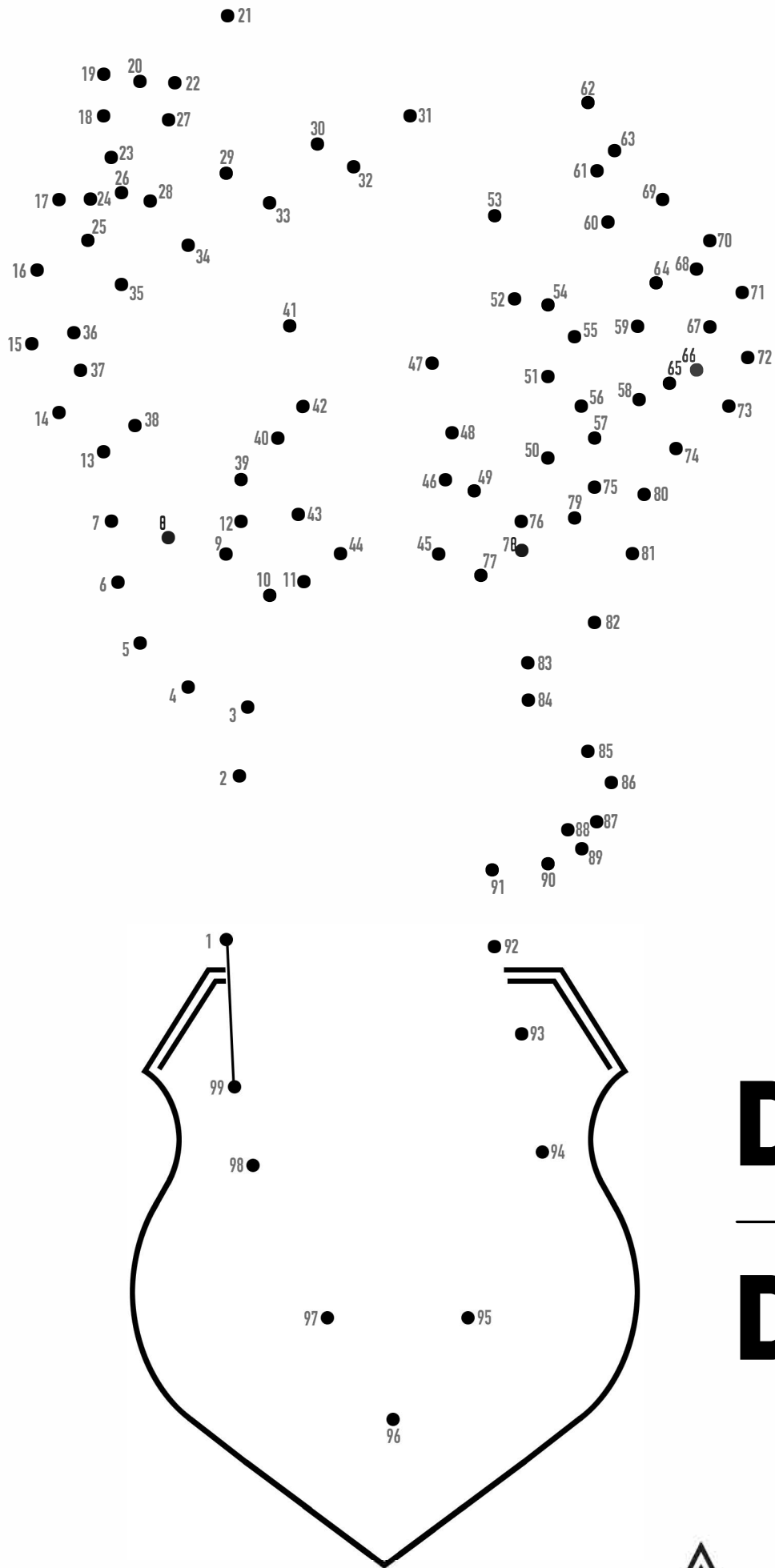




KIDS ACTIVITY BOOK



ARCHERY
TRADE ASSOCIATION



DOT —TO— DOT



ARCHERY WORD SEARCH

Y Z D N G A P G V H I V R O G F F T M D
T R E W N E R P N S B M W C A O L F Z D
D T U N I N G R H I Y Q W F M L E H P T
S I G P R X V A O T L T H G I S T F Y H
T K W Z T S F D J W X S S H U J C L L T
W E W O S T D X D K T S E R P G H O Z J
H P A V B E L R I R H K X Y S R I O Y T
Y E R Y C N L I G F N K W E M I N P B A
U U D A R P S S W M C X Q T K Y G O I N
A K F V I E R E G Z O B E Q Q L T I C Q
B I W K Q E V R L W I G T N R V U D Y Z
Q X Y K L N B I O I R Q N Z O K C R M Z
R A R E C A R B U A M O J C J G D O Y Y
B E A J J Z W Y T Q C B N X I G A R M Q
N S C N U J B G T K G G I V L T B I A B
E K U M L C H P M C E L R K V G R I P V
P X A R C N B B V X N E A V H R O J K G
D A T N T E M Z Q U Z N D K C T A F J B
A S T O N E O O Q X N W N B D Z R L L U
B A W G T Y H S M S M W Y Q U V T P Z I

