

MYTHOLOGY

themed activities
included

(for use with
The Ominous Eye)



The NOCTURNALS

Boredom Buster Activity Kit

Connect Reading & Science with 12 Fun Learning Activities
from *The Nocturnals* Book Series.

Turnkey Activities

- Hold a Book Club with Discussion Questions.
- Fill in the Story & Create Your Own Adventure!
- Write a Rap or Give a Cheer for Your Favorite Nocturnal!
- Discover New Words with *Ominous Eye* Vocabulary Word Search.
- Learn How to Draw Bismark.
- Perform The Nocturnals Reader's Theater.
- Improve Emerging Reader Skills with Four Sight Word Games.

STEM and Makerspace Activities

- Discover the Truth about a Mythical Dinosaur.
- Draw Your Own Images of The Nocturnals Animals to Create Trading Cards.
- Create Nocturnal Brigade Masks!
- Use Nocturnal Animal Bingo & Learn Wacky Animal Facts!
- Play the Endangered Animal Matching Game!

Middle Grade Books



Fountas and Pinnell Range S-T | Lexile Level Range 530L-630L
AR Quiz Available for *The Mysterious Abductions* (ATOS 4.2)
and *The Ominous Eye* (ATOS 4.4)

Grow & Read Early Readers



Fountas and Pinnell Range L-P | Lexile Level Range 380L-520L

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Middle Grade Books Ages 7-12

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 Bonus paperback content includes animal glossary, author Q&A, and more



Book 1
The Mysterious Abductions
 AR Quiz – ATOS 4.2
 Lexile Ranking: 530L
 Fountas & Pinnell Level S
 232 pages | Over 34 four-color illus.
 HC ISBN: 978-1-944020-00-2
 PB ISBN: 978-1-944020-02-6



Book 2
The Ominous Eye
 AR Quiz – ATOS 4.4
 Lexile Ranking: 580L
 Fountas & Pinnell Level T
 208 pages | Over 27 four-color illus.
 HC ISBN: 978-1-944020-03-3
 PB ISBN: 978-1-944020-10-1



Book 3
The Fallen Star
 Lexile Ranking: 630L
 Fountas & Pinnell Level S
 208 pages | Over 23 four-color illus.
 HC ISBN: 978-1-944020-05-7
 PB ISBN: 978-1-944020-07-1



Book 4
The Hidden Kingdom
 Lexile Ranking: 630L
 Fountas & Pinnell Level T
 208 pages | Over 50 four-color illus.
 HC ISBN: 978-1-944020-11-8
 PB ISBN: 978-1-944020-13-2

Grow & Read Early Reader Books Ages 5-7

Trim: 6" x 9" • Paper Over Board \$12.99 • Paperback \$5.99
 Four-color illustrations throughout
 Bonus Nocturnals Fun Facts in each book!



The Tasty Treat
 Lexile Ranking 380L
 Fountas & Pinnell L
 HC ISBN:
 978-1-944020-29-3
 PB ISBN:
 978-1-944020-30-9



The Moonlight Meeting
 Lexile Ranking: 480L
 Fountas & Pinnell Level L
 HC ISBN:
 978-1-944020-15-6
 PB ISBN:
 978-1-944020-14-9



The Slithery Shakedown
 Lexile Ranking: 440L
 Fountas & Pinnell Level M
 HC ISBN:
 978-1-944020-17-0
 PB ISBN:
 978-1-944020-16-3



The Peculiar Possum
 Lexile Ranking: 470L
 Fountas & Pinnell Level P
 HC ISBN:
 978-1-944020-19-4
 PB ISBN:
 978-1-944020-20-0



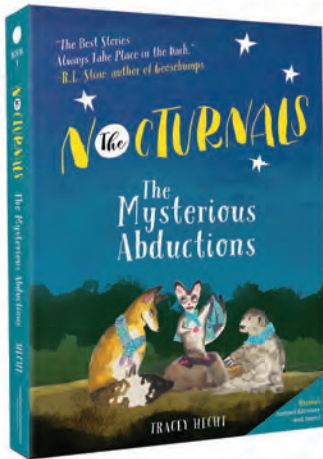
The Chestnut Challenge
 Lexile Ranking 520L
 Fountas & Pinnell N
 HC ISBN:
 978-1-944020-22-4
 PB ISBN:
 978-1-944020-23-1



The Kooky Kinkajou
 Lexile Ranking 500L
 Fountas & Pinnell L
 HC ISBN:
 978-1-944020-25-5
 PB ISBN:
 978-1-944020-24-8

