

BEARS



Drake M.,
age 12

Zooworks

Once upon a time there was a bear who never woke up! Now all the forest animals thought "Why won't he wake up?" So Rabbit stomped his feet and Deer yelled "Wake up Sleepy Head!" Bear was still asleep. Even Squirrel tried to tickle him awake, but that didn't work either. But then guess who came— Mr. Wise Owl, and he said "I know what to do." And then he told them what to do. So he called to Skunk "Spray him!" so Skunk did, and he woke up!

By Briony F., age 7



Paige H., age 9



Shiloh P., age 10



Addison M., age 8



Arlan K., age 6

- Brown or black
- Eats meat
- A predator
- Runs very fast
- Smart

By Corbin S., age 7



Harper M., age 7

Once there was a bear named Charles. He wanted everyone to come to his birthday party. But there was one problem, he wanted everyone, but he couldn't. He didn't have any friends! He went out and told everyone that he wanted friends. He invited everyone to his birthday party. They had lots of fun.

By Rachael C., age 8



McKenna H., age 11



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Would you like to see your work published in **Ranger Rick Zoobooks**?

Here's what to do: Go to www.rangerrick.org/zooworks for rules and deadlines.



We want to see your original poem, story, or drawing by August 8, 2023 for "Wild Horses," or September 5, 2023 for "Giraffes."

