- Provide a conclusion that follows from the narrated experiences or events.



A NIGHT IN THE MUSEUM INSPIRATION CARD

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