## [K] DS BLNOCULADRS B NATURE EXPLORERRKIT

## NEXTH CEVEL <br> CHADLENTESA

## (1) MAKE A LEAF COLLECTION BOOK

## You will need:

Paper
Pens, pencils, markers, or crayons, etc.
Hole punch
Ribbon or thick string
Optional: colored construction paper for the book cover, stickers, glitter

## Here's how:

1. Make a stack of ten pieces of paper and fold them in half the short way (some people call this hamburger style). If you are using a piece of colored paper, fold it in half the same way and place it on the bottom of the stack, so that the creases line up on all of the pages.
2. Have an adult help you use the hole punch to punch a hole through all the papers on the crease about two inches from the top and a second hole about two inches from the bottom.
3. Thread a ribbon through the holes from the inside to the outside.
4. Tie a bow with the ribbon. Ask a parent if you need help with this step.

(1)


4

(2)

(5)

(3)


6


## (2) BIRD WATCHING BINGO

## You will need:

Binoculars
The bingo sheet on the next page
Pens or pencils
A field guide for local birds
Optional: a clipboard to hold the bingo sheet, internet access for bird identification

## Here's how:

Print out the bingo sheet on the next page, grab your binoculars and your field guide, and get outdoors! Explore your own backyard, or ask an adult to accompany you to explore your neighborhood, local parks, forests, or even the beach!

When you spot a bird that matches a square on the bingo sheet, cross it off. For an extra challenge, use your field guide or the internet to identify the bird you saw, and write it in the bingo square.

If you want to make it a competition, you could print multiple copies of the bingo sheet and give it to friends or family members. The first person to fill in a whole row, column, or diagonal wins!


## Bird Bingo

| FEEDING BABIES | BLUE FEATHERS | CARRYING A WORM | WALKING | DOMESTIC BIRD |
| :---: | :---: | :---: | :---: | :---: |
| FLOCKING | SOARING HIGH UP | CALLING OR SINGING | WHITE FEATHERS | SITTING IN NEST |
| $\begin{aligned} & \text { RED } \\ & \text { FEATHERS } \end{aligned}$ | Water <br> BIRD | FLIING | CHASING PREDATOR | PREENING |
| $\begin{aligned} & \hline \text { FORAGING } \\ & \text { FOR FOOD } \end{aligned}$ | CLIMBING UP TREE | YELLOW FEATHERS | AT A BIRD FEEDER | BIRD OF PREY |
| SONGBIRD | BLACK FEATHERS | DRINKING | ON FENCE OR WIRE | HOVERING |

## (3) BINOCULAR TAG!

## You will need:

Binoculars
A friend or family member
An open area such as a backyard or park
For tiebreaker: Compass

## Here's how:

1. Decide who will be the first player with binoculars. That will be Player One. If you need help choosing, the person with the closest birthday goes first.
2. Player One closes their eyes and counts to 15 out loud. While they are counting, Player Two runs to a spot somewhere in front of Player One.
3. When Player One reaches 15, they hold the binoculars to their eyes and then open their eyes. Player Two freezes in place holds up a number of fingers in front of them. Player Two then starts counting to 15 out loud.
4. If Player One spies Player Two with the binoculars and correctly counts the number of fingers before time is up, Player One gets a point for the round. If not, Player Two gets a point.
5. Play five rounds, and then switch places. Now Player Two has the binoculars.
6. Play five more rounds.
7. At the end of ten rounds, whoever has the most points is the winner!

Tiebreaker: Players hold out their arms and point where they think North is. Check how they did with the compass. Whoever is closest, wins.

## If you'd like to play with more than two players:

1. Add 15 seconds of searching for each additional player. Play five extra rounds for each extra player so everyone gets a turn with the binoculars.
Ex: If you are playing with three people, you will play three sets of five rounds and the player with the binoculars will have 45 seconds to find everyone.
2. For each player found, the player with the binoculars gets 1 point. If a player isn't found, they get the point.
Ex: Player 1 has the binoculars. They see Player 2 holding up two fingers, but they don't find Player 3 in time. Player 1 gets one point and Player 3 gets one point. Player 2 gets zero points.