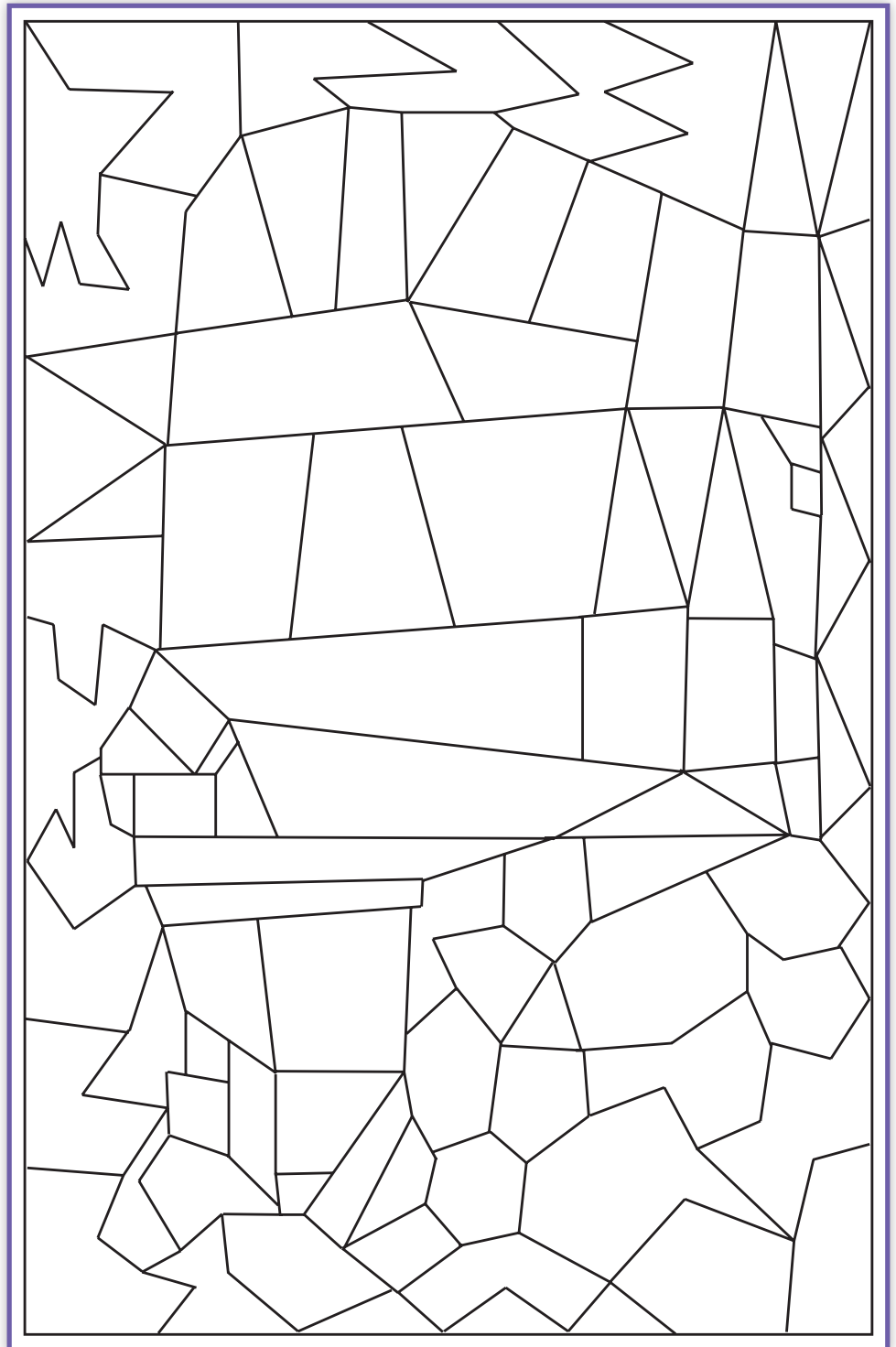
QUADRILATERAL QUADRUPED

Notice that the two words in the name of this activity begin with the letters **quadr**. Did you know that these letters are a prefix meaning **four**? *Quadrilateral* means "four sided." *Quadruped* means "four footed."

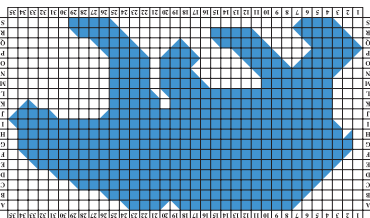
In this activity, we challenge you to make a four-footed animal by coloring only the four-sided figures. You probably know two four-sided figures already—a square and a rectangle. But these are regular figures. (*Solution on page d.*)



We also want you to color the irregular four-sided figures. FOR EXAMPLE

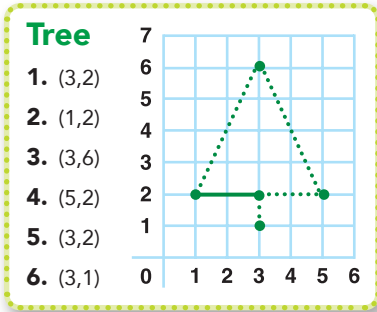


Solution
A Cool Character:



A Boaring Character

We challenge you to make a grizzly bear on the grid below. We made the tree below by marking points on a graph and drawing lines between them. We used the list of ordered pairs of numbers on the left beginning with **(3,2)** to make the tree. Follow along to see how we did it.

