



1
education™

Build
Solve
Invent™

45203



2

Why do animal parents cuddle their babies?



This Life Science experiment is based on animal parts that help offspring survive and grow. Walrus mothers cuddle, nuzzle and keep their babies close for up to the first two years of the babies' lives. This keeps the babies warm in the cold Arctic waters and protects them from predators.



Build: Build a new walrus mum and her baby.



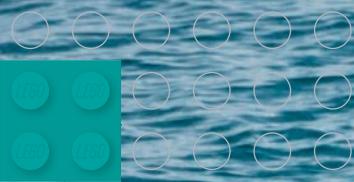
Solve: Create flippers for the walrus mum so she can cuddle her baby.



Invent: Design an underwater vehicle for the scientist to collect samples of the walrus's poo for testing.

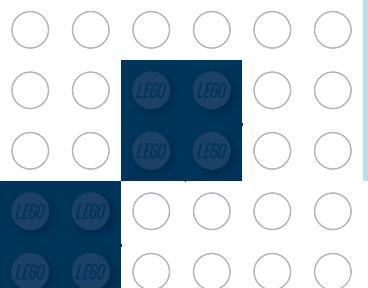
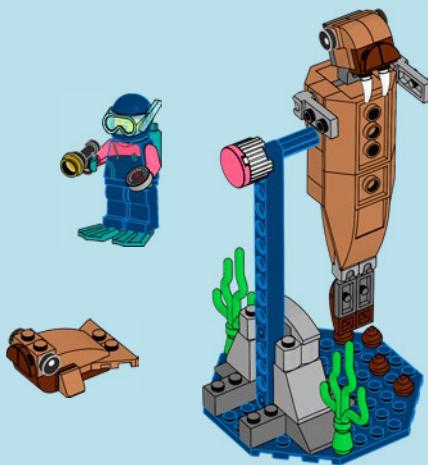
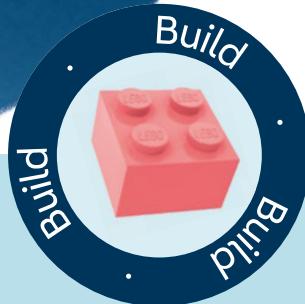
You can support learning and spark curiosity by asking questions such as:

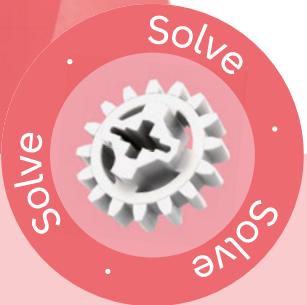
- How does cuddling support a baby's survival?
- What do you think the scientist wants to learn from the poo samples?
- What else do animal parents do to help their babies survive?









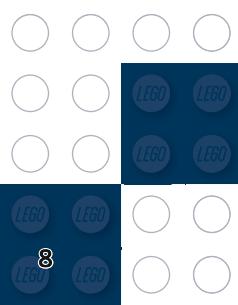
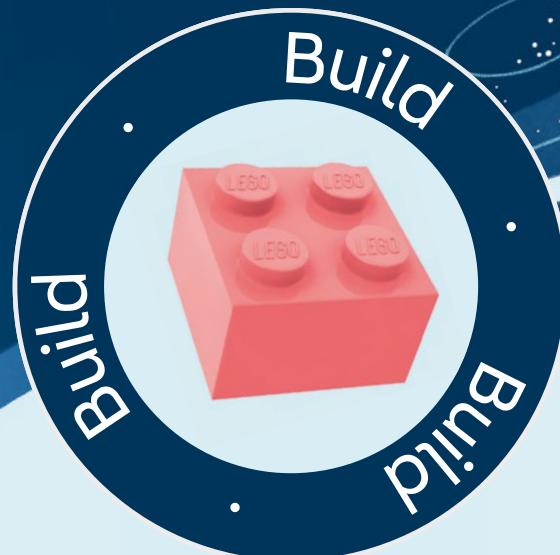


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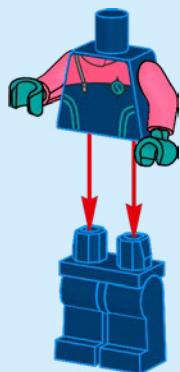


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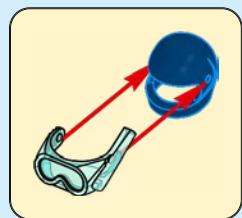
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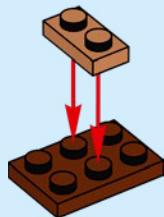


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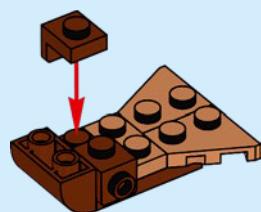


