

<ul style="list-style-type: none">□ A tree with lichen growing on it	<ul style="list-style-type: none">□ something that didn't grow in the forest	<ul style="list-style-type: none">□ Something that has been blown by the wind	<ul style="list-style-type: none">□ something that feels smooth
<ul style="list-style-type: none">□ something humans made	<ul style="list-style-type: none">□ something old	<ul style="list-style-type: none">□ something that feels rough	<ul style="list-style-type: none">□ some things that tell you an insect has been around
<ul style="list-style-type: none">□ something that feels soft	<ul style="list-style-type: none">□ something that doesn't belong in a forest	<ul style="list-style-type: none">□ A cone that has fallen to the ground	<ul style="list-style-type: none">□ Something that makes you smile!

Scavenger Hunt

<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"/> 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"/> some things that tell you an insect has been around
<input type="checkbox"/> something that feels soft	<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 lichen growing on it	<input type="checkbox"/> Something that has been eaten by an animal	<input type="checkbox"/> A tree with new growth	<input type="checkbox"/> A scale or seed from a cone
<input type="checkbox"/> Something that has been blown by the wind	<input type="checkbox"/> A cone that has fallen to the ground	<input type="checkbox"/> something that doesn't belong in a forest	<input type="checkbox"/> an animal track

Scavenger Hunt