

CREATURE TRAIL - Welcome to Chances Park



Thank you for downloading this activity sheet aimed at children aged 3-8yrs. It would be helpful for the parent or adult in charge to also download a copy of the 'Chances Park Nature Trail' for additional information.

ACTIVITY: Getting to know Chances Park

Before starting the 'Creature Trail' (overleaf), it's a really good idea to get to know Chances Park a little:

Activity 1: Getting to know Chances Park

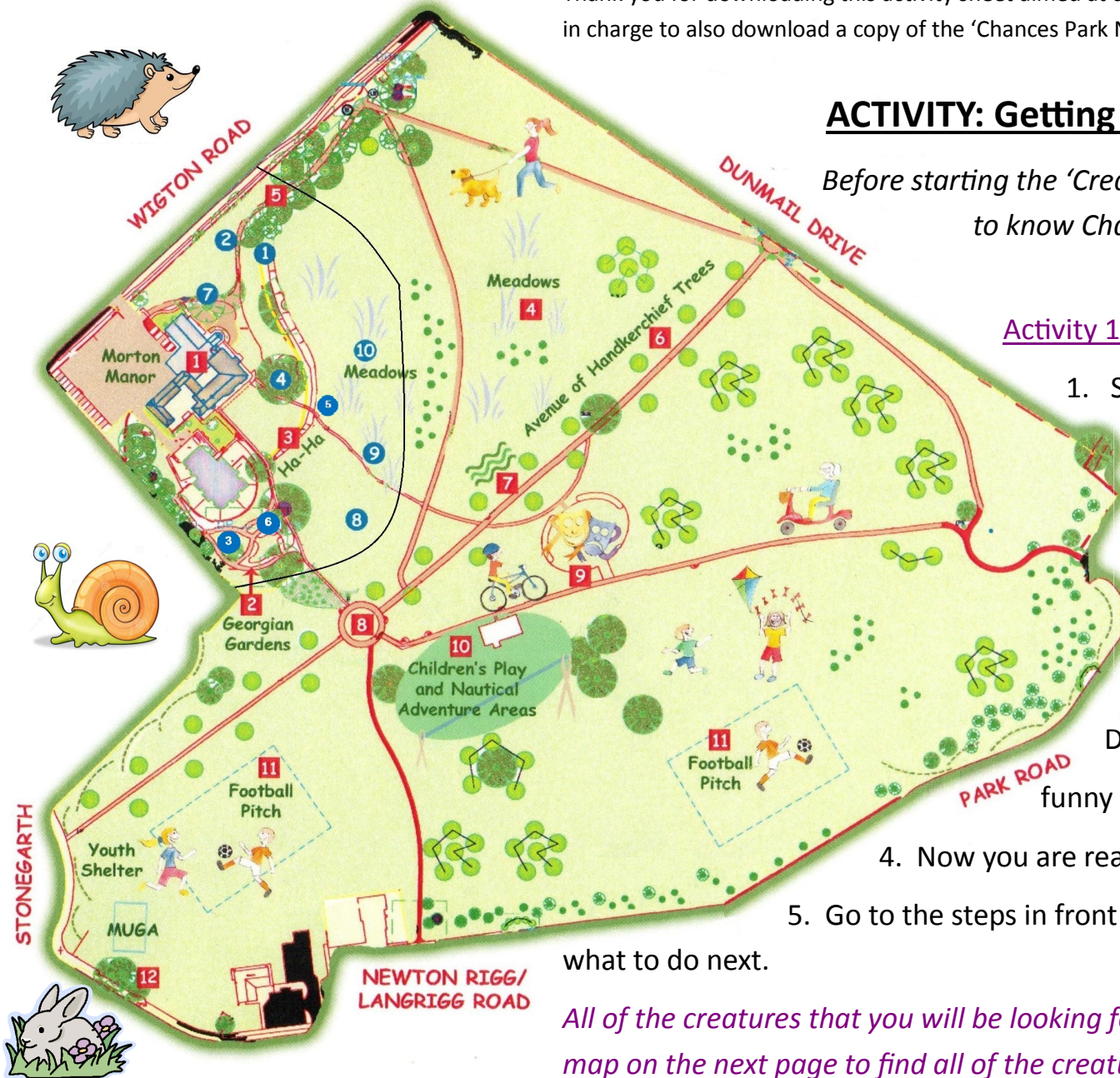
1. Starting from Morton Manor, take a walk with your adult. Stay in the area inside the fence.
2. When you reach the Ha-Ha, walk carefully along the top, on the paving stones.
3. When you reach the end you can run along the grassy trench back to the beginning.

Don't jump off the Ha-Ha , you might hurt your funny bone!