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THE MYSTERIOUS ABDUCTIONS BOOK CLUB QUESTIONS



1. Dawn, Bismark, and Tobin make up a team, the Nocturnal Brigade. How did the Brigade meet? What qualities do each of those three characters possess that help make them work so well together? Do they have qualities that might hurt the team?
2. The book takes place at night and all of the characters are nocturnal. Can you think of reasons it might be good for animals to be awake at night? Can you think of characteristics in Dawn, the fox, Bismark, the sugar glider and Tobin, the pangolin that are important to their nighttime survival?
3. If you were to pick one character from *The Mysterious Abductions* who is the most like you, who would it be and why? Who is the most unlike you and why? Which character from the book would you most want as your friend and why?
4. What are your favorite locations in the book and why? If you could visit the world of The Nocturnal Brigade, which things from the book would you most want to see? Where do you think these animals might live in the real world?
5. Bismark is an outspoken character. He boasts about his own superior qualities and his affections for Dawn. Do you think Bismark is actually a confident character? If so, why? If no, why not?
6. Dawn is the leader of the Brigade. What does she do to bring the animals together as a team? What does she do when she meets Ciro, the coyote? How does she talk to Boris, the crocodile when she meets him? Do the animals respect her?
7. When Tobin first meets Cora, the wombat, Cora is afraid to speak. How does Tobin try to coax her out of her shyness? What things could you reveal about yourself that might make someone in your life feel less shy around you?
8. Why don't Dawn and Bismark trust Jerry, the jerboa? What does he do to the Brigade that makes them worry about his character? Does he redeem himself in the book?
9. Bismark speaks many languages, as do the bats. What languages are in the book? Are you able to give examples of phrases in any of these languages? Can you come up with some new phrases that Bismark might say? Can you come up with some that the bats might say?
10. Explain the rules of NOC HOC. Which animals are used as equipment in the game? Discuss the actions of the offense and defense.
11. What happens to Boris in the final scenes of *The Mysterious Abductions*? What are the other characters' responses to his actions? How would you have handled Boris?
12. What things in the book would you have done like the Brigade? What things would you have done differently?
13. Discuss the meaning of poaching and endangered species in the wild. Are any of the animals endangered species? Why is poaching wrong? How do both affect the environment?

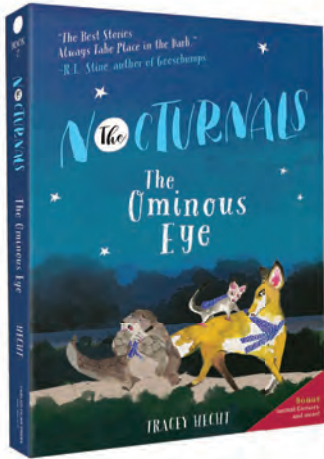
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THE OMINOUS EYE BOOK CLUB QUESTIONS



1. Define the word “ominous” and discuss the qualities of mystery, horror and adventure. Does *The Ominous Eye* fit in these genres? What other genres would the novel fit? What genres would it not fit?

2. Tobin thinks the outline of the animal at the bottom of the crater is a dragon,

a creature he has heard about in myths. Dawn thinks that dragons are an “invention of storytellers.” Use books in the library or sites on the internet to find a dragon myth and discuss the roles dragons play in mythology.

3. Polyphema gains control over the animals. How is she able to do this? Why does she do it? How does each member of the Brigade respond differently to Polyphema’s control?

4. Polyphema is named after one of the most well-known cyclopes in Greek mythology, Polyphemus. He and his fellow cyclopes are described in *Bulfinch’s Mythology* as giants who have one round eye in the middle of the forehead. In Homer’s epic poem *The Odyssey*, Polyphemus is blinded by the hero, Ulysses. Knowing this background information, do you think this is a good namesake for Polyphema? Why or why not? Use books in the library or sites on the internet to support your discussion.

5. How does Polyphema use Otto, the owl, to create further panic? Does her plan work? What role does Otto play in helping the Brigade discover the truth?

6. How is Dawn the voice of reason within the Brigade? How does the “beast” almost destroy these qualities in her? Does the dangerous situation strengthen or weaken Dawn as a leader throughout the story? How so?

7. Who is the real source of the destruction and mayhem in the valley? What clues help you discover that there is no “beast”? How does Dawn discover the real source? How does Dawn deal with Polyphema?

8. Discuss the concept of fear and what role it plays in the story. What do the animals learn about fear from Polyphema’s false story? What does Polyphema learn from the Brigade? Can you think of other animal fables with similar lessons?

9. If you were to pick one character from the book who is the most like you, who would it be and why? Who is the most unlike you and why? Which character from the book would you most want as your friend and why?

10. The Nocturnal Brigade wears capes when they set out to solve a mystery. What is the purpose of the capes? Do you think it makes the Brigade more courageous and brave? Can you think of other examples of stories where the characters wear special garments to help them feel brave?

11. What things in the book would you have done like the Brigade? What things would you have done differently?

12. Discuss the role humor plays in *The Ominous Eye*, both for you as the reader and for the characters. What characters do you find the most humorous? What part did you find the most humorous? How would the book be different without humor?



Tuatara: A Living Fossil Interview with Polyphema



Act as if you are interviewing Polyphema the Tuatara. Use the information and resources in the following article to help with Polyphema's responses.

1. I understand you are usually awake at night. I appreciate you staying up to help me with my interview. First, can you introduce yourself and share how old you are?