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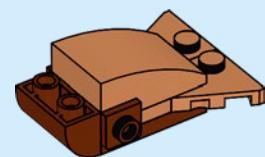




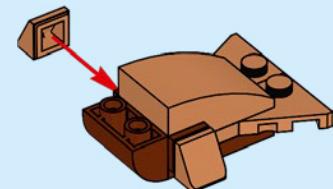
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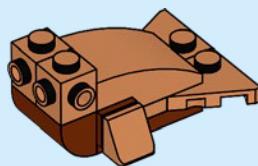
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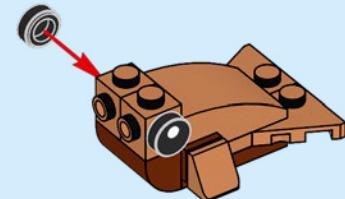
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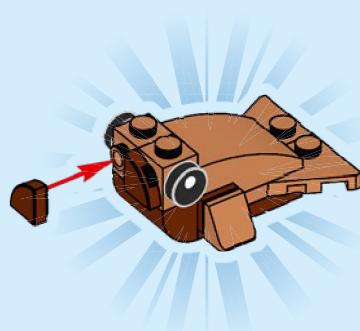
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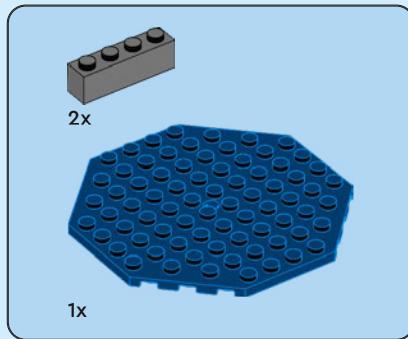
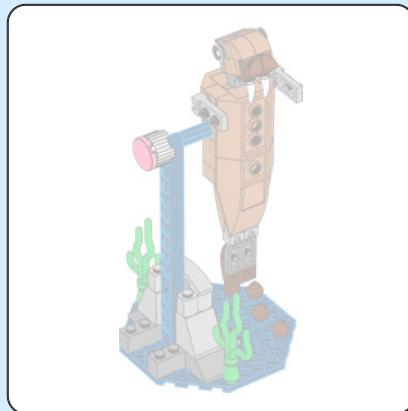
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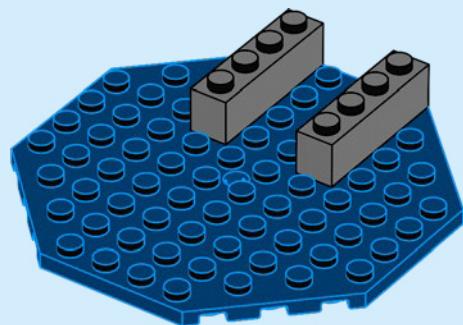
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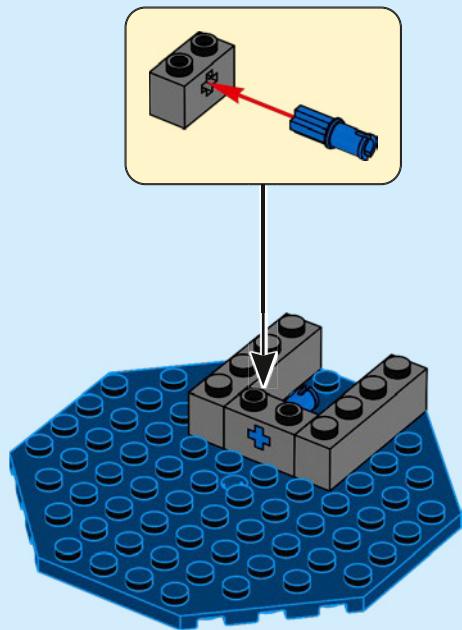


