A SPARKATLAS PACK FOR LITTLE EXPLORERS

Curiosity Walk Cards

Twelve cut-out cards that turn any walk into a small adventure in looking, listening and wondering.



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YOU WILL NEED

- Scissors, for a grown-up
- Glue or tape
- Crayons or a pencil

TIME

Cut out once, then 5 to 30 minutes on every walk.

Our first card walk

Date _____ Where we walked _____

Weather · Circle one

◯ sunny ◯ cloudy ◯ rainy ◯ windy

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

Every card has an easier and a stretch line.

WHY THIS MATTERS

Children notice more when they have one small job. A card gives a walk a focus without turning it into a lesson: look closer, listen longer, then wonder out loud together.

Before You Start

A one-minute read for grown-ups.

How to use it (one card per walk is plenty)

1. **Print and cut.**
Card stock lasts longest. Cut on the dashed lines, then make the pocket on page 5.

2. **Pick a card at the door.**
Let your child choose, or fan the cards face down and draw one.

3. **Follow the spark.**
Read the card, then go where your child's interest goes. One card can fill a whole walk.

4. **Tell it back.**
At home, use page 6 to draw and talk about what you noticed.

Three ways to play

Sprout 2–3

Show the picture and read the 2–3 line. Point, name and touch together.

Seedling 3–5

Read the main prompt. Your child picks the card, hunts and tells you what they found.

Sapling 5–7

Your child reads the title, tries the 5–7 line and invents card 12.

Little safety notes

Look, don't pick, mushrooms and berries, and smell but never taste. Never look straight at the sun. Put logs and stones back gently. Scissors stay with a grown-up. Wash hands after.

Printing tips

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

Wonder out loud together

- What do you think lives under there?
- What would this look like to an ant?
- Where do you think the wind comes from?
- Which sound is the farthest away?

FOR GROWN-UPS

Every card has three lines: the main prompt, an easier 2–3 line and a 5–7 stretch. On a grey day, skip Shadow Play and save it for the sun.

Senses Cards

Cards 1 to 6: look, listen, touch and sniff your way along.

Cut on the dashed lines. Pick one card at the door and take it with you.

1 Look Closely

Find something smaller than your fingernail. Look at it up close.

- **2–3** Point to something tiny.
- **5–7** Count its spots, lines or colours.

2 Listen Carefully

Close your eyes. Hold up a finger for each sound you hear.

- **2–3** Bird or car? Point to the sound.
- **5–7** Which sounds came from nature?

3 Sky Watcher

Look up (never at the sun). What shapes can you see in the clouds?

- **2–3** Is the sky blue, white or grey?
- **5–7** Are the clouds moving? Which way?

4 Touch and Tell

Find something rough, something smooth and something soft.

- **2–3** Pat some bark, then a leaf.
- **5–7** Find a word for each: bumpy, waxy…

5 Colour Detective

How many different greens can you find?

- **2–3** Find something red or yellow.
- **5–7** Invent a name for a new colour.

6 Sniff Around

Sniff a leaf, the soil and the air. Which smell is strongest?

- **2–3** Smell a flower or a leaf.
- **5–7** Does it smell different after rain?

FOR GROWN-UPS

One card is plenty for a short walk. Read it out, then follow your child's lead: if a beetle steals the show, the card has done its job.

PLAY IT YOUR WAY

Easier: Show the picture, read the 2–3 line and point together.
Stretch: Your child reads the card and chooses which line to try.

Explorer Cards

Cards 7 to 12: homes, wind, shadows, tracks, trees and one of your own.

Cut on the dashed lines. Keep the cards in the pocket from page 5.

7 Tiny Homes

Who might live here? Peek under a leaf or a log, then put it back gently.

- **2–3** Find a hole or a nest.
- **5–7** At home, draw a map of the home.

8 Wind Finder

Is the wind blowing? How can you tell without feeling it?

- **2–3** Drop a leaf. Where does it go?
- **5–7** Which way are the treetops bending?

9 Shadow Play

Find your shadow. Can you make it tall, tiny, or hide it?

- **2–3** Stomp on your shadow!
- **5–7** Your shadow points away from the sun. Check!

10 Who Went Here?

Look for tracks: paws, birds, boots or tyres. Who went this way?

- **2–3** Make your own footprint.
- **5–7** Which way was it going? How can you tell?

11 Tree Hug

Hug a tree. Can your fingers touch on the other side?

- **2–3** Is the tree bigger than you?
- **5–7** Guess how many hugs around, then try.

12 Your Own Card

Make up a card for the next walk.

Draw it here

Card name _____

FOR GROWN-UPS

These cards ask how and why. There is no right answer: listen for "I think..." and "Let's check", the words of a young scientist.

