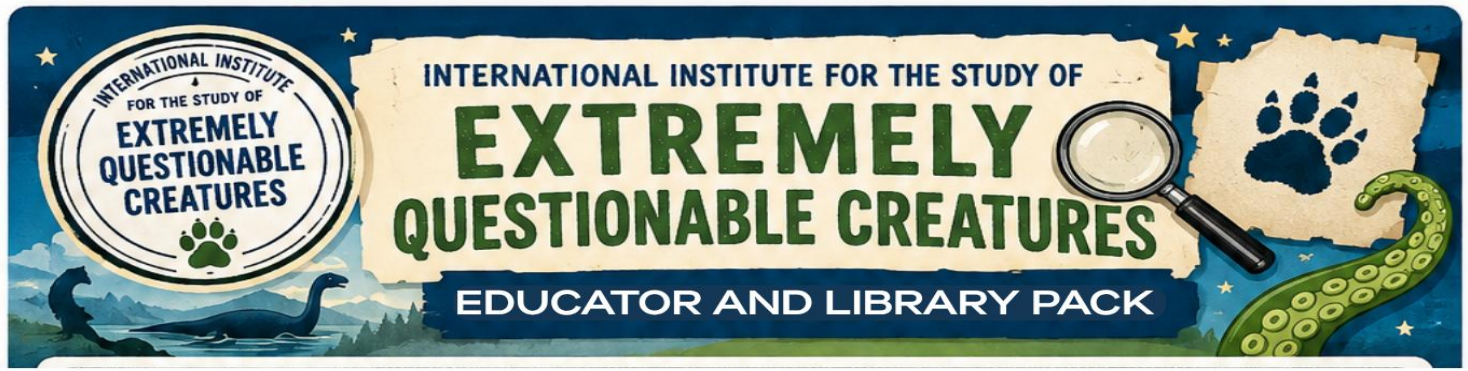




EDUCATOR & LIBRARY INFORMATION PACK

Educational Audio Investigations for Curious Young Minds

STATUS: APPROVED FOR EDUCATIONAL INVESTIGATION

The Extremely Questionable Creatures Podcast

- REAL CREATURES.
- LEGENDARY CREATURES.
- UNEXPLAINED CREATURES.
- AND SOME CREATURES WE'RE STILL NOT ENTIRELY SURE ABOUT.

WELCOME TO THE INSTITUTE

The International Institute for the Study of Extremely Questionable Creatures is an educational entertainment project that uses humour, storytelling and genuine scientific investigation to encourage children to observe carefully, ask questions, examine evidence and stay curious about the natural world.

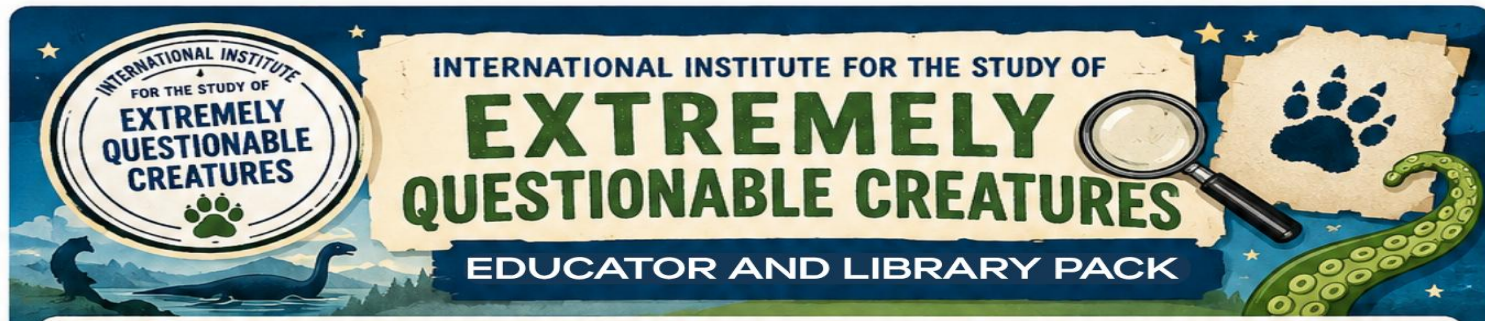
At the centre of the Institute is The Extremely Questionable Creatures Podcast.