2. I think it's cool you have a third eye! What do you use it for?

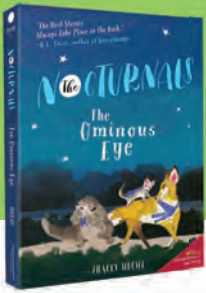
3. How did you get your name? How is it significant in the book *The Ominous Eye*?

4. Could you describe what you like to eat at meals?

5. Where are you from? What does your home look like?

6. What do you do to keep busy during the night?

7. How can we, as humans, help so that you are not an endangered species?



Tuatara: A Living Fossil Interview with Polyphema

What does a Tuatara look like?

A tuatara is a reptile that can range in color from olive-green to gray, blackish-brown, or pinkish. Tuataras are marked with pale speckles on their bodies and have a crest of spiky scales, called spines, which runs down the center of their back and tail. Tuatara is a native Maori word meaning “peaks on back,” which is how these creatures received their name. Tuataras have a large head, a stout body, sharp claws, and a thick tail. Male tuataras are larger than females and have more prominent spines that they can fan out to attract females. On average, a tuatara grows to fifty to eighty centimeters long and weighs between .45 and 1.3 kilograms.

What do tuataras have to do with mythology?

An extraordinary characteristic of tuataras is their “third eye” on top of their head. Although it has a retina, lens, and nerve endings, this eye is not used for seeing. It is called a parietal eye, which is sensitive to light and helps the tuatara judge what time of day or what season it is.

Because of her “third eye,” Polyphema the Tuatara is named after one of the most well-known cyclopes in Greek mythology, Polyphemus. He and his fellow cyclopes are described in *Bulfinch’s Mythology* as giants who have one round eye in the middle of the forehead. Polyphemus is a fitting namesake as tuataras can’t actually see out of the eye on their forehead, and in Homer’s epic poem *The Odyssey*, the cyclops Polyphemus is blinded by the hero Ulysses.

Where do tuataras live?

They can only be found in New Zealand. Tuataras were once found across the New Zealand mainland, but now they can only be located on its offshore islands. They live in coastal forest areas where there is low scrub and crumbly soil into which they can burrow. Tuataras will either build their own burrows or will move into one of a nesting seabird.



How old can tuataras live to be?

These incredible animals are believed to have life spans of up to one hundred years in the wild. They grow slowly and don’t stop growing until they are approximately thirty years old. Tuataras reach maturity when they are between thirteen and twenty years old.

How do tuataras prepare nests for their eggs?

Females dig a shallow nest chamber in sunny, open patches of soil or gravel. Nests are approximately eight to ten centimeters wide and ten centimeters or less in depth. Nesting occurs between early October and mid-December. Every two to five years, female tuataras lay one to nine-

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teen white, soft-shelled eggs in nesting burrows. This egg clutch is usually covered with leaves and grass and left alone to incubate. Twelve to fifteen months later, the eggs will hatch. The temperature of each egg during incubation determines if the hatchling will be male or female. Warmer temperatures tend to produce males, and cooler temperatures tend to produce females.



What do tuataras eat?

Tuataras have two rows of teeth on their upper jaw and one row on their lower jaw, and these teeth are used for eating. They primarily eat insects, especially beetles, but have been known to eat lizards, birds, and bird eggs. Tuataras will come out of their burrow during the day to bask in the sun but are more active at night when their food is more readily available. However, young tuataras will hunt during the day to avoid being eaten by the adults.

What dangers to tuataras face?

The most serious threat to tuataras is rats. Two specific types of rats introduced to New Zealand have become the tuataras' main predators. Kiore rats are nest robbers and will take eggs and small hatchlings. Norway rats will eat and destroy whatever is available. Because of their length of incubation, eggs and hatchlings are more vulnerable to predators. Tuatara populations dwindle when rat populations are high.

Another threat to the tuatara is habitat destruction. People are constantly building and expanding. With the building of structures such as lighthouses, the tuataras' habitat is decreasing.

Global climate change is also having an effect on the tuatara population. Temperatures have been increasing leading to a low genetic diversity. More males are being born than females.

Is the tuatara a lizard?

Although the tuatara looks like a lizard, it is a reptile. Tuataras are quite different from lizards in that they have no external ears, they like cooler weather, and they are nocturnal.

Why do people call tuataras "living fossils"?

Tuataras are one of the most unique animals in the world. Their closest relatives are an extinct group of reptiles that lived around the time of the dinosaurs, 200 million years ago.



Helpful Resources

San Diego Zoo – Tuatara: <http://animals.sandiegozoo.org/animals/tuatara>

New Zealand Department of Conservation: <http://www.doc.govt.nz/nature/native-animals/reptiles-and-frogs/tuatara/>

Wildscreen Archive – Tuatara: <http://www.doc.govt.nz/nature/native-animals/reptiles-and-frogs/tuatara/>

Bulfinch's Mythology by Thomas Bulfinch

WRITE A RAP FOR BISMARK

View a picture of Bismark doing something silly.

