

**Summary of Exhibit Concepts for *Eaten Alive—The World of Predators.***

<b>Robotic Exhibits</b>	<b>Exhibit Message</b>	<b>Exhibit Description</b>
Lure and Lunge	Death adders have a specialised tail (caudal lure) that they wriggle to attract prey.	A robotic death adder sits curled up waiting for passing prey. After wriggling its caudal lure to attract prey, it lunges towards visitors with its mouth open, ready to attack.
Sitting Target	Most funnel web spiders hide in burrows where they can ambush passing prey.	A robotic Blue Mountains funnel web spider sits still, waiting for a meal to walk by. When a visitor walks past, the funnel web jumps out with its fangs, legs and palps writhing and threatening the visitor.
Stealth Hunter	The Australian saltwater crocodile detects prey through water ripples and launch themselves at prey.	As visitors walk past the robotic crocodile's lair, the crocodile launches itself up towards the unsuspecting human. It continues to throw its head from side to side, with its jaws wide open, ready to snap up a meal!
<b>Exhibits for &lt;6 yrs</b>	<b>Exhibit Message</b>	<b>Exhibit Description</b>
Predator Place— Predator Picnic	Predators come in all shapes and sizes. They find their food in many different places as well.	This exhibit is for children under 6 years accompanied by adults. Six predators: <ul style="list-style-type: none"> <li>• octopus</li> <li>• kookaburra</li> <li>• Venus fly trap</li> <li>• polar bear</li> <li>• snake and</li> <li>• echidna are sculpted into kindergarten chairs around a picnic table:</li> </ul> Children and their adult minders can sit in each predator chair and explore their predator's picnic lunch.
Predator Place— What's for Dinner?	If you are part of a food web, you eat other animals, but sometimes other animals eat you!	Children sit on a model slug, duck, frog or hawk around a pond to form a small food web. Children turn to each animal in the web and check a picture on their animal to discover whether the animals nearby: <ul style="list-style-type: none"> <li>• can be eaten</li> <li>• will ignore them...or</li> <li>• catch them for dinner!</li> </ul>

Interactive Exhibits	Exhibit Message	Exhibit Description
Acting on Impulse	The Australian platypus sweeps its bill through mud and gravel, detecting electrical nerve signals of prey.	By moving a platypus puppet over a model riverbed, visitors feel for vibrations, which represent electric nerve impulses of prey hidden in the mud. If the platypus is held over a vibrating spot, the prey is caught and shows on a scoreboard.
Aquatic Ambush	Ambush predators use camouflage to hide on the sea bed before they capture prey unawares!	Visitors steer a fish over a revolving drum, which has a sea bed illustration. Nine predators are hidden on the sea bed. If the fish swims too close to a predator, a light bulb shows the predator's location. A scoreboard shows which of the nine predators caught the fish.
Death at a Distance	<p>Film and animated games showing the hunting technique of:</p> <ul style="list-style-type: none"> <li>• archer fish (spitting water)</li> <li>• chameleon (long tongue) and</li> <li>• snapping shrimp (cavitation bubble).</li> </ul>	<p>Visitors can select to:</p> <ul style="list-style-type: none"> <li>• view film of each animal (some with shuttle jog control to watch the footage in slow motion frame-by-frame) and/or</li> <li>• play a multimedia game where the visitor controls the archer fish/chameleon/snapping shrimp and shoots a drop of water/tongue/bubble at animated prey.</li> </ul>
Dice with Death	Many insects are predatory and they use some surprising techniques to capture their meal.	This multimedia, animated board game reveals some unusual predatory insects such as the Malaysian orchid mantis. Visitors use an insect playing piece (grasshopper, moth or robber fly). They press a giant die and move to given squares. Instructions and feedback on a large screen show whether their insect survives to play on, or gets eaten (game over).
Feeding Frenzy	Fish use ram and suction feeding techniques to catch and swallow prey. The lemon shark mostly uses ram feeding, while the sling-jaw wrasse uses ram and suction.	<p>This exhibit uses stylised mechanical lemon shark jaws to demonstrate their ram feeding technique. Visitors operate the lemon shark jaws to catch 'food balls'. The jaw action can also be seen in slow motion, so the visitor can study how the upper mandible drops down and out before grabbing prey.</p> <p>Graphic panels describe the amazing jaws of the sling-jaw wrasse.</p>
Fins and Things	<p>This series of graphic panels describes:</p> <ul style="list-style-type: none"> <li>• shark sensory ability</li> <li>• unusual shark species (such as cookie cutter sharks)</li> <li>• human deaths caused by shark attack (and misconceptions) and</li> <li>• a shark attack method called exsanguination.</li> </ul>	<p>This series of graphic panels are situated along the Shark Encounter simulated shark cage dive.</p> <p>They can be read in isolation or while visitors are queuing for Shark Encounter, to prepare them for the experience and to discover amazing facts about sharks.</p>

Jaws and Claws	<p>Big cats use their claws to pull down prey and their jaws to kill the prey. Which big cat killed a duiker? Was it the:</p> <ul style="list-style-type: none"> <li>• leopard</li> <li>• lion or</li> <li>• cheetah?</li> </ul>	<p>A large graphic panel shows a dead duiker with flesh wounds lying on grass. Visitors inspect the marks left on the duiker and compare them to:</p> <ul style="list-style-type: none"> <li>• replica big cat skulls and claws</li> <li>• descriptions of how big cats capture and kill prey</li> <li>• pull down graphics with illustrations showing typical claw marks left on prey.</li> </ul> <p>Visitors use this information to solve which big cat killed the duiker.</p>
Pack Hunting	<p>Female lions sometimes co-operate as a team to capture large prey.</p>	<p>Visitors try to chase a zebra puck using a single lion hand piece, then a hand piece with a trio of lions.</p> <p>Using magnetic pieces, visitors can simulate how these lions use ambush and teamwork to capture large prey. The trio of lions represent a technique where two lions act as 'wings' while the 'centre' lion drives the prey forward.</p>
Sniff a Snack	<p>The sense of smell is used by wolves to find prey.</p>	<p>This multi-user multimedia game shows scent tracking by wolves. Visitors choose to be a coloured wolf head, then steer their wolf around a grasslands scene to pick up a scent trail. If they follow the scent trail successfully, they find and capture a hare.</p>
Squeeze and Serve	<p>Some snakes constrict and kill prey by causing high blood pressure, heart attacks and suffocation.</p>	<p>Visitors gently squeeze a padded pole for 40 seconds, while watching a screen for feedback about whether their constriction pressure is gentle or strong enough to effectively kill prey and prevent injury to the snake.</p>
Super Senses	<p>Animals use senses other than sight and sound to find prey. In particular:</p> <ul style="list-style-type: none"> <li>• pit vipers sense prey body heat and</li> <li>• scorpions detect vibrations in sand.</li> </ul>	<p>Using large, industrially styled animals, visitors compare how a snake and scorpion sense the presence of prey.</p> <p>The snake head uses a thermal camera to find warm prey, while visitors place their hands on a vibrating plate to represent how a scorpion uses its legs to feel for vibration direction.</p>
Vicious Venoms	<p>Predators such as the</p> <ul style="list-style-type: none"> <li>• cone shell</li> <li>• parasitic wasp and</li> <li>• snake (hinged-fang)</li> </ul> <p>inject venom into prey.</p>	<p>Visitors can operate oversized anatomical models to show how the cone shell, parasitic wasp and snake inject venom into their prey.</p>