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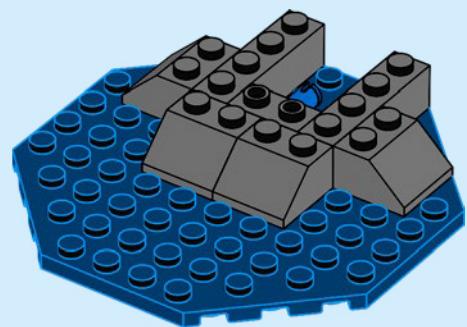
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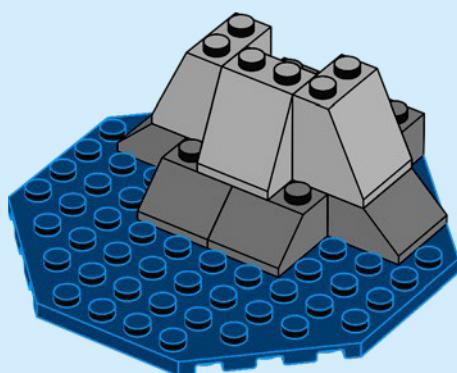
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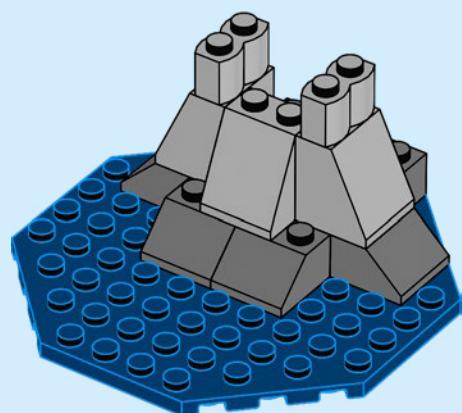
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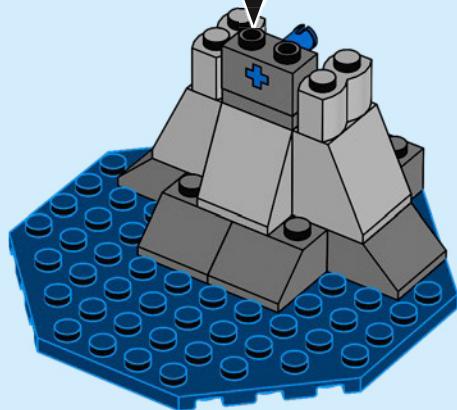
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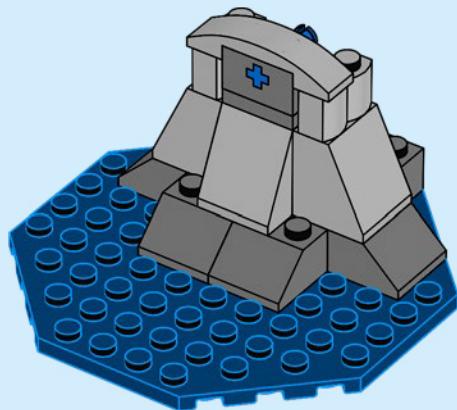


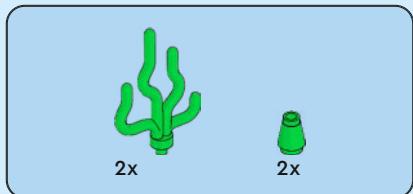
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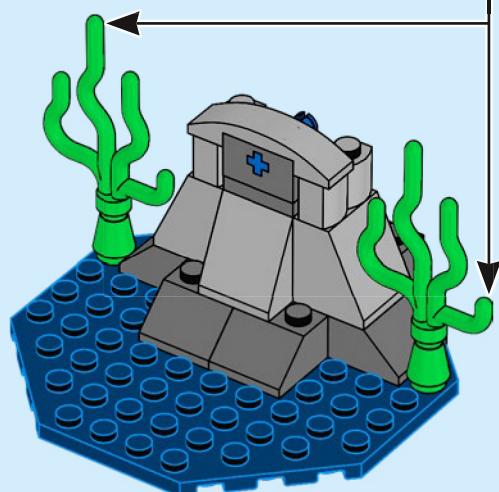
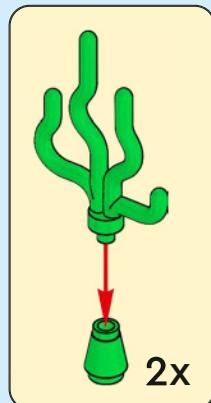
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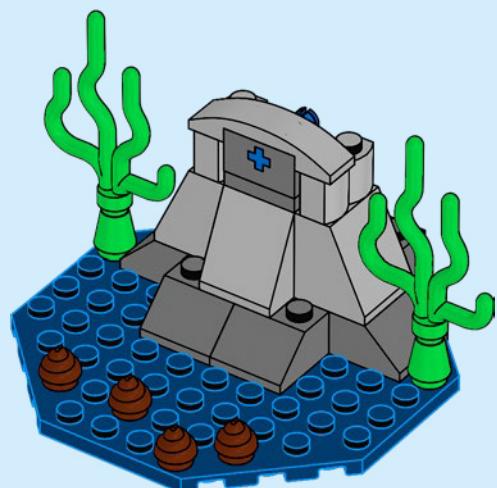