Bismark says to Tobin, “We can be bold in adventure... we can be brave in challenge... we can be—” (p. 13 *The Mysterious Abductions*)

Write and perform a rap about the Nocturnal Brigade that reveals the characteristics expressed by Bismark.

GIVE A CHEER FOR THE NOCTURNALS OR THE CROCODILES!

View a picture of the animals at the game.

“The bleachers were boiling with anticipation and excitement.” (p. 191 *The Mysterious Abductions*)

Use information from the text about the players of NOC HOC and write a cheer for each team to use in the final showdown.



The NOCTURNALS FILL IN THE STORY GAME

How to Become a Member of The Nocturnal Brigade

Do you want to join the _____ Nocturnal Brigade? Great! You will be _____ with Dawn the fox, Tobin the pangolin, Bismark the sugar glider and _____ a very brave _____.

ADJECTIVE
VERB ENDING IN ING
NAME OF SOMEONE IN THE ROOM
ANIMAL

The Nocturnals follow these _____ guidelines in our daily adventures.

ADJECTIVE

1. Members always meet at night in front of the big _____ when the moon is _____ and the stars are _____.

NOUN
ADJECTIVE
ADJECTIVE

2. The group _____ a cape made from _____ snakeskin that Bismark _____ took from one of our _____ who attacked him in the _____ forest.

PAST TENSE VERB
ADJECTIVE
ADVERB
PLURAL NOUN
ADJECTIVE

3. We like to eat _____ pomelos, a/an _____ fruit that looks like a _____ and tastes like a _____.

ADJECTIVE
ADJECTIVE
NOUN
NOUN

4. We help other _____ animals when they are in trouble in the _____ forest that is filled with many _____.

ADJECTIVE
ADJECTIVE
PLURAL NOUN

So, if you think you can _____ by these guidelines then you can be a member of the Nocturnal Brigade!

VERB

• Directions: Take turns choosing a word for each part of the speech to help the Nocturnal Brigade fill in the story.
• If you're playing alone, fold along the dotted lines to hide the story.

- Adjective: _____
- Verb ending in ing: _____
- Name of someone in the room: _____
- Animal: _____
- Adjective: _____
- Noun: _____
- Adjective: _____
- Adjective: _____
- Past tense verbs: _____
- Adjective: _____
- Adverb: _____
- Plural noun: _____
- Adjective: _____
- Adjective: _____
- Adjective: _____
- Noun: _____
- Noun: _____
- Adjective: _____
- Adjective: _____
- Plural noun: _____
- Verb: _____



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Endangered Animals Matching Game!



Where in the world would you find these endangered animals?
Draw a line and match the endangered animals to their geographic location. Then read on to discover how you can help save these unique creatures!



 Sunda Pangolin

New Zealand

 Aye-Aye

Southeast Asia

 Woylie

Northern Africa & Asia

 Jerboa

Australia

 Tuatara

Madagascar

Check the answer key to see how many animals you matched correctly. Don't worry if you got less than a perfect score; now you can tell your friends about these unusual endangered animals. Interested in learning more?

READ THE FOLLOWING RESOURCES!

www.earthday.org/ • www.worldwildlife.org/initiatives • www.pangolins.org/ • www.nwf.org/

Pangolin – Southeast Asia; Aye-Aye – Madagascar; Woylie – Australia; Jerboa – Australia; Tuatara – New Zealand

— ANSWER KEY —

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The Ominous Eye Word Search

S T I C O N V U L S E D M O W S Y
I H M N N C I E I L D S H Q T S N
L G G G T H L M P Z I J J A D Y W
H U U V J I E N B N G O M A I E A
O A T C T D M F O L Y P C Q S O T
U R T E B E W I L D E R M E N T C
E T U A F D T Y D D E V A E R E B
T S R D I C Z F E A S C E W L Y D
T I A V E I N S T I T U T E D E G
E D L F N Z E K A U Q I B H T S N
S E R L D D I H C T E R N L S U I
Z E I R E D A R A M A C U G T O R
P A N G U L A R E T F P H C A B E
D E T P U R E V O M A V A F L L T
S H A R D S Z R H T S K B N K U S
S C I T N A Y R A S C E N T E B U
I D E T A U T C N U P G M K D Y M