ARROW

BOW

BRACER

DRAW

FACE

FLETCHING

GRIP

LIMB

LOOP

NOCK

QUIVER

RELEASE

REST

RISER

SHAFT

SIGHT

SLING

STRING

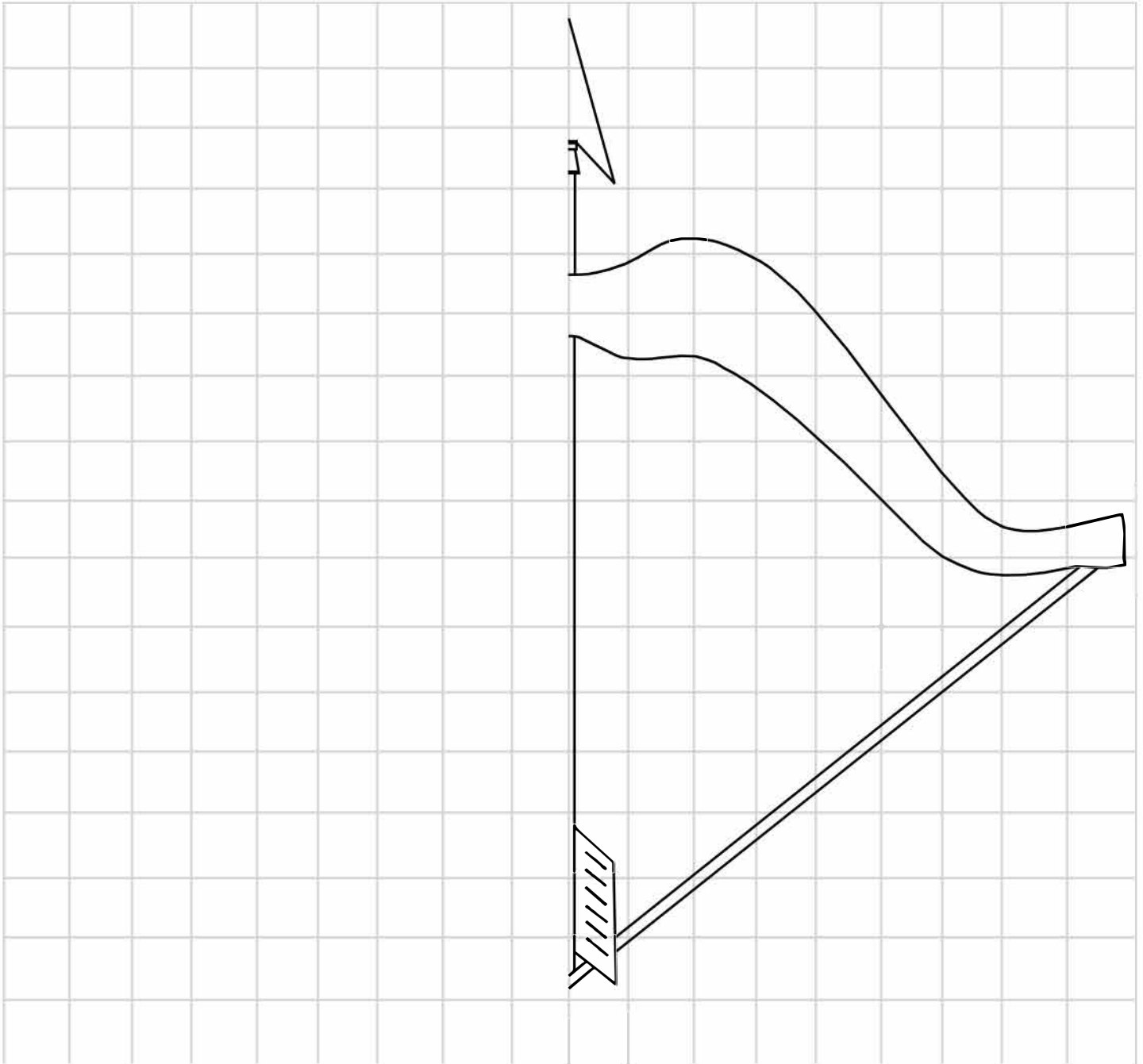
TARGET

TUNING



SYMMETRY GRID

Draw a mirror image of the traditional bow and arrow below to complete the image.



SOLVE — THE — CODE

A	B	C	D	E	F	G	H	I	J	K	L	M
←	↔	↗	↑	↖	↓	↻	↘	⇅	↓	↘	→	↕
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
→	↖	↻	←	↗	←	↻	↔	↑	↓	↖	↔	↗