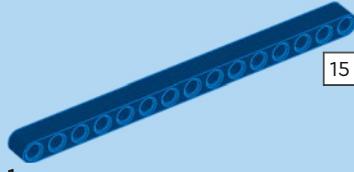


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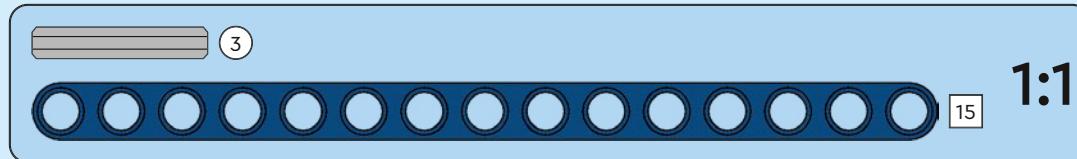
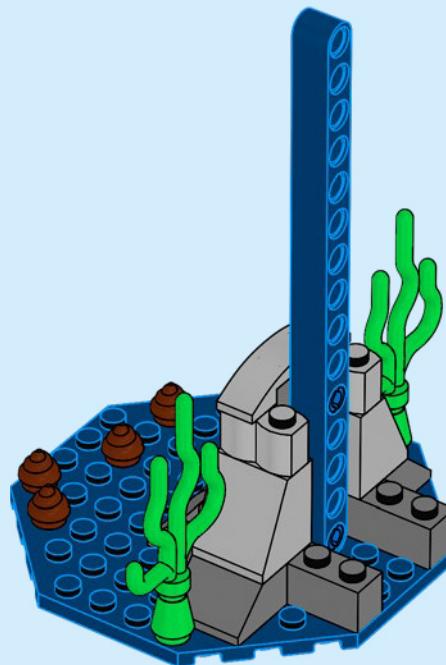


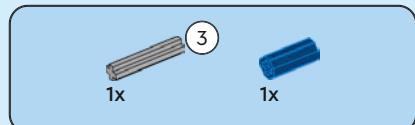
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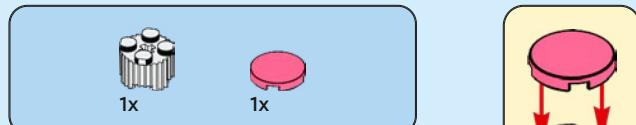
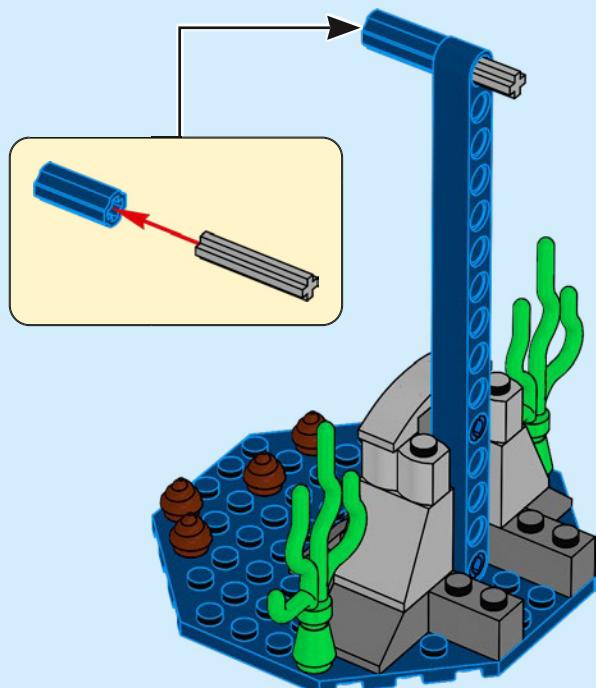


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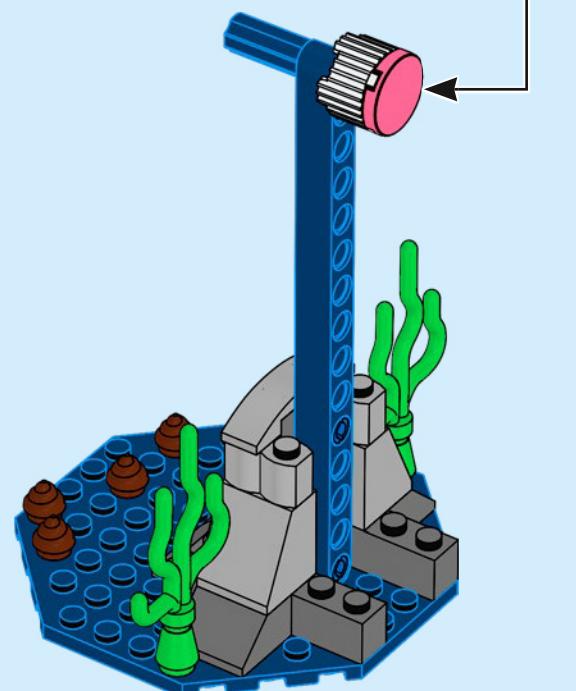