ANGULAR
ANTICS
ASCENT
BEREAVED
BEWILDERMENT
BULBOUS
CAMARADERIE
CATAPULTED
CELEBRATORY

CHIDED
CONVULSED
DISTRAUGHT
ELITE
ERUPTED
FIEND
GUTTURAL
INSTITUTED
INTIMIDATING

MESMERIZED
MUSTERING
NIMBLE
PERFECTIONISM
PUNCTUATED
QUAKE
RECOIL
RETCH
SHARDS

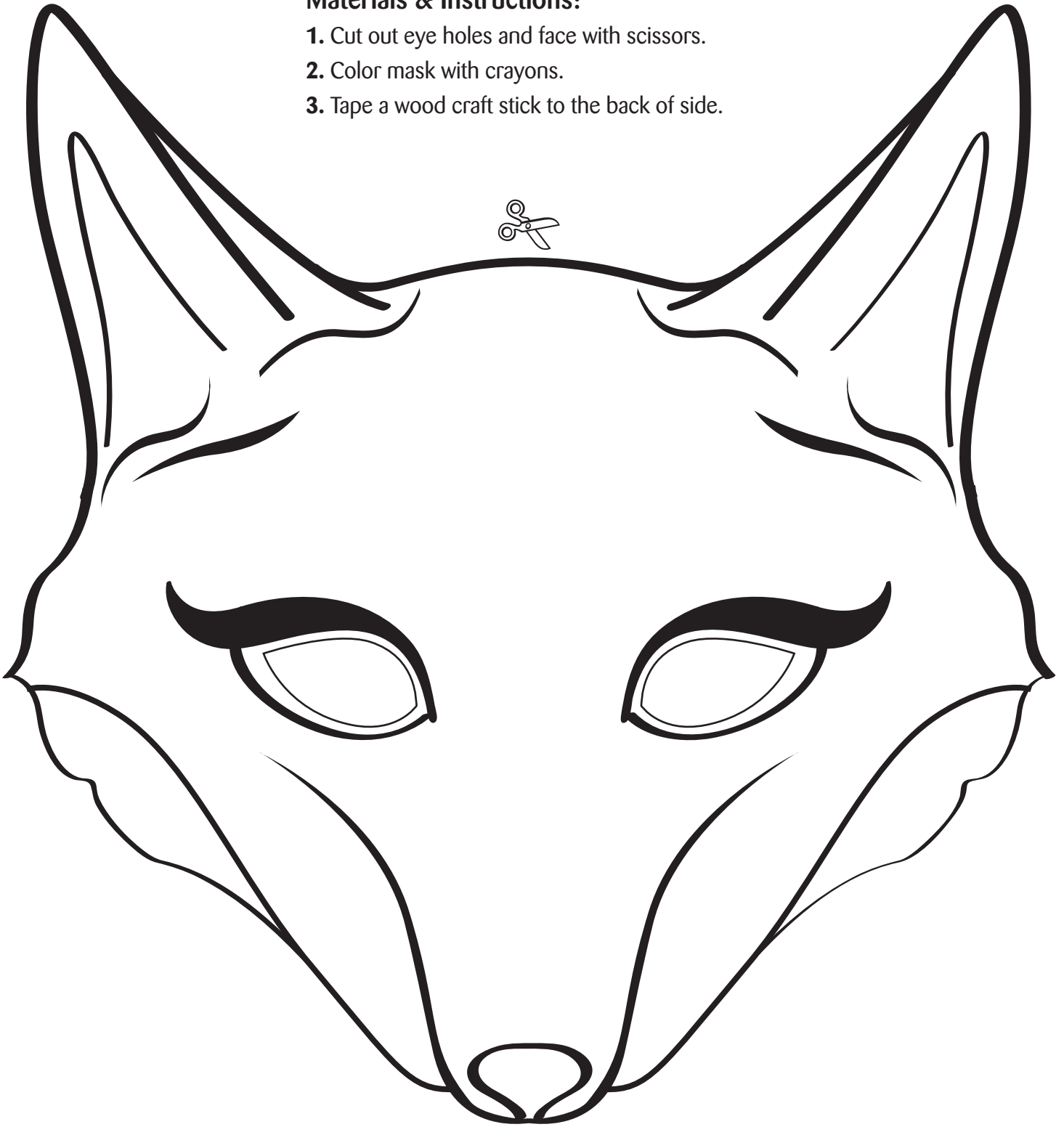
SILHOUETTES
STALKED
STAMPEDE
TAWNY
WARY



Dawn the Fox Mask

Materials & Instructions:

1. Cut out eye holes and face with scissors.
2. Color mask with crayons.
3. Tape a wood craft stick to the back of side.



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Bismark the Sugar Glider Mask

Materials & Instructions:

1. Cut out eye holes and face with scissors.
2. Color mask with crayons.
3. Tape a wood craft stick to the back of side.



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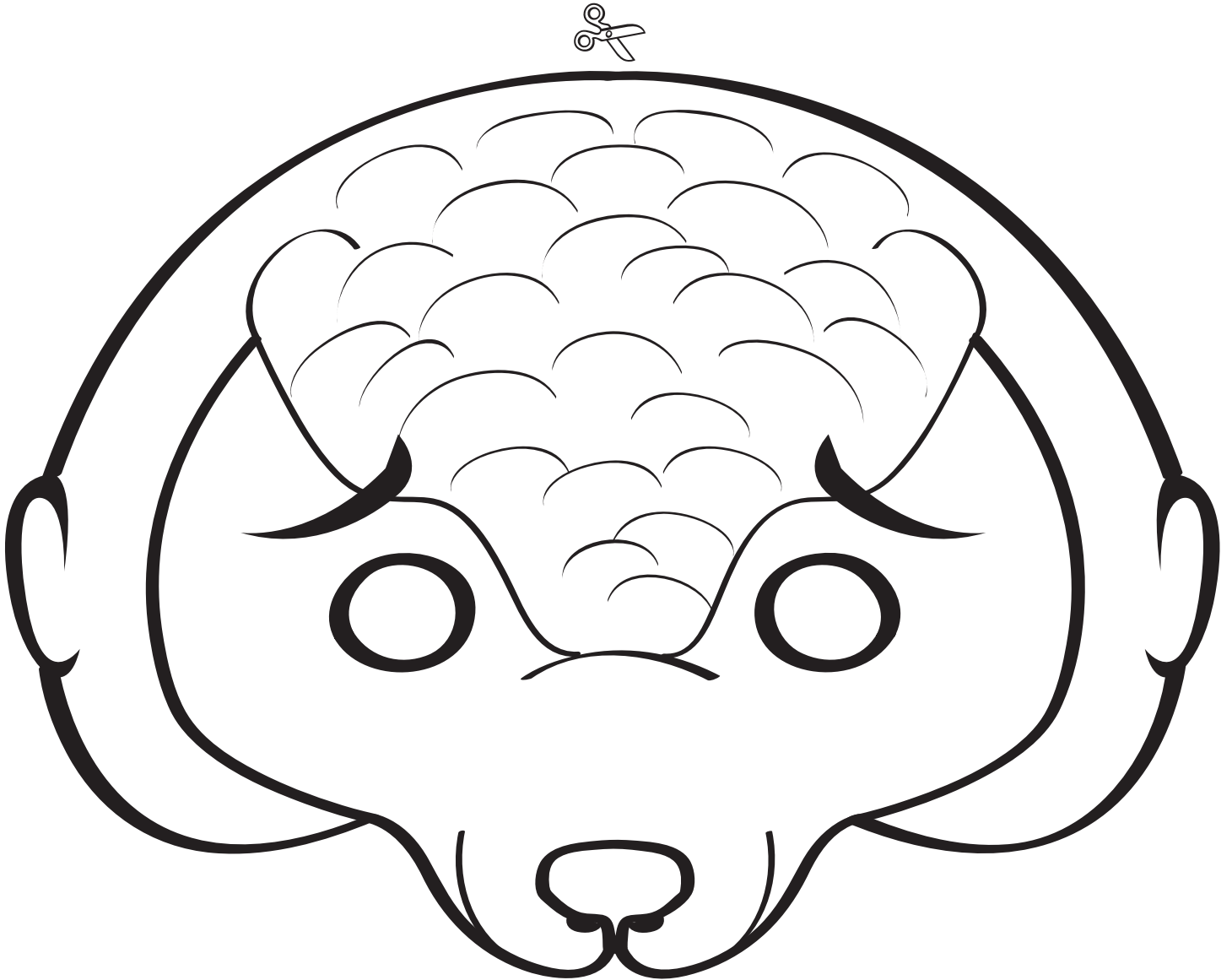
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Tobin the Pangolin Mask

Materials & Instructions:

1. Cut out eye holes and face with scissors.
2. Color mask with crayons.
3. Tape a wood craft stick to the back of side.



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GROW & READ SIGHT WORD GAMES

What Are Sight Words?

Sight words are high-frequency words that can be difficult to “sound out.” By learning to recognize sight words, new readers can focus on decoding more complex sentences.

The Nocturnals Sight Word Cards are broken into sets so you can grow the deck as your emerging reader’s confidence grows. All the words appear in *The Nocturnals* Grow & Read titles and are based on the Fry and Dolch lists—the two sight word lists most widely used in early literacy instruction. Use these cards to play the games below, boosting literacy practice and family fun at the same time!

SILLY VOICES

Each player draws a card and reads the word aloud in a different silly voice, taking turns until the pile is finished.

Read words as Dawn, Tobin, Bismark, or another animal. Read with different emotions. Try reading as a pirate or while holding your tongue.



MEMORY

Place the cards facedown. A player turns over two cards and reads the words aloud.

If they match, the player keeps them. If not, the player turns them over and repeats with different cards, using memory to locate the pairs.



GO FISH

Deal five cards to each player and place the remaining in a “pond” pile.

Players read aloud from one of their cards and ask another player if he or she has a card with the same word. If so, the player must give over the card; if not, he or she has to “go fish,” drawing another card from the pond.

Continue until the pond is empty. The player with the most pairs wins.



NOCTURNAL BRIGADE

Add one Nocturnal Brigade card to the deck. Shuffle and deal all the cards.

Each player identifies the pairs he or she has, reading off the words and discarding the pairs. Each player takes turns taking a card from the player to the left, reading and discarding pairs as they form.

Continue until all cards are matched and one player has the Nocturnal Brigade card.