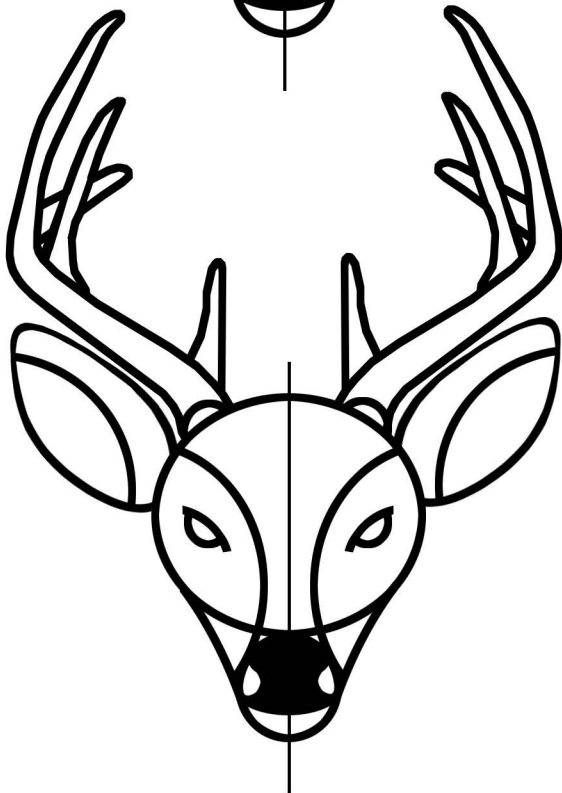
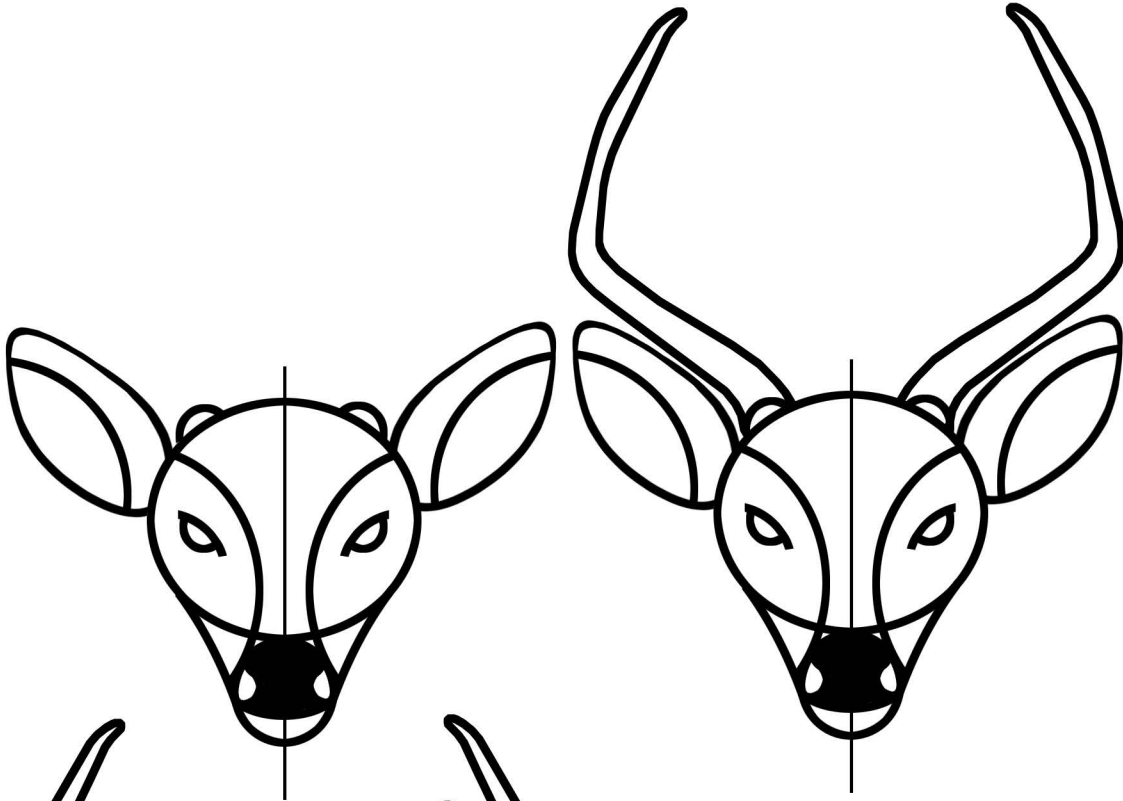
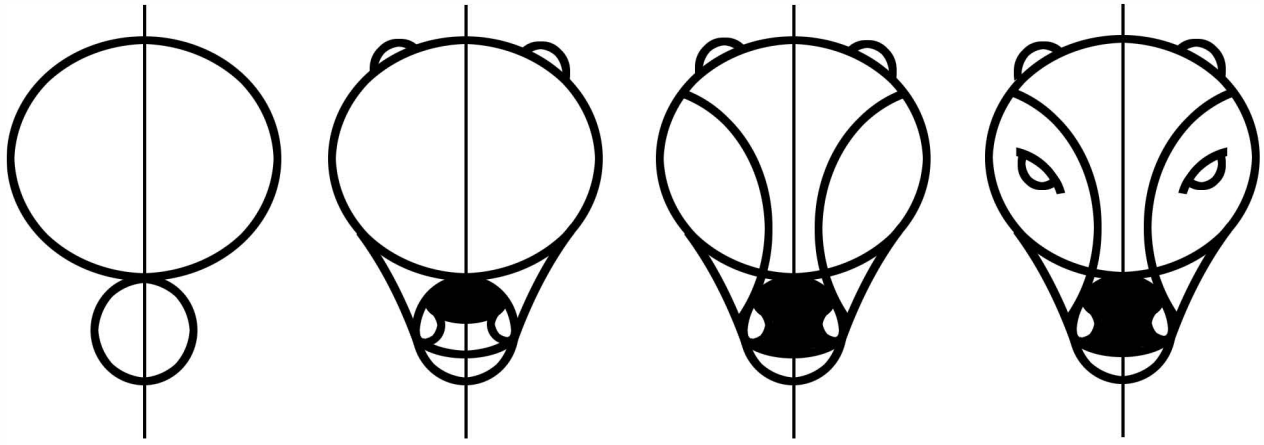