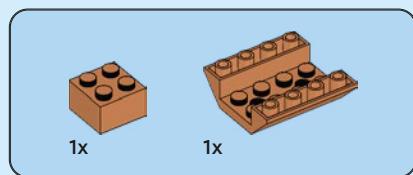
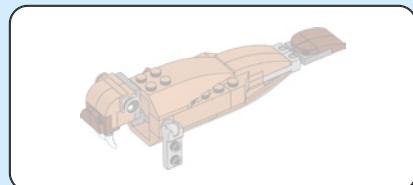


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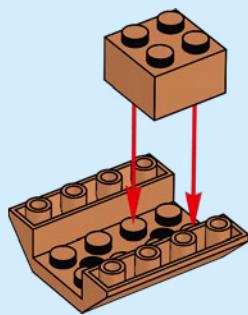


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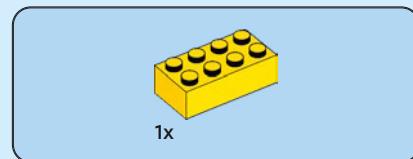
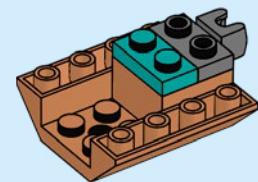




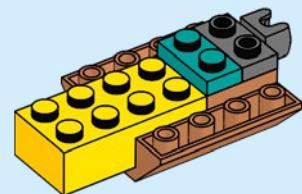
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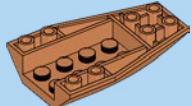


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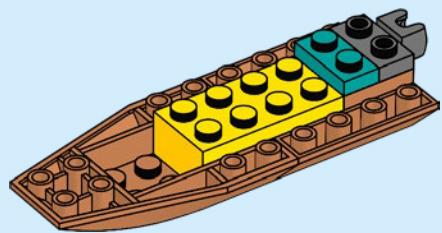


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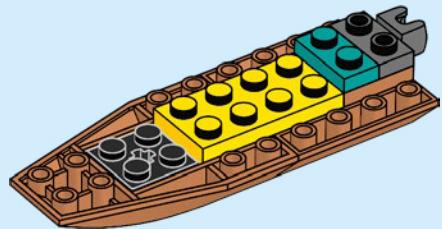




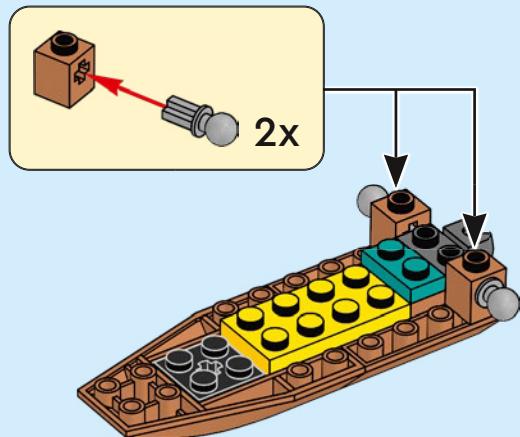
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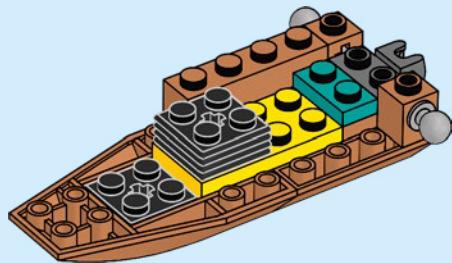
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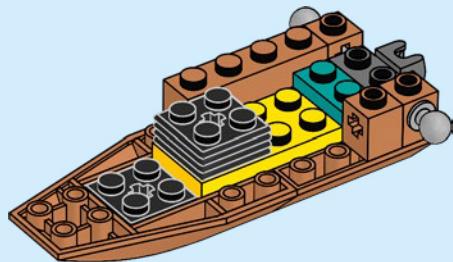
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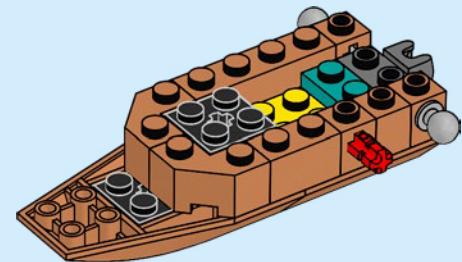
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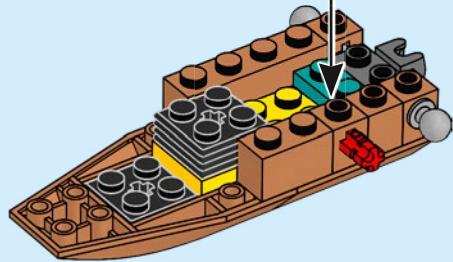
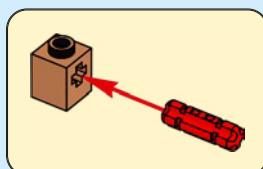