PLAY IT YOUR WAY

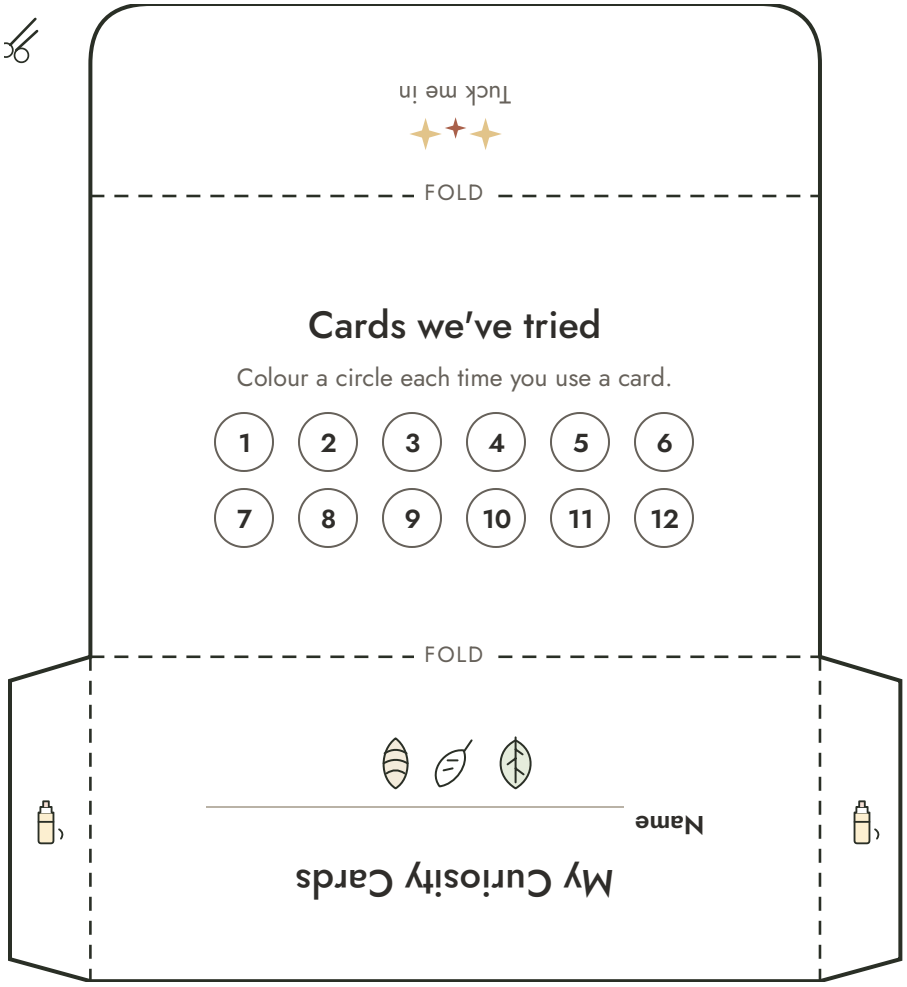
Easier: Try Shadow Play or Tree Hug: they are all about moving.

Stretch: Fill in card 12 with a new challenge for a grown-up.

Card Pocket

A fold-up pocket so the cards come on every walk.

Cut on the solid line, fold on the dashed lines. The upside-down words flip the right way up.



Make the pocket

1. Cut around the solid outline.
2. Fold the bottom panel back along the dashed line, pictures on the outside.
3. Fold the side tabs around the edges and glue or tape them down.
4. Slide the cards in, fold the flap over and tuck it into the pocket.

Cut (solid line)

Fold (dashed line)

Glue or tape the tabs

No glue? Make a card ring

Punch a hole in a corner of each card and thread them on a key ring, string or ribbon.

Games with the deck

Lucky dip
Fan the cards face down. Your child draws one at the door.

Long-walk trio
Pick three cards and play them in any order along the way.

Swap it
Your child picks a card for the grown-up to do. Fair is fair!

FOR GROWN-UPS

Cutting a long line and folding to a crease build hand strength and patience. Scissors stay with a grown-up nearby.

PLAY IT YOUR WAY

Easier: A grown-up cuts; your child folds, presses the creases and sticks.
Stretch: Your child cuts the straight edges and decorates the pocket.

My Curiosity Walk

Back home: draw it, tell it, keep it.

Circle the cards you used today, then draw and tell the best bit.

Cards we used today

1 2 3 4 5 6 7 8 9 10 11 12

Draw the best thing you noticed.

Which sense was busiest?



looking



listening



touching



smelling



I noticed _____



I wonder _____



Next time _____

FOR GROWN-UPS

Telling the story of a walk builds memory and new words. Write down exactly what your child says, funny bits included.

PLAY IT YOUR WAY

Easier: Draw together, or tape in a flat leaf instead of drawing.
Stretch: Write one "I wonder" question and look for the answer next walk.