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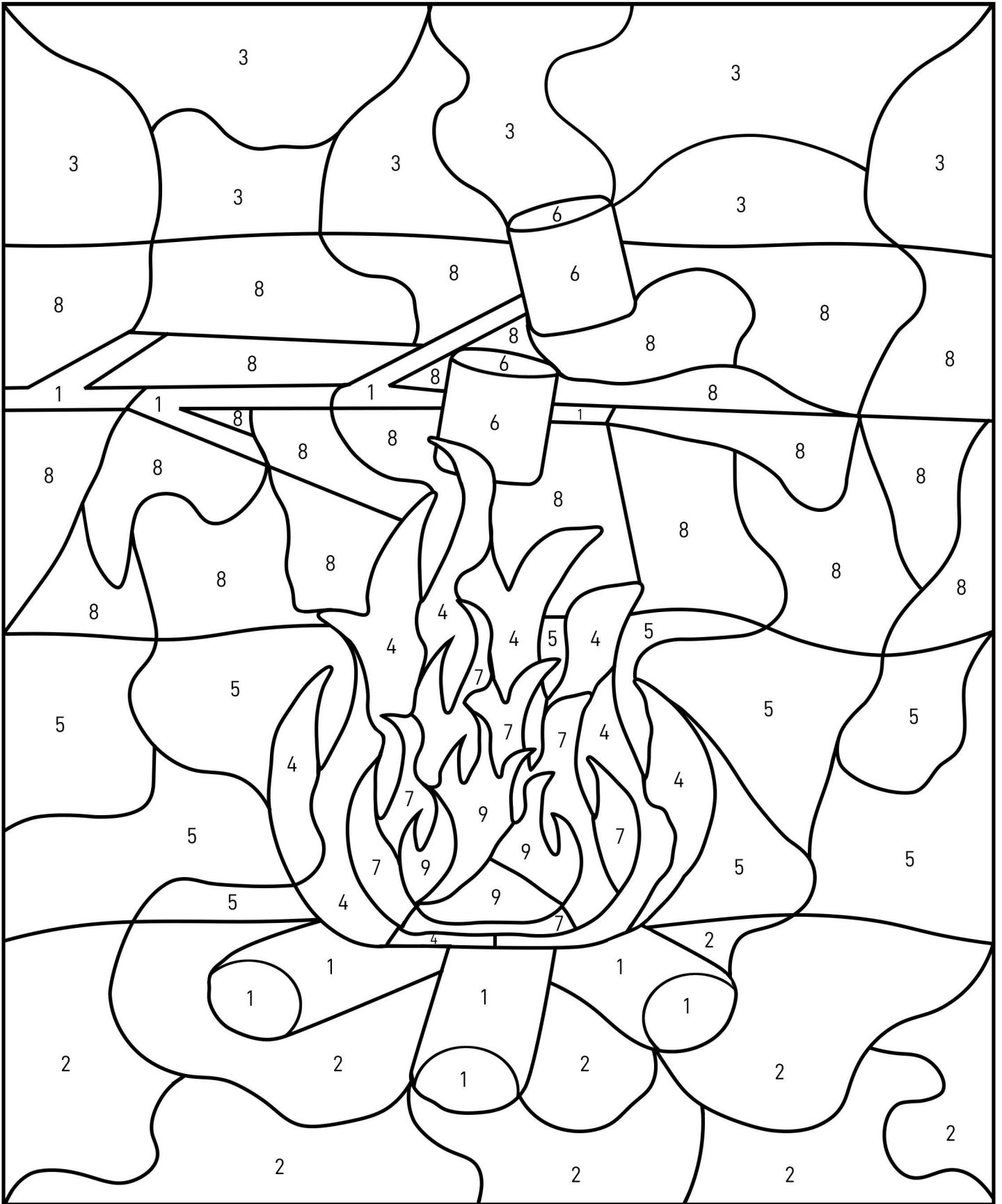
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DRAW — A — DEER