Each episode opens a new Creature Case File.

Reports arrive at Institute Headquarters describing unusual creatures, extraordinary animal behaviour and claims that require investigation.

- Some creatures are real.
- Some are legendary.
- Some are Institute Originals.
- And some are not as simple as they first appear.

Junior Researchers are invited to investigate alongside the host. They listen to reports, question claims, gather clues, hear from scientists, researchers and animal experts, and use the available evidence to reach their own conclusions.



WHAT DO JUNIOR RESEARCHERS LEARN?

The Institute encourages children to become active investigators rather than passive listeners. Through Creature Case Files, expert interviews and classroom or library activities, Junior Researchers are encouraged to:

- Observe carefully.
- Ask thoughtful questions.
- Identify claims that require evidence.
- Gather information from different sources.
- Listen carefully to scientists, researchers and other experts.
- Separate observations from assumptions.
- Compare evidence.
- Recognise that new evidence can change our understanding.
- Explain their reasoning.
- Think creatively.
- Respect animals, wildlife and the natural world.
- Record and communicate their discoveries.

THE INVESTIGATION METHOD

Every Creature Case File encourages Junior Researchers to follow six stages:

1. OBSERVE

What have we noticed?

What has been reported?

2. QUESTION

What do we want to know?

Which claims should we investigate?

3. INVESTIGATE

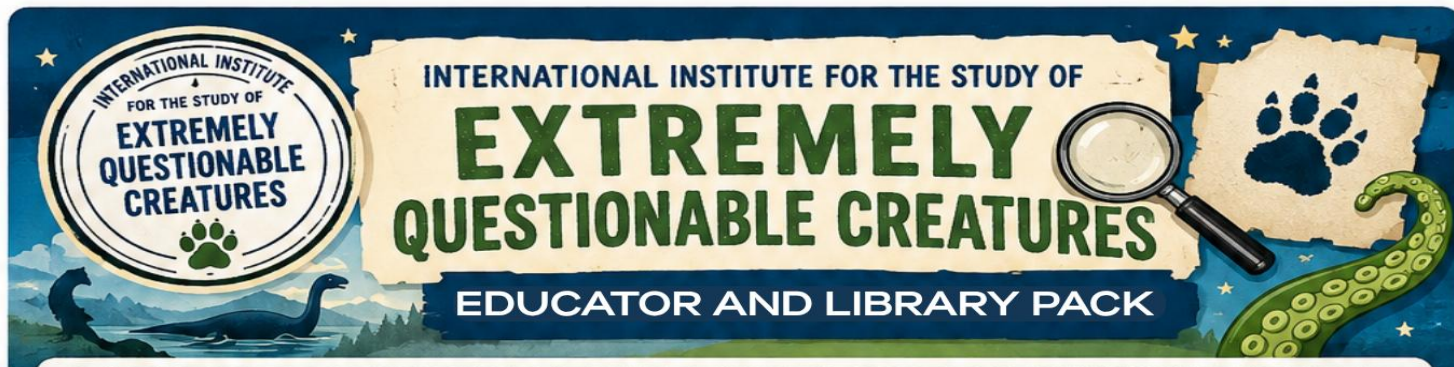
Where can we find reliable information?

Who could help us understand the evidence?

4. GATHER EVIDENCE

What have we discovered?

Which evidence supports or challenges the claims?



5. REACH A CONCLUSION

What does the evidence suggest?

REAL? LEGENDARY? INSTITUTE ORIGINAL? NOT YET DETERMINED?

6. SHARE YOUR FINDINGS

Explain what you discovered.

Show your evidence.

Ask your next question.

At the Institute

- Curiosity is encouraged.
- Questions are expected.
- Evidence is required.