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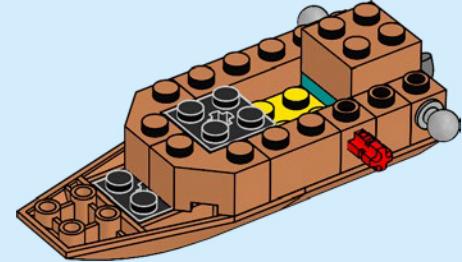
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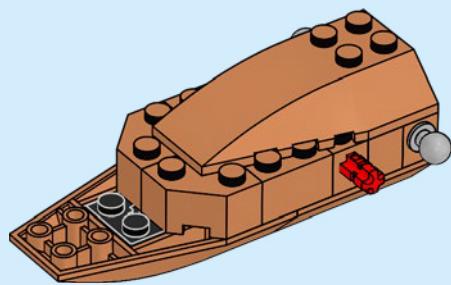
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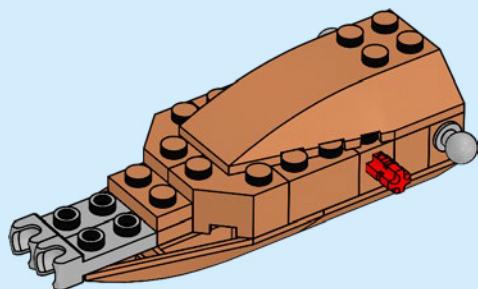
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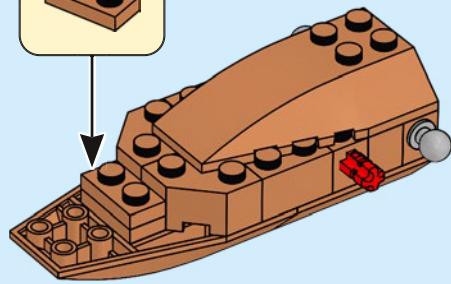
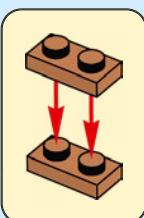
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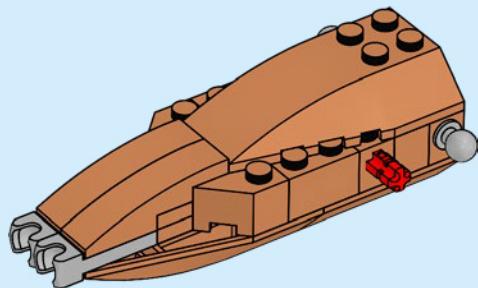
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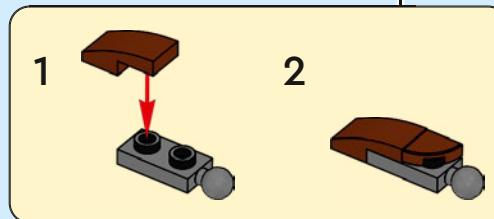
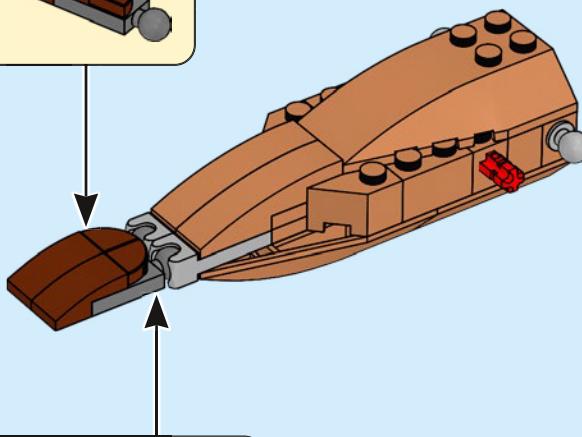
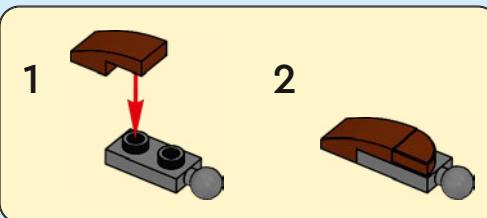