1: BROWN

2: GREEN

3: PINK

4: ORANGE

5: BLUE

6: WHITE

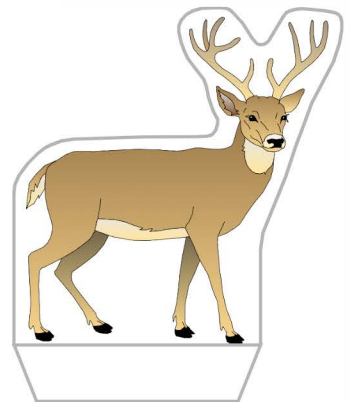
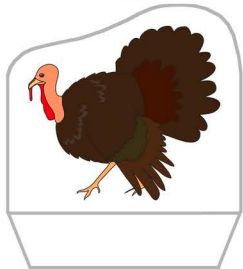
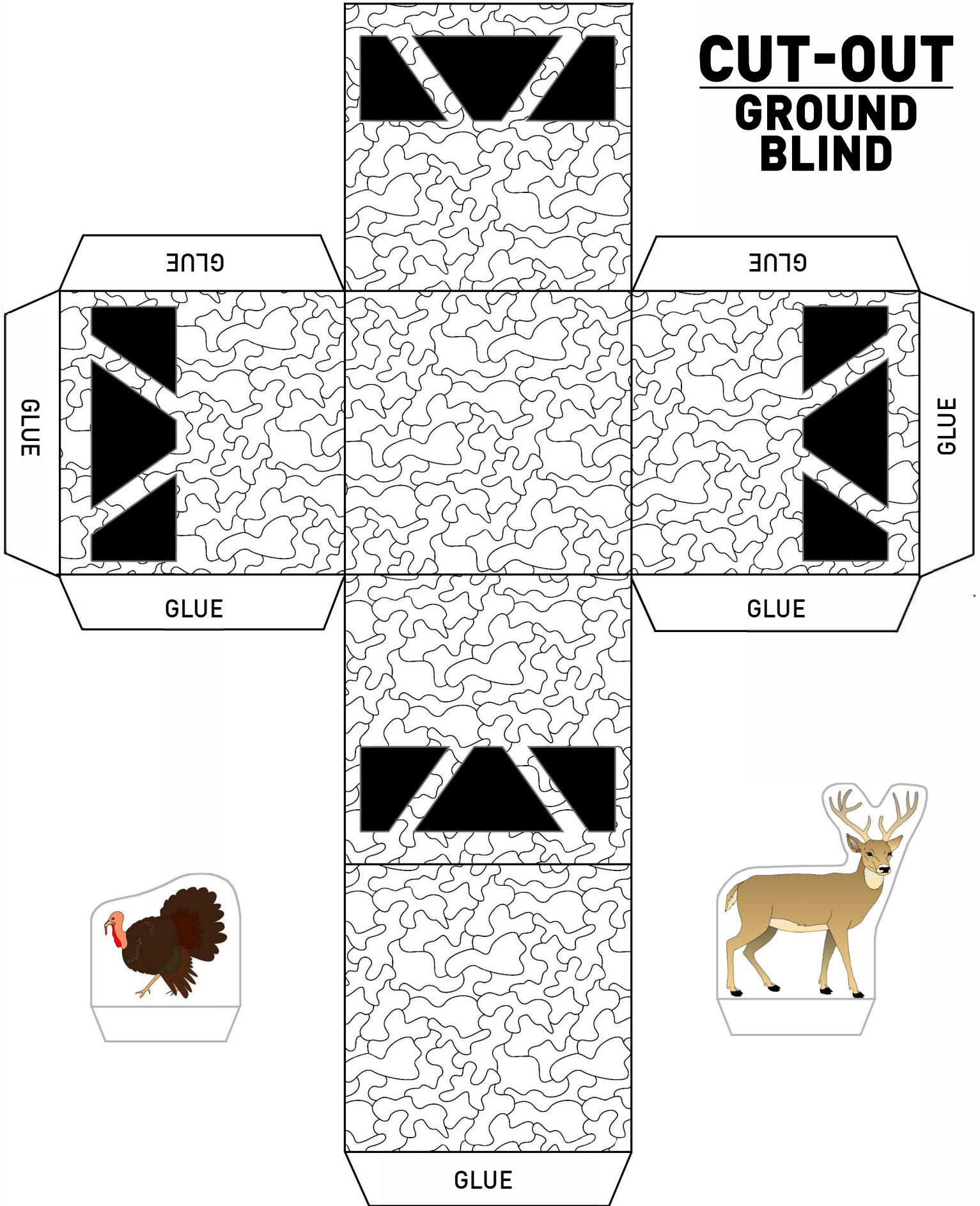
7: RED

