
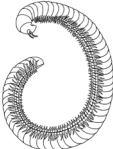
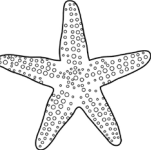







# Adaptations of Animals

Animal	Animal	can ...	... so that ...
	<p><b>jellyfish - Portugese man o' war</b> (find me in case 1!)</p>	<p>sting</p>	
	<p><b>giant African millipede</b> (find me in case 3!)</p>	<p>make a foul-smelling irritant on its skin</p>	
	<p><b>starfish</b> (find me in case 4!)</p>	<p>regrow its arms</p>	
	<p><b>crocodile</b> (find me in case 7!)</p>	<p>lay hard eggs</p>	
	<p><b>Atlantic green turtle</b> (find me on the wall near case 7)</p>	<p>pull its head into its shell</p>	
	<p><b>short-tailed python skeleton</b> (find me in case 7)</p>	<p>dislocate its jaws so its mouth can open wide</p>	
	<p><b>hummingbird</b> (find me in case 6!)</p>	<p>beat its wings rapidly</p>	

# Animal

# can ...

# ... so that ...

	<p><b>pangolin</b> (find me in case 9!)</p>
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**curl up with its scales on the outside**

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	<p><b>echidna</b> (find me in case 8!)</p>
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**grow long claws**

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	<p><b>porpoise skeleton</b> (find me in case 8!)</p>
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**echolocate (use sound to "see")**

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**Choose any animal in the museum. Draw a picture of it here. Could you change it to allow it to do something different? Maybe add features that you've seen on another creature?**