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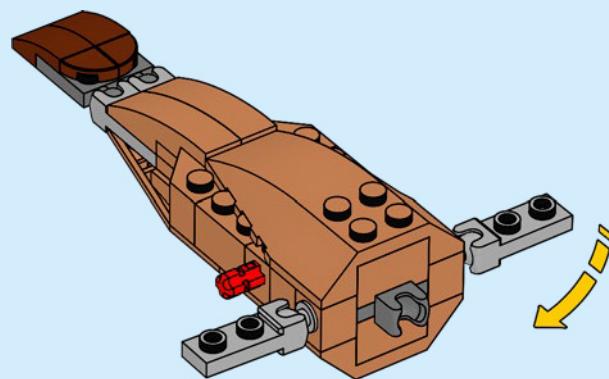
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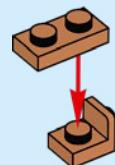
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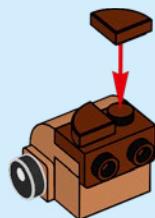
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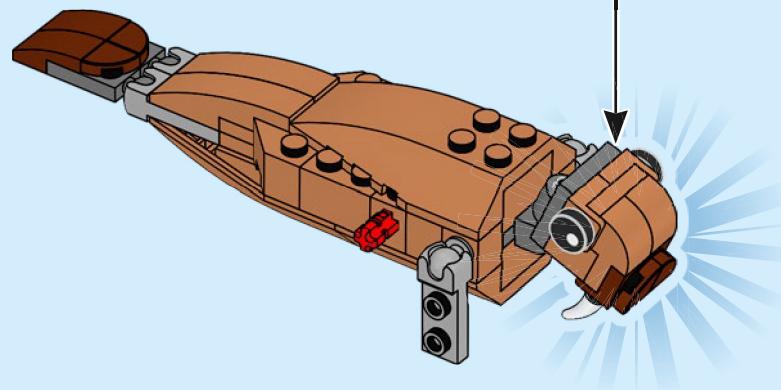


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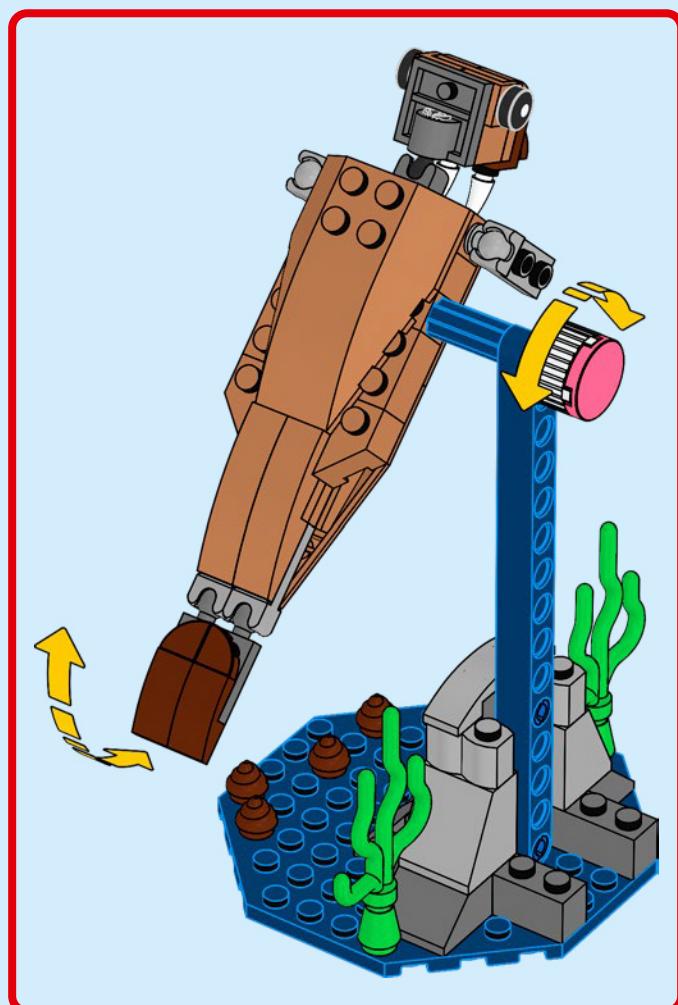
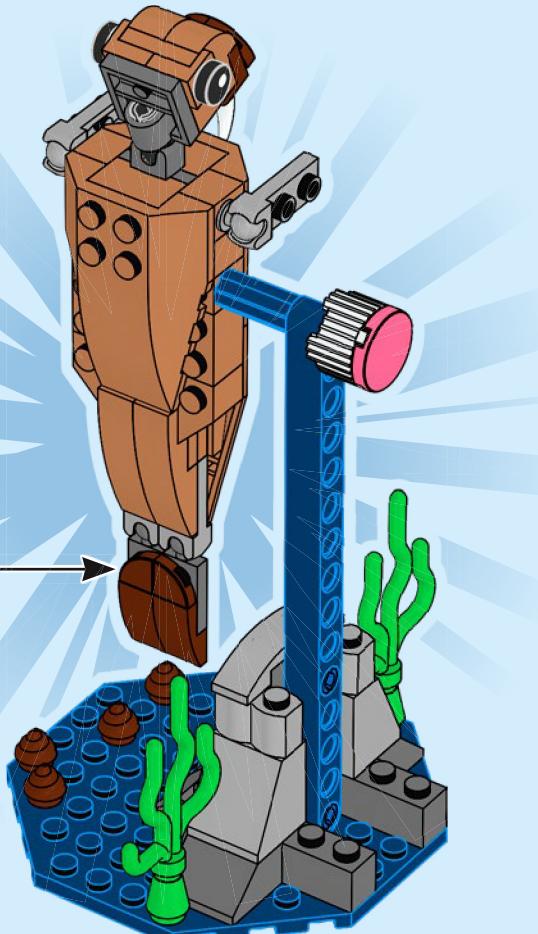
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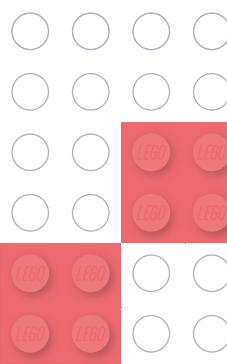


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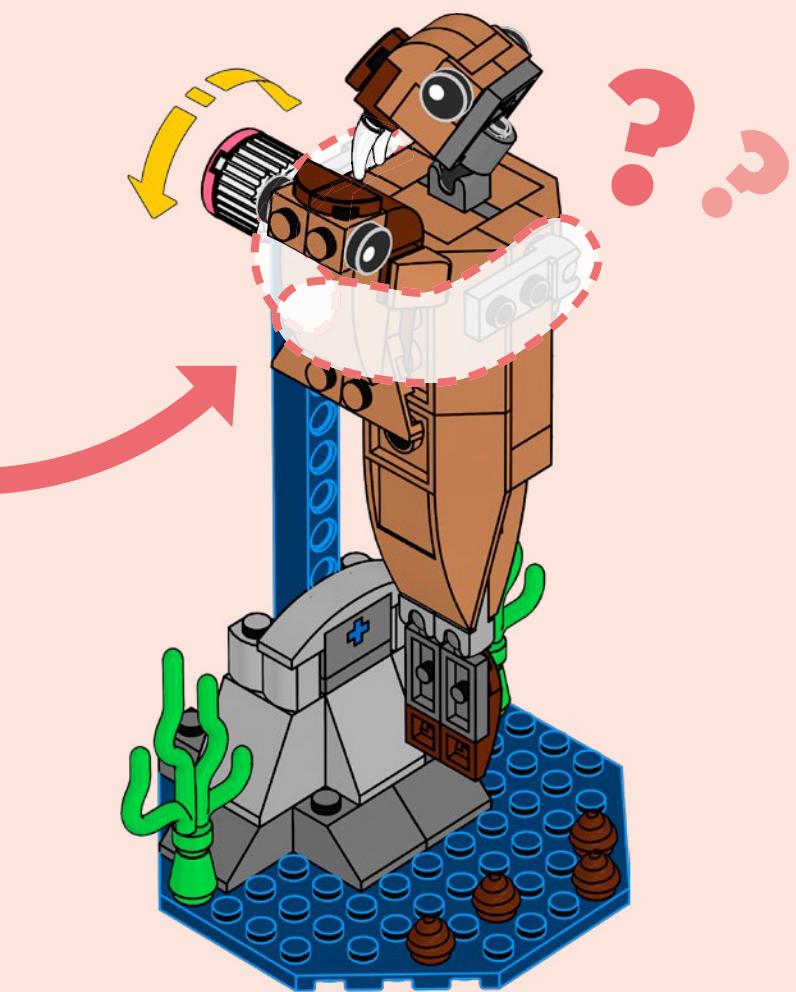


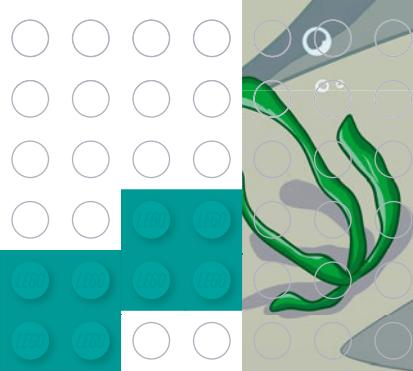




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