8: PURPLE

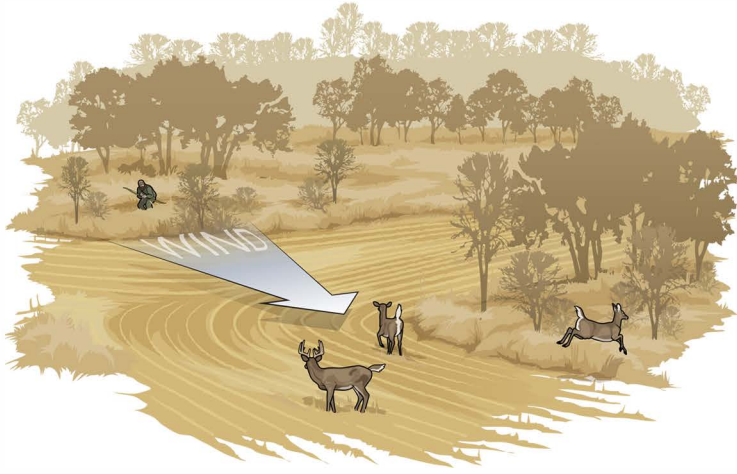
9: YELLOW



CUT-OUT GROUND BLIND

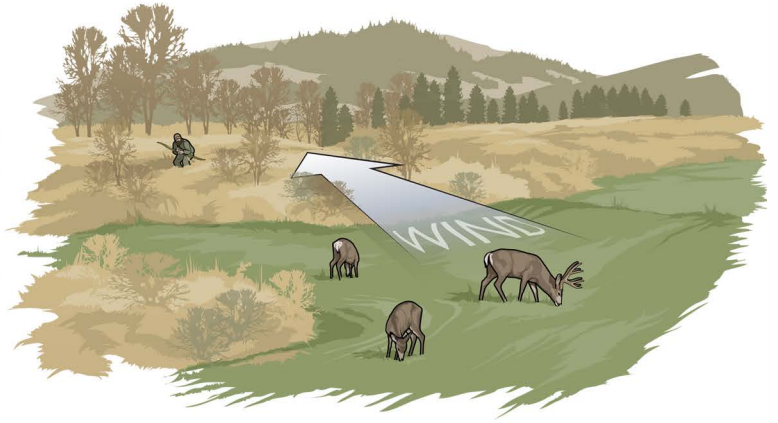


WIND DIRECTION ACTIVITY



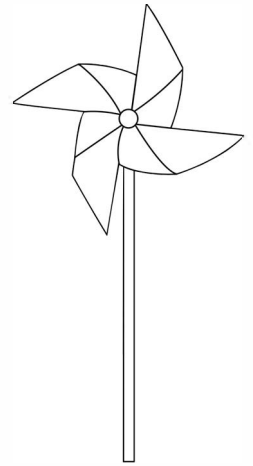
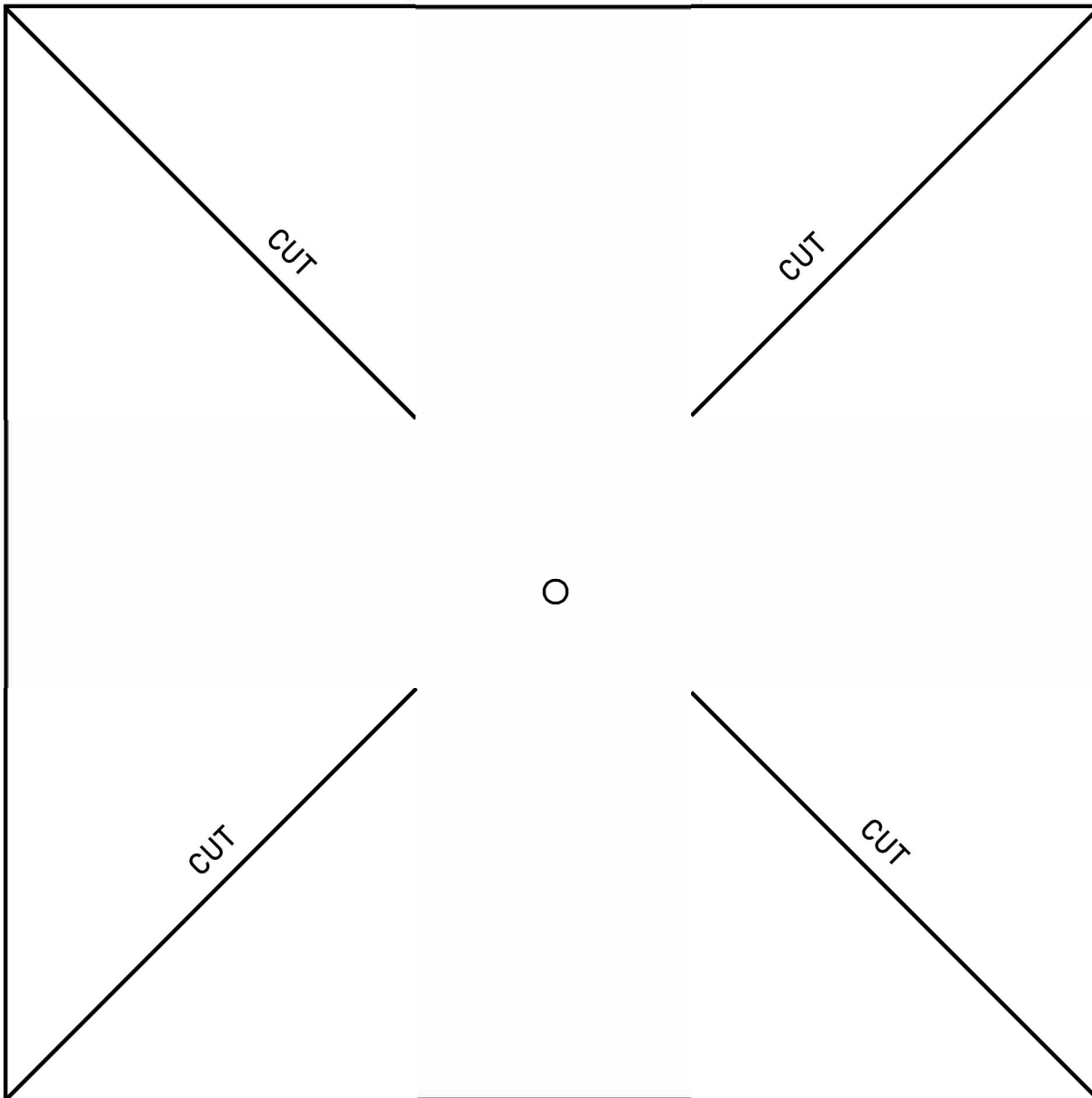
Hunter that is upwind.