USING THE PODCAST

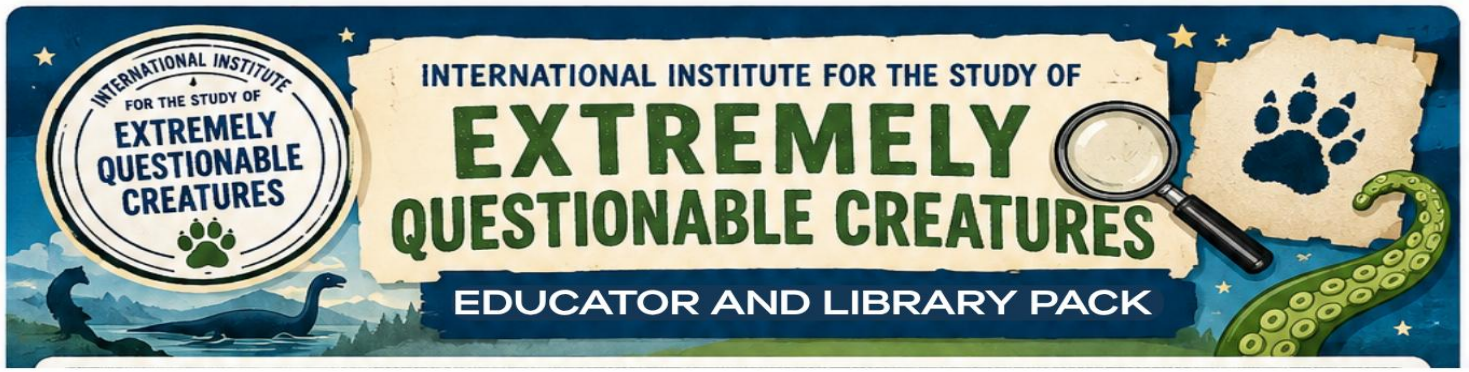
Creature Case Files are designed to be flexible. An investigation can be used as:

- A classroom listening activity.
- A science inquiry starter.
- A critical-thinking exercise.
- A library activity.
- A creative writing prompt.
- A drawing or creature-design activity.
- A discussion about animals, habitats and adaptations.
- A family listening activity.

BEFORE LISTENING

Episode worksheets are available for download. Introduce the Creature Case File and read the claims under investigation.

- What do you already know?
- Which claims seem believable?
- Which claims seem questionable?
- What evidence would help us investigate?



DURING THE EPISODE

- Junior Researchers listen for clues.
- They record interesting facts.
- Identify evidence.
- Write down questions.
- And note anything they believe requires further investigation.

AFTER LISTENING

Review the evidence. Discuss what the Guest Expert explained. Investigate additional reliable sources if required. Then ask Junior Researchers to reach a conclusion.

REAL • LEGENDARY • INSTITUTE ORIGINAL • NOT YET DETERMINED

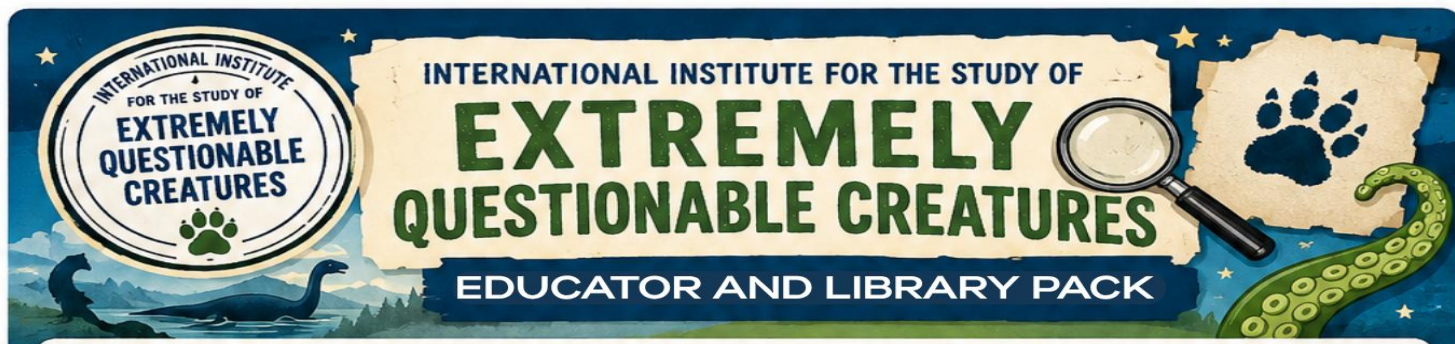
Most importantly, ask:

WHAT EVIDENCE SUPPORTS YOUR CONCLUSION?