Sight Words Set #1

was

my

mean

all

not

it

the

up

at

big

out

of

yes

you

but

Nocturnal Brigade



Print x 2

Cut out cards

NOCTURNALS BINGO BOARDS

The NOCTURNALS BINGO



The NOCTURNALS BINGO



The NOCTURNALS BINGO



The NOCTURNALS BINGO



NOCTURNALS BINGO CALL CARDS



aye-aye



bats



blue bellied snake



boar



coyote



crab



crocodile



falcon



flock



fox



honey badger



jerboa



kiwis



milk snake



owl



pangolin



scorpion



sloth



spider



sugar glider



tazmanian devil



tuatara



wolf fish



wombat

Wacky Animal Facts for The Nocturnals Bingo Game!

Welcome to *The Nocturnals* Bingo! Get ready to play games with some furry, and not-so-furry, friends. This bingo game is extra special because instead of having letters and numbers, each square has the name of an animal featured in *The Nocturnals* book series. The game features the three main characters: Dawn, a red fox; Bismark, a sugar glider; and Tobin, a pangolin. It also has all kinds of other creatures—bats, coyotes, crocodiles, and more—on the cards. We'll call out the name of each animal along with a fun fact about that species, and you can mark it on your board. Fill five squares in a row, and you're the winner!

Wacky Animal Facts

Pangolin

- Pangolins are covered in scales that look like armor, and while that may look strange, they're actually made of something called keratin. Take a look at your fingernails. Your nails are made of keratin, too, just like Tobin's scales!
- Just like skunks, pangolins spray something smelly when they feel threatened or scared. This keeps predators from getting too close.

Sugar Glider

- Unlike humans, sugar gliders don't need flashlights to see in the dark. Because their eyes are positioned on the side of their heads, they have excellent night vision.
- While playing in the mud might sound fun to you, sugar gliders hate being dirty. They're constantly cleaning their fur and polishing it using a special substance that comes out of their eyes.

Red Fox

- Red foxes are the largest species of fox, but they're still quick on their feet. They can run up to thirty-five miles per hour and can even climb onto the branches of trees as long as they're not too high up.
- Have you ever seen a dog bury a bone and come back to it later? Red foxes like to do this, too. They often hoard and store large amounts of food in different locations to find when they're hungry again.

Crocodile

- Dogs aren't the only animals that use barking to communicate—crocodiles make a similar noise. They use different barks to communicate all kinds of things, including a special bark to warn other crocodiles about danger.
- Sometimes all that swimming can make a crocodile cold. Instead of grabbing a towel to warm up, they like to lie in the sun on flat rocks near the water.

Nocturnals Bingo Wacky Animal Facts

Tuatara

- A tuatara might look like an ordinary reptile from far away, but if you look a little closer, you can see that the tuatara has something that sets it apart from other reptiles—a third eye on the top of its head.
- The name “tuatara” means “peaks on the back.” These reptiles have small spikes running from the top of their necks to the end of their tails.

Aye-Aye

- Aye-eyes are known for their gigantic tails, which are often more than double the size of the rest of their body.
- Aye-eyes might look like rodents at first, but they’re actually primates, which means that they’re related to chimpanzees, apes, and even humans.

Kiwi

- Kiwis can’t see as well as humans and have very poor eyesight. To identify their surroundings, they use their keen sense of smell and little whiskers on the base of their bill, which allow them to feel around.
- Unlike some social animals, kiwis are very shy and solitary. They travel in groups of six to twelve but like to seek shelter in their own burrows and will usually hide from other animals.

Tarantula (spider)

- Scared of a tarantula’s bite? Don’t be! A tarantula’s main form of attack is shooting the tiny barbed hairs on its body at attackers.
- Tarantulas might look a little scary, but they’re mostly harmless. A bite from a tarantula might hurt a little, like being stung by a bee, but it’s not poisonous.

Blue-Bellied Snake

- These snakes might look a little scary, but they’re not mean. Blue-bellied snakes are naturally shy and won’t bite unless they’re threatened.
- You won’t find a Blue-bellied snake in your backyard or garden. Blue-bellied snakes are native to Australia and can be found in inland areas in the Southeast.

Bat

- If you snacked like a bat, you’d eat your weight in insects every day. An average bat can eat more than a thousand insects per hour. That’s a lot of bugs!
- Some people think of bats as being related to vampires because they feed on blood, but most bats subsist on fruit and insects.

Scorpion

- Missing your night-light? Scorpions glow blue underneath UV light because of fluorescent chemicals in their exoskeletons.
- Hungry? Scorpions can go six to twelve months without eating. They’ll eat one huge meal and store it and burn it slowly over time.

Coyote

- While coyotes are known for being fast on land—they can run up to forty miles per hour—they’re also great swimmers! They’ve even colonized islands!
- Coyotes have a hard time being quiet. They’re known for their loud calls and make over eleven different noises with distinctive meanings.

Nocturnals Bingo Wacky Animal Facts

Jerboa

- Don't let size fool you! While the jerboa may only be a few inches tall, it can jump up to ten feet!
- Jerboas have excellent hearing and use sounds and even vibrations to understand their surroundings and to communicate.

