A SPARKATLAS PACK FOR LITTLE EXPLORERS

Autumn Scavenger Hunt

Crunchy leaves, spinning seeds and a pinecone that can tell the weather.



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YOU'LL NEED

- crayons or pencils
- a bag for leaves and finds
- a bowl or glass of water
- child-safe scissors and glue

TIME

10 to 15 minutes a page

Our autumn hunt

Date _____ Where we went _____

Today's weather · Circle one ◯ sunny ◯ cloudy ◯ rainy ◯ windy

AGES Sprout 2–3 Seedling 3–5 Sapling 5–7

Each activity page shows its band.

WHY THIS MATTERS

Autumn changes fast, and children notice it before we do. Hunting, sorting and labelling real finds is how little nature detectives learn: look closely, compare, guess, then check. Your child sets the pace.

Before You Head Out

A one-minute read for grown-ups.

How to use it (a walk, then a little time at home)

1. **Take the chart outside.** Fold page 3 into a pocket with a crayon, and bring a bag.
2. **Collect what has fallen.** Leaves, seeds, acorns and pinecones from the ground are perfect.
3. **Sort and test at home.** Pages 4 and 5 use the real finds you carried back.
4. **Label, draw and make.** Pages 6 to 9 turn your finds into a nature museum, leaf art and a critter.

Three ways to play

Sprout 2–3

Point, name and carry. Feel each find and drop leaves on the colour circles.

Seedling 3–5

Tick the chart, sort by colour, count out loud and make a guess.

Sapling 5–7

Write the numbers, fill in the labels and draw one find in detail.

Little safety notes

Peek, don't pick! Mushrooms and berries are for eyes only: never touch or taste them, just wave hello. A grown-up stays close on the walk and helps with scissors, glue and water. Then, wash those hands!

Printing tips

Page 1 is the cover. To save ink, print pages 2 to 9 only. Every page works in black and white, on Letter or A4. Card stock makes the labels on page 6 sturdier.

Wonder out loud together

- Why do you think this leaf changed colour?
- Who might eat an acorn?
- Which tree did this seed fall from?
- How does a maple seed fly away from its tree?

FOR GROWN-UPS

You don't need to know the names of trees. Saying "I don't know, let's look closer" teaches more than any answer. If one acorn takes the whole walk, that's a good walk.

Autumn Treasures to Find

An explorer's chart for your walk.

Look, point and tick each treasure you find.



☐ a red leaf



☐ an oak leaf



☐ maple keys



☐ an acorn



☐ a pinecone

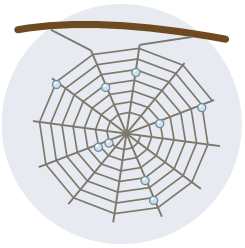


☐ a nibbled leaf



☐ a mushroom

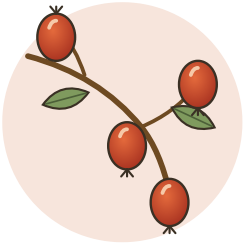
peek, don't pick!



☐ a spider web



☐ a feather



☐ red berries

peek, don't pick!



☐ a twig with buds

Draw it here

☐ my own find

FOR GROWN-UPS

Hold each find next to its picture and ask: "Is yours bigger or smaller? What colour is yours?" Comparing is the first thing nature detectives do.

PLAY IT YOUR WAY

Easier: Circle four pictures before you go, and hunt only for those.

Stretch: Those buds hold next spring's leaves. Find a twig with buds and count them.

Leaf Colour Sort

Bring home a handful of fallen leaves.

Lay each leaf in its colour column.

Then count the leaves in each column and write how many in the circle.

green	yellow	orange	red	brown
How many? ◯	How many? ◯	How many? ◯	How many? ◯	How many? ◯

Did you know?

The yellow and orange were inside the leaf all summer, hidden by green. In autumn the green fades, so they show. Many trees make their reds new in autumn.

Talk about it

Which colour has the most? Can you find one leaf with two colours?

FOR GROWN-UPS

Sorting real things is early maths: same, different, more and fewer. Let your child decide where a leaf with two colours goes, and ask why.

PLAY IT YOUR WAY

Easier: Sort into just two piles first: green and not green.

Stretch: Line each column up from lightest to darkest.

The Pinecone Weather Test

Pinecones can tell when it's wet. Let's find out how.

Find an open pinecone. Draw it, make a guess, then put it in water.

1 Dry pinecone: draw it

2 What will it do in water?



close up ☐



open wider ☐



stay the same ☐

Tick your guess. Any guess is a good guess.

