

Scavenger Hunt

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| <input type="checkbox"/> A tree with lichen growing on it | <input type="checkbox"/> Something that didn't grow in the forest | <input type="checkbox"/> Something that has been blown by the wind | <input type="checkbox"/> Something that feels smooth |
| <input type="checkbox"/> Something humans made | <input type="checkbox"/> Something old | <input type="checkbox"/> Something that feels rough | <input type="checkbox"/> Something that tells you an insect has been around |
| <input type="checkbox"/> Something that feels soft | <input type="checkbox"/> Something that doesn't belong in a forest | <input type="checkbox"/> A cone that has fallen to the ground | <input type="checkbox"/> Something that makes you smile! |
| <input type="checkbox"/> Something young | <input type="checkbox"/> Something that didn't grow in the forest | <input type="checkbox"/> The most decomposed thing | <input type="checkbox"/> An animal track |
| <input type="checkbox"/> Something that has been eaten by an animal | <input type="checkbox"/> Homes or shelters for 3 different animals | <input type="checkbox"/> 3 signs of animals having eaten | <input type="checkbox"/> A plant growing on a rock |
| <input type="checkbox"/> A tree with new growth | <input type="checkbox"/> A scale or seed from a cone | <input type="checkbox"/> | <input type="checkbox"/> |