

Welcome to Tangible Tracks! In this class packet you'll learn all about the clues animals leave behind: tracks, scats, sheds, and more! Activities will include nature exploration, guessing games, and crafts. If you pick up this packet inperson at the LLNF at 110 Eel Point Rd, then all materials will be provided in the packet.

You can also download this packet from our website and follow along with the instructions, even if you are not on Nantucket, but you'll need to provide your own materials.

Activities included:

- Tangible Tracks Scavenger Hunt
- Guess that Track!
- Carve Your Own Track



Tangible Tracks Scavenger Hunt

Materials:

• Crayon or other writing implement

Instructions:

Go out in nature and try to find evidence that animals leave behind! These could be tracks, scat, or other clues. You can walk along the LLNF trail as you search or any other nature area if you downloaded the packet online and are following along from home.





Find the piece of nature below...or find a clue!

Tangible Tracks Edition!



Feather _____



Eastern Tent Caterpillar Egg Mass ____



Snake skin



Digger wasp nest ____



Deer Antler _____

Guess that Track!

Materials:

Crayon or other writing implement

Instructions:

Using the following pages, your job will be to guess the animal that created each track. There are three photographs of tracks, each from a different animal. Carefully study the image and look for clues. Once you have a guess, use the space provided to draw a picture and write the name of the animal that you think made each track. Answers provided upside down below.



Track 2: Deer Track 3: Deer



Track 1 Track 2 Track 3

Draw the Animal Here	Draw the Animal Here	Draw the Animal Here
Track 1:?	Track 2:?	Track 3:?
Guess the Animal's Name Here	Guess the Animal's Name Here	Guess the Animal's Name Here

Carve Your Own Track

Materials:

- Playdough ball
- Skewer or another pointy object

Instructions:

Using what you've now learned about tracks, carve your own track into playdough using the skewer. You can use an example found in this packet, look up others, or even create your own fictional one.

