

NATURE ADVENTURE

ACTIVITY CARDS

AGES 2-6

Children
& Nature
Network

*Use these cards as
inspiration to get out into
nature and have some fun
with family and friends!*

*You will find four cards, each with
different activities relating to
urban animals of the day!*

1 LEAP IN!

*A simple adventure you can go on
in almost any outdoor location –
from the park, to your own yard or
balcony.*

2 PLAY ON!

Bring out the creative side in you!

3 SPEAK UP!

*You and your family (and friends!)
can play with words, tell about
adventures, or even make up a song!*

4 GREEN UP!

*Stewardship is the theme here,
and in this activity, you will help
animals or local areas thrive
because of what you do!*

HAVE FUN!



URBAN ANIMALS OF THE DAY

1

LEAP IN!
AGES 2-6

ANIMAL TRACKERS

Even if you don't see animals every time you go outside, you can find lots of signs of them. Divide into teams of two and try to find as many items as possible from the list below. Don't collect them—just draw a quick picture of what you find. When you're done, compare your discoveries with those of your friends and family. See if you can find:

- Bird feathers
- A leaf with bite marks
- Animal droppings
- Insects with wings
- A bird's nest
- Flattened grass where an animal stepped or slept
- Animal tracks
- A hole in a tree
- A hole in the ground
- An animal with green on it
- Animal eggs on the ground or in the water

URBAN ANIMALS
OF THE DAY

FOLLOW THE LEADER

This classic game has an urban animal twist!

step 1

Choose the first "leader" of the group: go in alphabetical order by first name.

step 2

The "leader" selects which animal they would like to be and teaches everyone how to move like that animal (see a few examples below). The "leader" says, "I am a __ and I move like this!"

step 3

Everyone "follows the leader," moving like the animal, and then the next person in alphabetical order chooses which animal they would like to be, and so on.

step 4

Repeat until everyone has had a turn as the "leader."
Here are some examples of animals and their movements to try:

- ★ a bird flaps its wings
- ★ a skunk walks on all fours with its "tail" up
- ★ a rabbit hops and its ears flop
- ★ a deer trots on all fours
- ★ a snake slithers
- ★ a frog leaps on all fours

3

SING OUT!
AGES 2-6



URBAN ANIMALS OF THE DAY

SHRIEK, CHIRP & HOWL

Onomatopoeia—that is, words that sound like the thing they’re describing bring the city, and nature to life on paper. Explore these fun words with these steps:

step 1

Think about words you know that sound like the thing they describe. Say the words “buzz” and “splash” aloud several times, or ask someone in your family to say them. Can you hear the sounds?

step 2

Pick up a book or chat with a friend to see if you can come up with more sound words. Examples include “thump,” “howl,” “babble,” “mew,” “sizzle,” “crackle,” and “snap.”

step 3

Go outside and listen to the sounds around you. Do you hear any nature sounds? What words would you use to describe what you hear? Possibilities include: the “chirp” or “tweet” of birds, the “whoosh” of wind, and the “pitter patter” of rain, just to name a few.

Children
Nature
Network

URBAN ANIMALS
OF THE DAY

CLEAN UP YOUR LOCAL PARK

You share the outdoors with plants and animals, so it's important to be respectful of the area around you and keep it clean. Trash can actually hurt plants and animals! Take time to clean up your park or public spaces. You can even turn it into a game! All you need is two bags—one for recyclables and one for trash. Spend 5 to 10 minutes on each bag to see which one gets filled fastest. Be sure to use gloves and avoid any broken glass. Get a grown-up if you're not sure.

bag 1

Focus on getting all recyclable materials in the park. This will include bottles, cans, containers, newspaper, and so on.

bag 2

This bag is just for trash: wrappers, paper cups, napkins, balloons, plastic bags, straws, and so on.

NOTE: *Please recycle what you can and wash your hands when you're all done. Your park will thank you!*