EXTEND THE INVESTIGATION

Teacher Notes are provided to support each episode. Junior Researchers can:

- Research the creature.
- Create a scientific illustration.
- Design a habitat.
- Write a Field Research Report.
- Investigate an unusual animal adaptation.
- Compare a real creature with a legendary creature.
- Create an Institute Original.
- Submit a question for a future Guest Expert.
- Or open their own Creature Case File.



For Schools, libraries & Educational Partners

The International Institute for the Study of Extremely Questionable Creatures is building a community of curious children, families, educators, librarians, scientists and researchers.

We welcome opportunities to work with:

PRIMARY SCHOOLS

Use Creature Case Files as classroom listening activities, science inquiry starters, critical-thinking exercises and creative projects.

LIBRARIES

Use investigations for listening groups, displays, school-holiday activities, reading programs and curiosity-led events.

EDUCATORS & PARTNERS

Use Institute resources to support inquiry, evidence-based reasoning, science communication and creative learning.

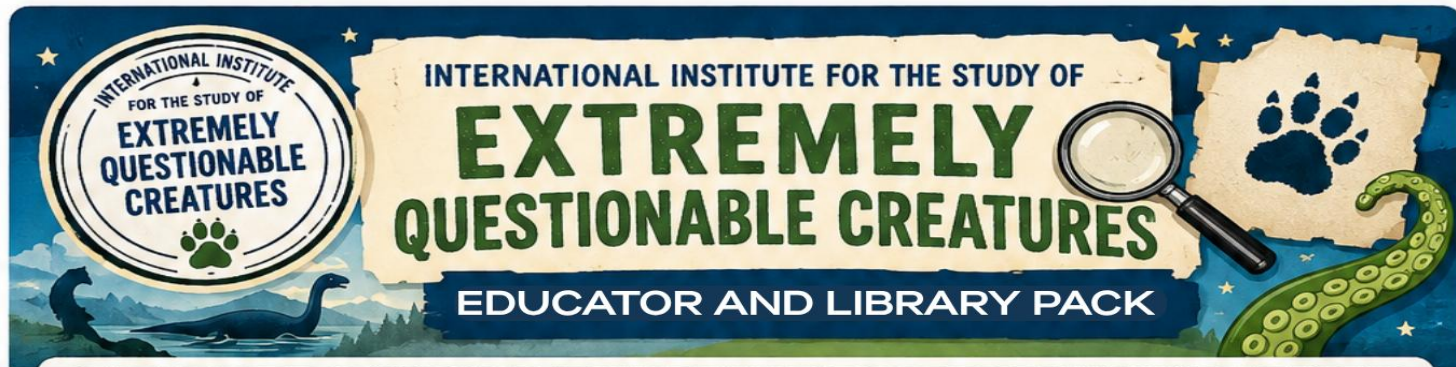
GET INVOLVED

BECOME AN OFFICIAL JUNIOR RESEARCHER GROUP

Schools and libraries can invite children to participate directly in Institute investigations. Record your class, library group or Junior Researchers asking:

- A creature question.
- A strange sighting.
- An investigation challenge.
- Their own evidence.

Selected reports may be featured by the Institute. Kids aren't just listening - they're participating.



HOW TO GET INVOLVED

Schools and libraries can register their classroom, library or Junior Researcher group with the Institute.

Participating locations may receive:

- New Creature Case Files.
- Investigation activities.
- Institute Dispatches.
- Opportunities to submit questions for Guest Experts.
- Invitations to participate in special investigations.
- Certificates and recognition for Junior Researchers.
- Opportunities to share discoveries, Field Reports and Creature Case Files with the Institute.

CONTACT HEADQUARTERS

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The Institute accepts no responsibility for increased curiosity, excessive questioning, unexpected scientific investigations or the discovery of suspicious creatures in school libraries.