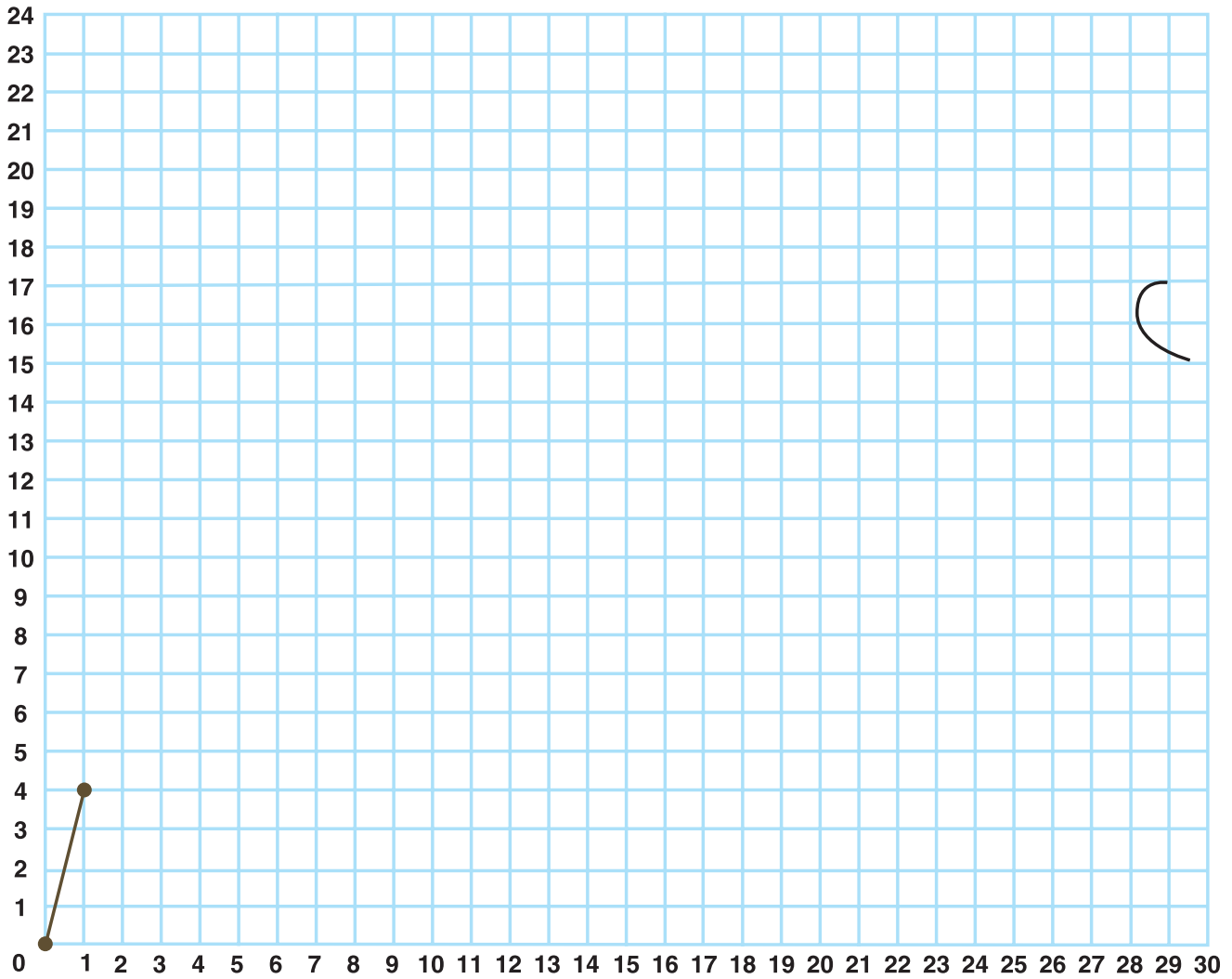


- First, we marked the point for **(3,2)**. We found the **3** across the bottom of the graph and the **2** along the side. Then, we found the point where the two numbers cross. We made a dot there. Then, we found the point for **(1,2)** and marked it with a dot.
- Next, we drew a line between the two points. We continued marking and connecting points using the list of paired numbers (**see Tree**). Can you find all the points and connect them to complete the tree?

Now try the **Main Project**. The ordered pairs are at right and the grid is below. If you find and connect all **27** points, you will create a special picture of a bear. We have started the puzzle for you by marking the first two points **(0,0)** and **(1,4)** and connecting them with a line. Use a pen to complete the puzzle. Be sure to add a round eye at **(23,18)**.
(Solution on page d.)






Main Project



1.	(0,0)	15.	(24,20)
2.	(1,4)	16.	(26,18)
3.	(2,5)	17.	(29,17)
4.	(5,7)	18.	(30,16)
5.	(6,10)	19.	(29,14)
6.	(8,14)	20.	(24,14)
7.	(10,17)	21.	(25,13)
8.	(13,19)	22.	(28,13)
9.	(12,20)	23.	(27,11)
10.	(12,22)	24.	(24,11)
11.	(14,23)	25.	(22,6)
12.	(16,22)	26.	(22,3)
13.	(16,21)	27.	(24,0)
14.	(20,21)		



A Cool Character

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35					
A																																						A		
B																																							B	
C																																							C	
D																																							D	
E																																							E	
F																																							F	
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M																																							M	
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O																																								O
P																																								P
Q																																								Q
R																																								R
S																																								S

To make this cool character, you will need to shade some of the squares in the grid above. You will use these five patterns:     . Use the information in the box below to figure out which squares to shade and which patterns to use.

For example, you will color the square for **H2** with the  pattern. To find the square for **H2**, look for the **H** down the side of the grid. Then, look for the **2** across the top of the grid. Next, find the square where the **H** and the **2** meet. Use pencil to shade it like this. 


 **H2, J26, J35, K34, O7, P6, P20, Q19, S7**

(Solution on page b.)

 **A7, A20, B6, C5, D4, E3, F2, N3, O2, O17, P1**

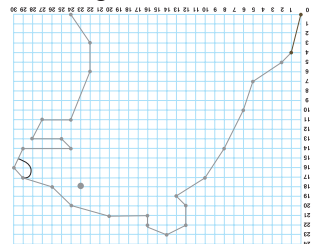
 **A19, A24, B26, C29, D31, E33, F34, I35, L20, N11, O12, P13, P26, Q6, Q15, Q27, R7, R29**

 **I3, J31, K33, L21, M16, N17, O8, P9, P17, P22, Q1, Q10, Q18, Q23, R2, R11, R24, S3, S25**

 **A8, A9, A21, A22, A23, B9, B19, B20, B21, B22, B23, B24, B25, C6, C9, C19, C28, D5, D6, D7, D8, D9, D19, D28, D29, D30, E9, E19, E28, E29, F3, F9, F19, F28, F29, F30, F31, F32, F33, G2, G3, G9, G19, G28, H3, H9, H19, H28, I9, I19, I28, J9, J19, J20, J21, J22, J23, J24, J25, J32, J33, J34, K9, K19, K21, L9, L19, M9, M10, M17, M18, M19, M20, N9, N10, O3, O4, O5, O6, O9, P2, P12, P18, P19, P23, P24, P25, Q2, Q11, Q24, R6, R15, R27, R28, S4, S5, S6, S26, S27, S28, S29**

Solution

A Boaring Character:



Solution

Quadrilateral Quadraped:

