

Museum of Mythical Beasts and Supernatural Creatures

You go on a school trip to the newly-opened Museum of Mythical Beasts and Supernatural Creatures. While you are there, you are given a guided tour of the main exhibits – life-size models of mythical and supernatural creatures. Unfortunately, it is your guide’s first day and you suspect he has got his information mixed up!

What you must do: Use your *Oxford School Dictionary of Word Origins* to work out whether the following statements made by your guide are TRUE or FALSE. All the information you need is on Page 251.

Correct any wrong information in the correction box.

no	statement	true	false	correction
1	a BASILISK has a head shaped like a flower		✓	a BASILISK has a head shaped like a crown
2	' BANSHEE ' comes from the Gaelic <i>ben side</i> meaning 'woman of the fairies'			
3	a CENTAUR has the head, chest, and arms of a man and the body and legs of a swan			
4	a CHIMAERA is a fire-breathing female monster with a lion's head, a goat's body, and a serpent's tail			
5	the CYCLOPS were a race of savage one-eyed dwarves			
6	' GHOUL ' comes from the Arabic <i>ghul</i> and refers to a demon that eats dead bodies			
7	' GOBLIN ' may have come from the French word <i>Kobold</i>			
8	a GORGON is a woman who has the head of a fish			
9	a GRIFFIN refers to a creature with the body of a lion and the head and wings of an eagle			
10	' HARPY ' describes a cuddly monster with a woman's face and body and a bird's wings and claws			

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All Mixed Up!

On your tour, one of the pupils in your class has decided to confuse everybody by swapping the cards describing the exhibits around.

Some of the cards are now under the wrong exhibits!

What you must do: Use your *Oxford School Dictionary of Word Origins* to draw a line from the creature to the correct description.

creature	description
BROWNIE	Another name for the basilisk. It comes from the medieval Latin <i>cicatrix</i> which in turn comes from the late Latin <i>calcatrix</i> , meaning literally 'trampler, tracker'.
COCKATRICE	In Scottish folklore, a kindly spirit that lives in a house and does useful jobs at night while the family are asleep. Its name simply means 'little brown one'.
GALLIVESPIAN	A protective spirit that appears in human or animal form.
GENIE	Probably invented by the 16 th -century Swiss doctor Paracelsus, and originally meaning 'spirit that inhabits the earth'.
GNOME	A member of a warrior race of tiny human-like people who ride on dragonflies.

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Guide Book

What you must do: Draw two of the following creatures and write labels for them for the museum guide book:

centaur

gorgon

griffin

harpy

Exhibit 1

label

.....

.....

.....

Exhibit 2

label

.....

.....

.....

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Rate Your Creature

This activity tests how well you really know the creatures in the Museum.

What you must do: Work with a partner. Look at the following cards and rate each creature on a scale of 1–10 based on the definitions in your *Oxford School Dictionary of Word Origins*.

banshee	genie
danger (1-10)	danger (1-10)
protection (1-10)	protection (1-10)
beauty (1-10)	beauty (1-10)
ugliness (1-10)	ugliness (1-10)
basilisk	brownie
danger (1-10)	danger (1-10)
protection (1-10)	protection (1-10)
beauty (1-10)	beauty (1-10)
ugliness (1-10)	ugliness (1-10)
centaur	Gorgon
danger (1-10)	danger (1-10)
protection (1-10)	protection (1-10)
beauty (1-10)	beauty (1-10)
ugliness (1-10)	ugliness (1-10)
chimaera	griffin
danger (1-10)	danger (1-10)
protection (1-10)	protection (1-10)
beauty (1-10)	beauty (1-10)
ugliness (1-10)	ugliness (1-10)
Cyclops	harpy
danger (1-10)	danger (1-10)
protection (1-10)	protection (1-10)
beauty (1-10)	beauty (1-10)
ugliness (1-10)	ugliness (1-10)

Once you have rated your creatures, cut each creature card out. ✂

Play the game: Creature Combat

1. Turn all tens cards face down and mix them up. You each choose five cards.
2. Decide who goes first. Player 1 turns over their top card and chooses a category. If his/her creature has the highest rating in that category, they win Player 2's card. If Player 2 has a higher rating in that category, he/she wins.
3. The player who ends up with all ten cards is the winner.
4. If you don't believe your opponent's rating you can challenge them and ask to see their card. If your challenge is unsuccessful you lose your card.