Notice the hunter's scent is being carried TOWARD the animals and they are alerted to the hunter's presence.



Hunter that is downwind.

Notice the hunter's scent is being carried AWAY from the animals.



Decorate and cut out the pinwheel template. Use a pencil, a thumb tack and a rubber eraser to assemble the pinwheel.

Test wind directions and determine the difference between downwind and upwind.

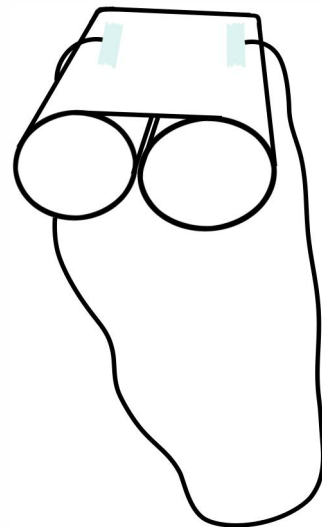


BINOCULARS TEMPLATE

You glimpse a movement.

Is it an elk or leaves blowing in the wind near a rock?

To get a better look, you need to use binoculars before planning your next move.



Decorate and cut out the template.

Roll the paper and tape it to create a binoculars effect.

Attach a string to carry the binoculars around your neck.



EXPERIMENT WITH **CAMOUFLAGE**



In order to get close to wildlife, you need to blend into your surroundings. Wearing the appropriate camouflage clothing from head to toe will help you stay out of sight. Also face paint, or masks ensure your face doesn't stand out as a bright and shiny spot that animals will notice.

Experiment with nature-colored face paint patterns and clothing to try to blend in with nature in your geographic location!

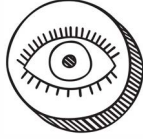
Have a friend or parent take a photo of you so you can see how well camouflaged you are or what adjustments you need to make.

SCAVENGER HUNT BINGO



5 SENSES

NATURE SCAVENGER HUNT



SIGHT

- Find something white
- Find something patterned
- Find something tiny
- Find something heart-shaped
- Find something long
- Find five of the same thing



SOUND

- Find something that snaps
- Find an animal sound
- Find a soft sound
- Find something that crunches
- Find something loud
- Find something to make music with



TOUCH

- Find something bumpy
- Find something wet
- Find something warm
- Find something soft
- Find something prickly
- Find something smooth