3 After a few hours: draw it again



In the water, my pinecone _____



When it dried out, it _____

✦ After your test: why?

Pinecone scales bend when they get wet, so the cone closes. In dry weather the scales open again, and the seeds inside can drift away on the wind.

FOR GROWN-UPS

Guessing first, then checking, is the heart of science. Ask "What made you think that?" and treat a wrong guess as a great discovery.

PLAY IT YOUR WAY

Easier: Skip the drawing. Just feel it and watch: open or closed?
Stretch: Put it somewhere warm and dry for a day. How long until it opens again?

Museum Labels for Your Finds

In a real museum, every treasure has a label. Now yours can too.

Cut out the labels with a grown-up. Fill one in for each find.

Circle how it feels. Then set your finds out with their labels, like a little nature museum.

SPECIMEN 1

draw it

Name _____

Found at _____

Date _____

It feels: smooth bumpy rough soft

SPECIMEN 2

draw it

Name _____

Found at _____

Date _____

It feels: smooth bumpy rough soft

SPECIMEN 3

draw it

Name _____

Found at _____

Date _____

It feels: smooth bumpy rough soft

SPECIMEN 4

draw it

Name _____

Found at _____

Date _____

It feels: smooth bumpy rough soft

FOR GROWN-UPS

Choosing a feeling word builds vocabulary fast. Write the name your child gives a find, even if it is "crunchy brown leaf". That is a real label.

PLAY IT YOUR WAY

Easier: A grown-up cuts and writes. Your child chooses the find and circles a feeling word.
Stretch: Write the name yourself, and add how big it is: smaller than your thumb, or bigger than your hand?

My Field Journal Page

Draw your favourite find slowly, like a real nature detective.

Draw it big in the box. Then look closer and draw one tiny part.

My favourite find



Look closer: draw one tiny part

The colours I can see

My find is a _____

It feels _____

I wonder _____

FOR GROWN-UPS

Slow drawing is careful looking. Ask "What do you see that I can't?" and write their words exactly as they say them.

PLAY IT YOUR WAY

Easier: Trace around a leaf, or stick a flat find in the box.

Stretch: Draw the same find again next week. What has changed?

Leaf Rubbing Art

Make a leaf appear like magic, with just a crayon.

Put a flat leaf under this page, bumpy side up. Hold it still and rub over a spot with the side of a crayon.

1. **Slip a leaf under the paper**
2. **Rub with the side of a crayon**
3. **Watch the leaf appear!**

rub a leaf here

Leaf: _____

rub a leaf here

Leaf: _____

rub a leaf here

Leaf: _____

rub a leaf here

Leaf: _____

Did you know?

The bumpy lines are veins. They carry water into the leaf and food back to the tree, like tiny roads.

FOR GROWN-UPS

Rubbing is a big, easy movement that builds strong hands and arms. Peel the paper off an old crayon so it lies flat. Soft, fresh leaves work better than dry, crunchy ones.

PLAY IT YOUR WAY

Easier: A grown-up holds the leaf and paper still while your child rubs back and forth.
Stretch: Use two colours on one leaf, or line up your rubbings from smallest to biggest.

Make a Leaf Critter

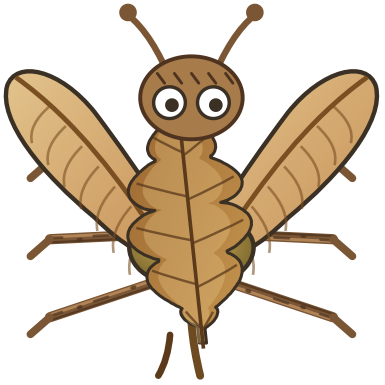
Turn your autumn finds into a tiny creature.

Lay your finds on the table and try out a few critters. Then glue or draw your favourite in the frame.

1. **Pick a leaf for the body**
2. **Add eyes, legs and wings**
3. **Glue it down or draw it**

My leaf critter

One idea: a leaf bug



Body: an oak leaf
Wings: maple keys
Legs: little twigs
Head: an acorn cap

My critter is called _____

It lives _____

Its superpower is _____

FOR GROWN-UPS

There is no wrong critter. Making something from real finds builds strong fingers and big imagination. Ask "What does it eat? Where does it sleep?" and write the story down.

PLAY IT YOUR WAY

Easier: A grown-up spreads glue in the frame. Your child presses leaves on wherever they like.
Stretch: Make a critter family, or build it a twig house and draw where it lives.