

Return to 1616 Boneheads 3D Scanned Models



Why do most animals have skulls? Why do skulls vary so much? What can we learn from the features of an animal skull? What do they tell us about animal habits and adaptations? Would you like a close up look at some real skulls in 3D? To learn more, explore the Boneheads activity (from the comfort of your screen). Find it on the *Return to 1616* education page or click [here](#).

Scientists rely on clues to solve mysteries. We can get clues about animals from their skulls. Examine the skulls, eye sockets, teeth, ear holes and nasal passages to find out how an animal lived, hunted, or obtained food, what senses it relied on and whether it was a predator or prey. Study the teeth and eye sockets of each 3D skull in the Boneheads Activity Sheets to determine whether the animal was predator, prey, or both.

Can you match each skull to the correct Return to 1616 animal?

BONEHEADS

Introduction

These skulls have been provided to give you some up close and personal views of some of the animals involved in the Dirk Hartog Island National Park Restoration Project. Take a look at each of the Return to 1616 Boneheads and find out more about each animal from these features.

The Return to 1616 Project

Dirk Hartog Island is Western Australia's largest island in pristine condition with a rich mammal fauna. Since the first European landing on Australian soil in 1616, the island has been degraded causing the local extinction of many native species. The Return to 1616 Project is helping to restore the island to its original state by reintroducing native species and removing introduced species like sheep and goats. This helps to restore the island's natural habitat and reduces the food and shelter available to introduced species, which are gradually being returned. These include brush-tailed mulgara, greater stick-nest rat, western grey kangaroo, western quoll, woylie, boodie and western grasswren. Some species are threatened and some are bonded heronwallabies live on Dirk Hartog Island. They have been reintroduced to the island.

So how do we know which animal a skull belongs to? Explorers have helped by describing animal skulls for hundreds of years ago. Most importantly, scientists use clues behind including bones and skulls.

To find out more about the Dirk Hartog Island National Park Restoration Project, visit: sharkbay.org/restoration.

This project is funded by the Gorgon Boreas Island Net Conservation Benefits Fund.

PARTS OF THE SKULL

Teeth
Canines or horns? Canines are sharp teeth used for catching and holding prey. They are found in many mammals. Molars are used for grinding food. Premolars are used for tearing food. Incisors are used for biting and gnawing.

Eyes
Day or night? The size and shape of the eye sockets can tell you if an animal is a day or night predator. Large eye sockets suggest a night predator, while smaller eye sockets suggest a day predator.

Predator or prey?
Predators have sharp teeth and large eye sockets. Prey animals have blunt teeth and smaller eye sockets.

BONEHEAD 1

Look at your skull in 3D here for clues to help you find out who this animal is.

Here are some things to observe

1. Look at the whole skull. How big do you think I am?
2. Look at my eye holes. Do you think I am a predator or prey animal?
3. Look at my teeth. What do you think I eat?
4. Do you think I am - a land, air or sea animal?
5. Do you think I have fur, feathers or skin on my body?

Who am I?

BONEHEAD 3

Look at your skull in 3D here for clues to help you find out who this animal is.

Here are some things to observe

1. Look at the whole skull. How big do you think I am?
2. Look at my eye holes. Do you think I am a predator or prey animal?
3. Look at my teeth. What do you think I eat?
4. Do you think I am - a land, air or sea animal?
5. Do you think I have fur, feathers or skin on my body?

Who am I?

BONEHEAD 5

Look at your skull in 3D here for clues to help you find out who this animal is.

Here are some things to observe

1. Look at the whole skull. How big do you think I am?
2. Look at my eye holes. Do you think I am a predator or prey animal?
3. Look at my teeth. What do you think I eat?
4. Do you think I am - a land, air or sea animal?
5. Do you think I have fur, feathers or skin on my body?

Who am I?

BONEHEAD 2

Look at your skull in 3D here for clues to help you find out who this animal is.

Here are some things to observe

1. Look at the whole skull. How big do you think I am?
2. Look at my eye holes. Do you think I am a predator or prey animal?
3. Look at my teeth. What do you think I eat?
4. Do you think I am - a land, air or sea animal?
5. Do you think I have fur, feathers or skin on my body?

Who am I?

BONEHEAD 4

Look at your skull in 3D here for clues to help you find out who this animal is.

Here are some things to observe

1. Look at the whole skull. How big do you think I am?
2. Look at my eye holes. Do you think I am a predator or prey animal?
3. Look at my teeth. What do you think I eat?
4. Do you think I am - a land, air or sea animal?
5. Do you think I have fur, feathers or skin on my body?

Who am I?

BONEHEAD 6

Look at your skull in 3D here for clues to help you find out who this animal is.

Here are some things to observe

1. Look at the whole skull. How big do you think I am?
2. Look at my eye holes. Do you think I am a predator or prey animal?
3. Look at my teeth. What do you think I eat?
4. Do you think I am - a land, air or sea animal?
5. Do you think I have fur, feathers or skin on my body?

Who am I?

BONEHEAD 7

Look at your skull in 3D here for clues to help you find out who this animal is.

Here are some things to observe

1. Look at the whole skull. How big do you think I am?
2. Look at my eye holes. Do you think I am a predator or prey animal?
3. Look at my teeth. What do you think I eat?
4. Do you think I am - a land, air or sea animal?
5. Do you think I have fur, feathers or skin on my body?

Who am I?

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