4. Now you are ready to begin your Creature Trail.

5. Go to the steps in front of the house and your adult will explain to you what to do next.

All of the creatures that you will be looking for can be found inside the fenced area. Use the map on the next page to find all of the creatures and solve the puzzle!



Creature Trail

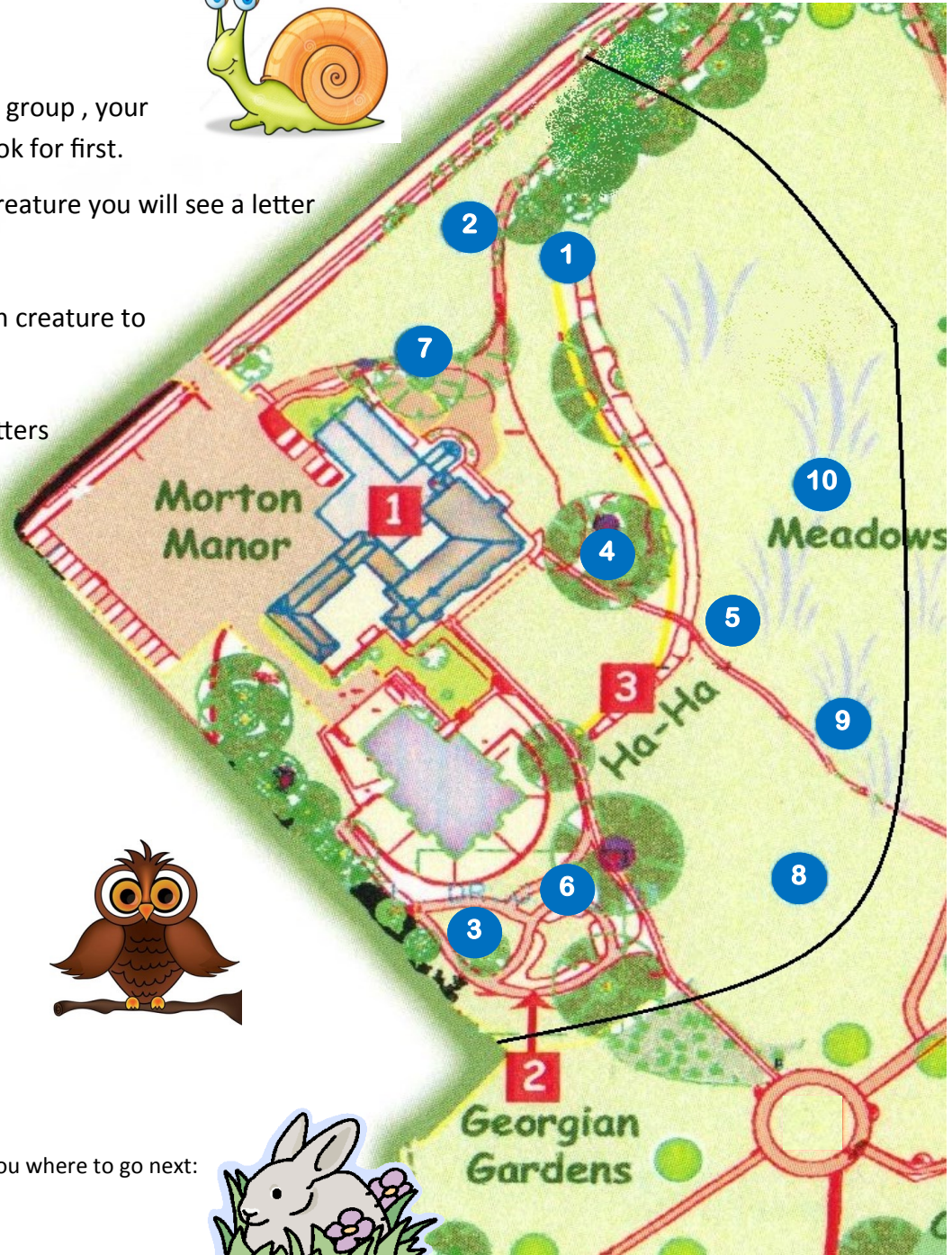


Find the pictures of the creatures hiding around Chances Park. If you are in a big group, your adult will put you into teams. Your adult will tell each team which creature to look for first.


Use the map to help you to find the picture of the creature. When you find the creature you will see a letter next to it. Write down the letter in the correct box on your sheet.

Then go back to your adult so that they can check your answer and tell you which creature to look for next. Remember: all the creatures are hiding inside the fenced area.


When you have found all **10 creatures** you will have 10 letters. Rearrange the letters to make a word. This word will tell you where you are going to next!



1 Spider 

2 Robin 


3 Bee

4 Hedgehog 

5 Snail

6 Ant 

7 Owl

8 Frog 

9 Bat 

10 Rabbit



Once you have all the letters, rearrange them to make a word which will tell you where to go next:

