
CREATIVE CAMPERS

The following activities are designed to help students become more aware of their environment and what they can do to enjoy nature. They will be able to draw on past experiences and participate in new ones.

- Cut a strip of paper 18 inches by 3 inches. Fold it four times and draw a cartoon strip about people or animals in a camp situation.
 - Make a list of state campgrounds.
 - Write a fish story on paper you cut out in the shape of a fish.
 - Write a letter to a grandparent. Use several colors to describe the scenery at your campsite.
 - Write a serious story titled "Lost in the Woods."
 - Write a funny story titled "The One That Got Away."
 - Write a letter to your State Office of Tourism. Request information about a state campground. (Ask your teacher for the address or find the address on the Internet.)
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SHADOW PLAYS

1. Turn out the lights in the room and put a flashlight on the floor or stand between the overhead projector and a wall.
2. Turn on the flashlight or overhead projector.
3. See what unusual shapes you can make with your hands . . . and with your whole body.
4. Here are some ideas to get you started.

Rabbit Place thumb and pointer tip to tip. Raise third and fourth fingers to wiggle ears.

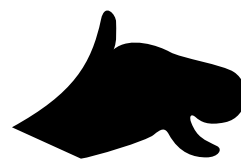
Duck Make a fist. Spread out pointer and thumb and move them slightly to "quack."

Coyote Place pointer, middle, and ring fingers together with palm toward your body. Lay thumb along top of pointer finger for ear. Drop little finger slightly to open and close mouth.

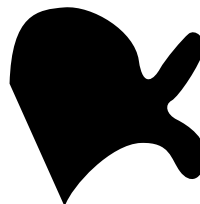
Snake Put all fingers together—palm down. Let thumb drop slightly below your palm to move the snake's mouth.



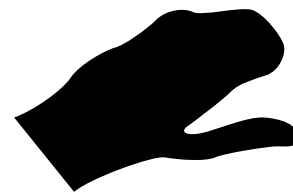
Rabbit



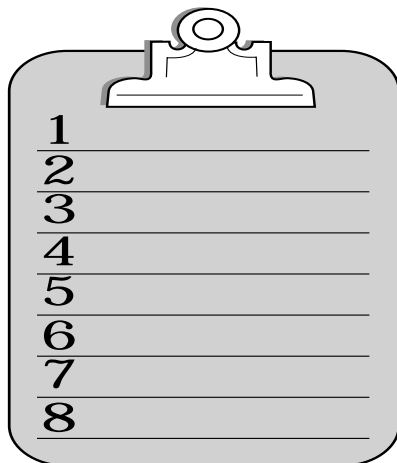
Coyote



Duck



Snake



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8

COLLECTIONS

Ideas to try . . .

- On the clipboard, list in alphabetical order eight things you could collect while camping.
- Collect rocks, leaves, or insects. Then try to identify them from books you can find in your classroom.
- Weigh rocks in a pan balance. See if you can find several which weigh as much as one large one.

MAKE A WINDSOCK

A windsock helps you know the direction the wind is blowing.

1. Find a lunch-size paper bag to use for your windsock.
2. Print your name on its bottom.
3. Decorate this bag with crayons or colored markers.
4. Staple four crepe-paper streamers (one yard each) at the opening.
5. Poke two tiny holes in the bottom of the bag—about two inches apart.
6. Put one yard of fish line or yarn through the holes and tie it in a knot inside the bag.
7. Find a place to hang your windsock.

Think about how such a windsock might aid fishermen and boaters.

WRITING RIDDLES

1. Find a 5"x7" card.
2. On the card write a riddle about an animal, fish, plant, or insect.
3. Ask someone in your class to guess the answer.
4. On the right is an example of such a Riddle Card. See if you can solve the riddle.

Learning Tips

- A good riddle gives only enough information to keep the other person interested but, maybe unsure of the answer.
- Your riddle does not have to rhyme.

RIDDLE CARD

*Can you come to Kansas
And Catch me by a fin?
Dorothy sang a song
About my colorful skin.*