Wombat

- Like many other nocturnal mammals, wombats could benefit from a pair of glasses. They have poor eyesight but make up for it with great hearing and a keen sense of smell.
- Wombats love being underground. They're known for constructing elaborate tunnel systems in the deep sand.

Falcon

- Falcons aren't picky about where they live. You can find them in forests, deserts, tundras, mountains, and just about everywhere else.
- A little-known fact about falcons is that they're excellent singers. Pairs of falcons are known for singing duets before sunrise as a way to let other falcons know where their territory is.

Owl

- If you try to do something sneaky behind an owl's back, chances are it'll catch you. Owls can rotate their heads 270 degrees, almost all the way around, so they don't miss a thing.
- Owls are known for swallowing their prey whole and then spitting up the bones later. Yuck!

Sloth

- Sloths aren't exactly full of energy. They sleep about fifteen hours a day.
- If you ever gave a sloth a lollipop to lick, it might be gone pretty quickly, since sloths can extend their tongues a full foot out of their mouths.

Tasmanian Devil

- Tasmanian devils are known for making loud shrieks and calls that can sound a little scary, which is partly why they're called "devils" in the first place.
- Tasmanian devils like to sleep under rocks or in caves, logs, and burrows. They can only be found in Tasmania, an island in Australia.

Boar

- You wouldn't want to give a piggyback ride to a boar. They can weigh over 600 pounds!
- Wild boars like to live in large groups of six to twenty, called sounders. Females are more likely to stick to the pack and protect their babies, while males tend to leave the sounder and venture out on their own.

Crab

- A lot of crabs walk sideways, which can look a little strange. However, some can walk forward and backward, and some crabs are great swimmers!
- A crab would make an excellent band member since crabs mostly communicate through drumming. They also snap and wave their pincers.

Nocturnals Bingo Wacky Animal Facts

Wolf Fish

- The wolf fish is not your average sea creature. Some species of wolf fish can be up to four feet long and way up to eighty-eight pounds.
- A dentist would have a hard time with a wolf fish since they have large fangs flanked by three rows of teeth on each jaw.

Milk Snake

- Milk snakes are on the larger side, growing up to sixty inches long. That's one big reptile!
- These creatures are called "milk" snakes because they're commonly found near barns, so farmers used to think they drank cows' milk.

Honey Badger

- Honey badgers have long claws on each of their four feet. These claws help them run quickly, scoop out fruit, and grab prey.
- These creatures are called honey badgers because they're known for preying on beehives and eating the bee eggs and honey inside.

Flock

- A flock of owls is called a parliament, but you won't see one very often. Owls are usually solitary creatures, preferring to spend time alone rather than in a flock.
- The term for a flock of vultures changes depending on what they're doing. Vultures in flight are called a kettle, those in trees are called a committee, and those that are eating are called a wake.

References and Helpful Links for More Information

IUCN Red List of Threatened Species (<http://www.iucnredlist.org/>), the University of Michigan's Museum of Zoology Animal Diversity Web (<http://animaldiversity.org/>), Science Kids (www.sciencekids.co.nz/), Animal Planet (www.animalplanet.com), Animal Corner (<http://animalcorner.co.uk/>), Live Science (www.livescience.com), the World Wildlife Fund (www.worldwildlife.org), and National Geographic (www.nationalgeographic.com/).



SUGAR GLIDER

Petaurus breviceps

Sugar glider

PANGOLIN

Manis javanica

Malayan pangolin

WOMBAT

Lasiorhinus krefftii

Northern hairy-nosed wombat

FOX

Vulpes vulpes

Red fox

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PANGOLIN

Pangolins are covered from just above their nostrils to the tips of their tails by rows of hard, overlapping, movable sharp-tipped scales. They are between 79 and 88 cm, including their tails which are prehensile (or capable of grasping.) These very rare animals are mainly solitary and very timid. Pangolins move quickly when threatened and are strong diggers and climbers.

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SUGER GLIDER

Sugar gliders are very small creatures with their head and body measuring 12-33cm and their tail somewhere between 15-48mm. They have a gliding membrane from the outer side of their forefoot to their ankle of the rear foot, enabling them to glide up to 45 meters. One of a sugar glider's most distinguishable traits is the stripe down their back to the end of their nose and on the sides of their faces.

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FOX

Red foxes are not always red; their coats range in color from a pale yellowish to a deep brown with white or ashy undersides. Red foxes are 45-90cm long with tails 30-55cm long. Their graceful frames can run up to 48km/h and jump up to 2m high. Foxes often live in dens that have been abandoned by other animals

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WOMBAT

Wombats have thick stocky bodies about 1 m long. These large headed creatures have small eyes, pointed ears, and long whiskers. Wombat's eat grass with their continuously growing molars. Their bad eyesight and good sense of hearing and smell leads this animal to burry tunnel systems in deep sands.

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