

Spike's Colour Activity

#SpikeDinosAdventures

Theme; Colours—Red



Red

Spike searched the museum for objects of different colours - some were easy to find and others much harder.

Red was a fairly easy colour to find. Red pigment made from ochre was one of the first colours used in prehistoric art. The Ancient Egyptians and Mayans coloured their faces red in ceremonies; Roman generals had their bodies coloured red to celebrate victories. In many cultures, red symbolizes joy and good fortune.

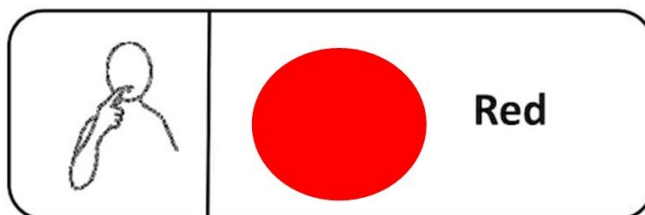
Spike found this Roman shield in the Lives in our landscape gallery. It is really big and is taller than some of his friends. Romans carried these when marching and in battle to protect themselves.

The next object he found is this toy cash register or till in the Toy Emporium display. It doesn't look like the tills he's seen in shops. And the numbers on the different buttons don't look like the money we have today.

The third item he found was this smart uniform jacket in the Queen's Own Royal West Kent Museum. Spike noticed that red featured a lot in uniforms and in medal ribbons in this gallery.

Activity; Make your own trail—see instructions on the next page.

There is also a Red video online to watch that includes the Makaton signing for Red.



Make your own - Spike trail

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We often have Spike themed trails around the museum. Why not have a go at making your own around your school or house.

You will need:

A few pages of Spike pictures printed off (or draw your own!)

Coloured pens, pencils or crayons

Scissors

Blank paper and a pencil

A family member or two - we'll call them your players.

There are a couple of different types of trail you could make.

1. Take a few pages of Spikes and either colour them all in red or colour each Spike a different colour. Cut them out. We've printed a box around the picture to make them easy to cut out. Hide them around your house and send a player to find them.
2. There's a box on each picture for you to add a letter if you want to make it a trail to find a word or phrase. You'll need to give a clue for the word or phrase - and will need a piece of paper for your player to write the letters on that they find so they can unjumble them.
3. If you want to get more technical, you could write clues to say where you've hidden each one. Eg somewhere you'd find a book (so you'd hide one on a bookshelf)

When you hide the pictures make sure that you put them in safe places. You don't want your player to have to climb on top of a wardrobe to find a Spike picture! If you only want the trail done once you could get them to collect the pictures.

Of course you might have another way to play this trail game - share your ideas with us.

