

Scavenger Hunt

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