

Critter Camp Hunt & Graph

Theme: Critter Camp Hunt

Target Age: Ages 2-6

Time: 30-40 min.

Setting: Silverwood Theme Park – Critter Camp

Materials:

- [Attached bar graph](#) (printed)
 - Crayon or pencil
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Learning Target

I can find and graph objects I see at Critter Camp.

Objective

Children will:

- Explore Critter Camp to find animal tracks, flags, and birdhouses.
 - Use tally marks to record their findings.
 - Represent what they find using a hands-on visual graph.
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Activity Directions:

Introduce the Activity: (< 5 min)

Introduce the activity by telling kids they're going on a Critter Camp *Hunt!* Ask them to look for specific objects - animal tracks, flags, and birdhouses, around Critter Camp.

Activity: (30 min)

1. Find It!

Look around Critter Camp together and point out any animal tracks, flags, and birdhouses you see

2. Track It!

Each time your little one finds one of the objects, keep track using tally marks on the bottom of the graph. Your little one can help you do the tally marks too!

3. Graph It!

Take a break at a picnic table or shady spot (the Quiet Garden is a great spot!). Use the included graph

sheet to graph what they found by coloring in the corresponding amount of boxes.

4. **Talk About It!**

Discuss:

- “What object did we find the most of?”
 - “What object did we find the least of?”
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Extensions:

- Make a line graph: Instead of a bar graph, make a line graph
- Choose your own categories to hunt and graph (ex: # of coasters, # of spin rides, # water rides, rider height requirements)