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Animal Tracks

Many creatures roam in the forest and leave behind tracks in the mud. What types of animals are wandering in your local woods?

Rabbit

Hop, hop, hop! Rabbits plant their big rear feet in front of their smaller front feet with each jump.

Squirrel

Like rabbits, squirrels plant their rear feet first and hop. You can see their little toe prints.

Deer

Deer have hooves. The two dots come from small extra claws at the back of the foot.

Bird

Bird tracks are easy to recognize! Most birds have one clawed toe in the back and three in the front.

Dog

Not all animals in the forest are wild. Doggie paw prints can be big or small, depending on the pup.

ACTIVITY:

Twig Racing

If you spot a river, stream or creek during a forest adventure, take a break to play a game of twig racing. You'll need one twig each and it works best if your twigs are different shapes or sizes so that you can recognize which one belongs to each person.

YOU WILL NEED

- River, stream, or creek
- Small twigs

How to do it

1 Pick a starting point and decide on a finish line that is within sight. Bridges work very well as you can start and finish at either side.

2 Each player should drop their twig into the water at the starting point.

3 Keep an eye on your twig and follow its downstream progress. Some of the twigs may get stuck behind rocks or other obstacles and some may enter faster parts of the waterway and zoom ahead... you just have to go with the flow!

4 The winner is the person whose twig reaches the finish line first.

5 When the race is over, find a new set of twigs and start a new race!

ACTIVITY:

Build a Dam

A dam is any structure, natural or artificial, that blocks the flow of water. To investigate how they work, try making your own simple dam and see how it affects a waterway. This is a great activity to do in a small, narrow stream that you can walk in.

YOU WILL NEED

- Natural building materials, such as rocks and sticks

How to do it

1 Collect loose rocks and sticks from the forest and pile them up next to the stream.

2 One by one, place the rocks and sticks in the water. Watch what happens to the water flow with each addition. Does it change course? Back up? Get faster or slower?

3 Experiment with different arrangements and observe what happens as you make changes.

4 When you're ready to stop, remove the rocks and sticks from the water. Return them to the forest and put them back roughly where