SMELL

- Find a flower with a scent
- Find a smell you like

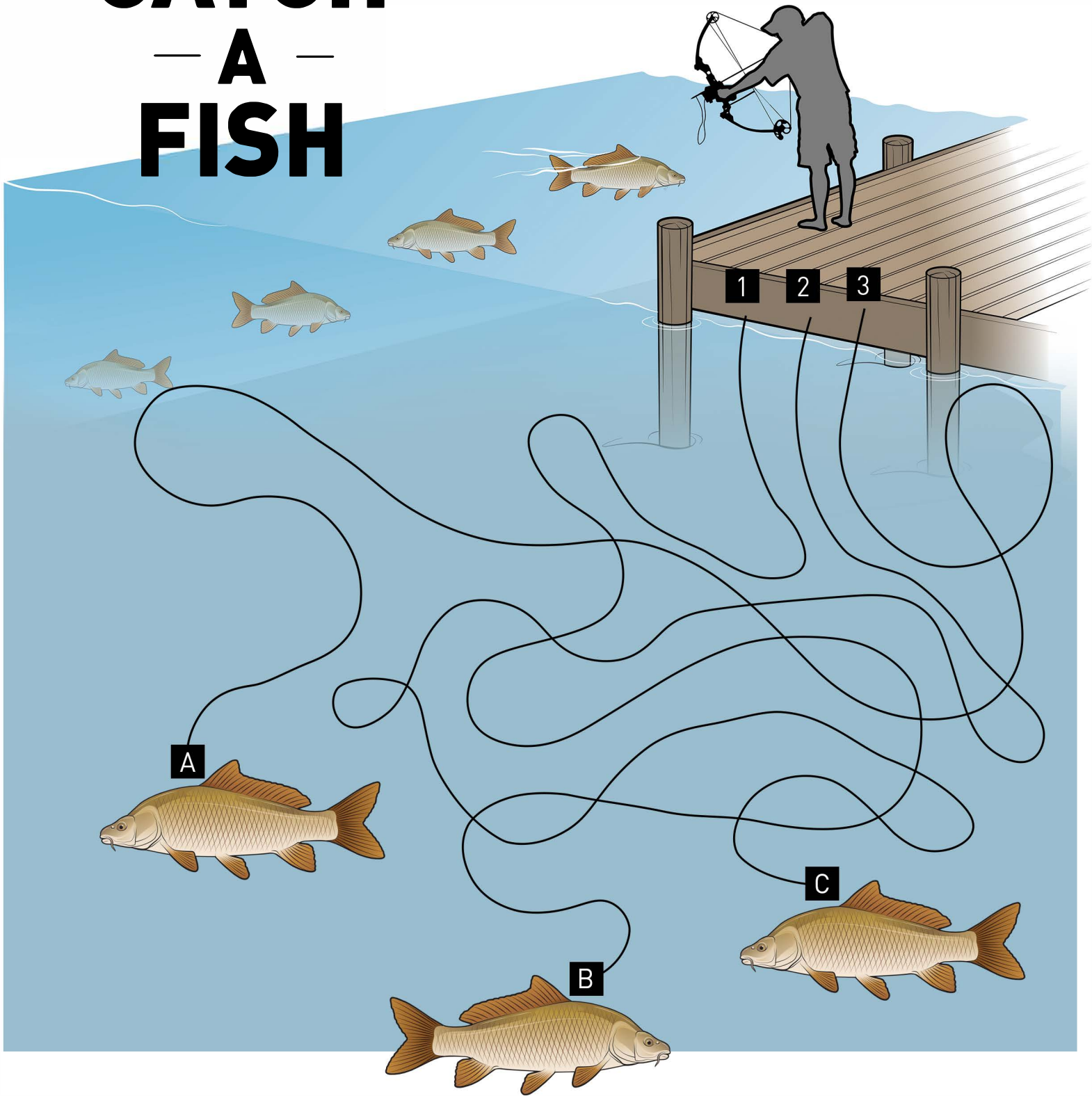


TASTE

- Find something humans could eat
- Find something an animal would eat



CATCH — A — FISH

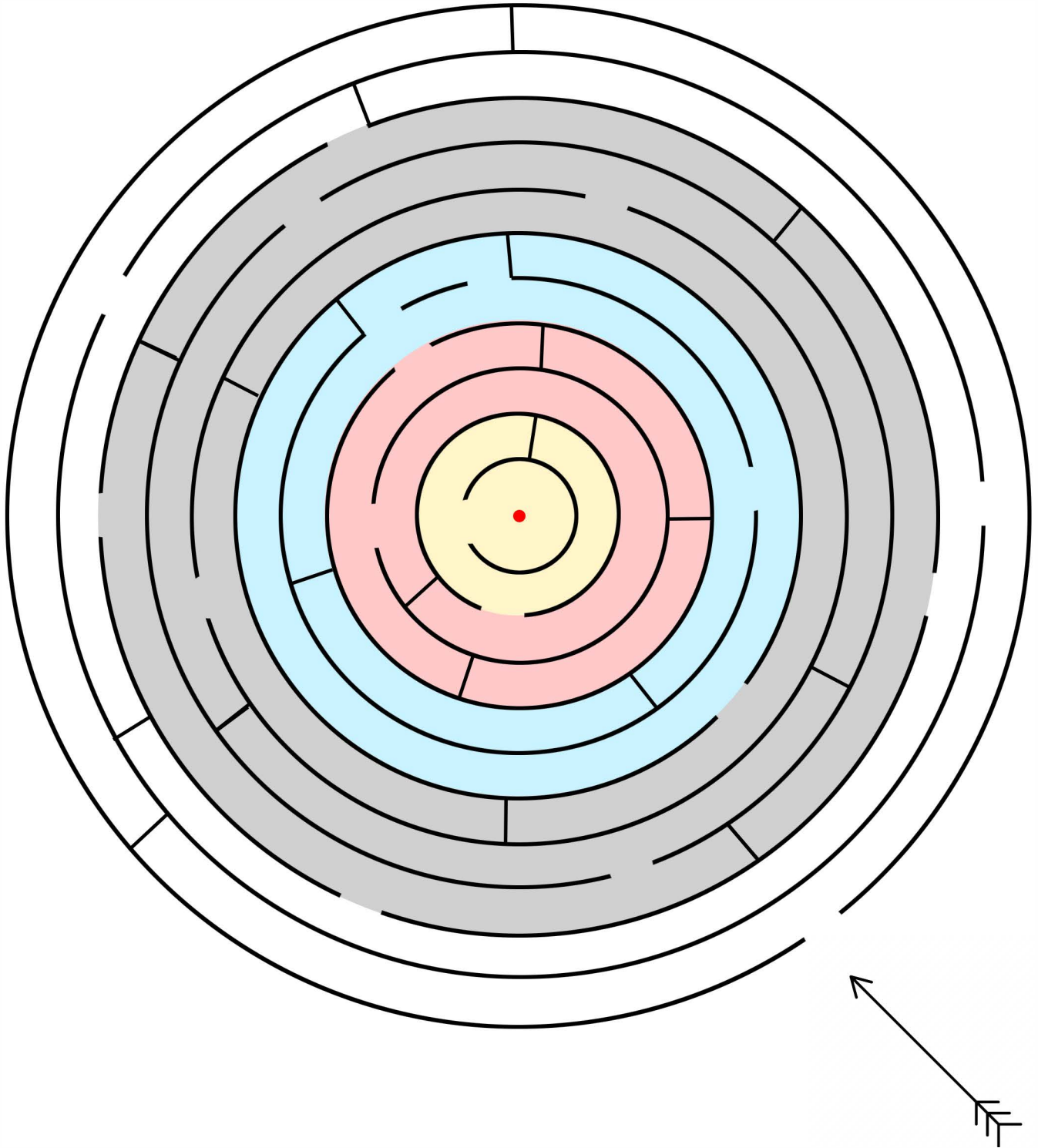


WHICH FISH WILL YOU SHOOT ON WHICH LINE?

1: ___ 2: ___ 3: ___



HIT THE TARGET





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