Ranger Ricko Activities

BIRDS OF PREY

Ray T., age 7

Zooworks



Chloe A., age 12

Falcons are elegant,
Eagles are brilliant,
Birds of prey are gorgeous,
But all birds are marvelous!

By Garrett P., age 9



Felicity Z., age 10



Pierson S., age 9

Eyes of flame burning bright Wings of courage taking flight. After dark you fly on, Night Bird, Night Bird, how far have you gone?

Night Bird, Night Bird, in the sky
Midnight shadow flying high
As you descend your talons unfold
You're silent but deadly, ready to take hold.
You grasp your prey, happy to feast
Your meal is short as the sun rises in the east.
Night Bird, Night Bird, in hollowed nest
Within your pine, your feathers rest.

By Wrenn W., age 11



Matt H., age 8



Lylia Z., age 11



Judah F., age 6

Birds of prey Birds of prey Looking for prey Through the day Looking, looking Every day.

By Rose C., age 7

Look for Activity Pages Online! Visit rangerrick.org/ZBactivities to

Visit **rangerrick.org/ZBactivities** to find fun birds of prey activities to print or download.

Plus at rangerrick.org you'll find:

- Interactive games
- 50 pictures, poems and stories from kids like you

Animal videos

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 October 25, 2023 for "Whales."

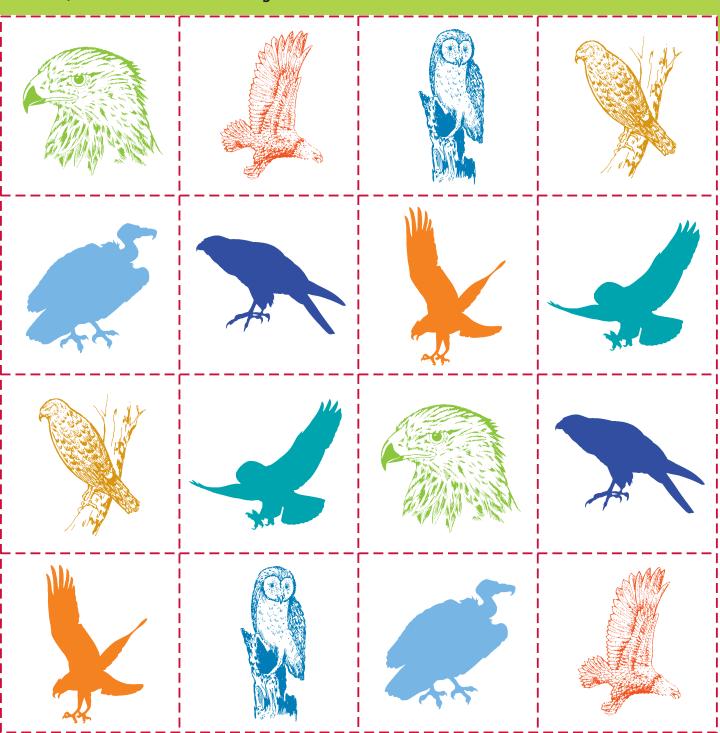
PREYING PAIRS

You can use these cards to play a matching game with a friend. First, carefully cut out the cards. It's important that you stay on the lines so that all of the cards look the same when they are face down.

Then, follow the directions on the right.

Directions:

- 1. Turn the cards face down. Mix them up, being careful not to bend them. Place the cards face down in four rows of four.
- 2. The first player chooses two cards. He or she turns them over so that both players can see the cards.
 - If the cards match, the player keeps them and continues playing by choosing two more cards.
 - If the cards do not match, the player puts them back, face down, in the exact spot from which they were taken. It then becomes the next player's turn.
- 3. In this way, players take turns until all cards are matched. The player with the most matches wins.

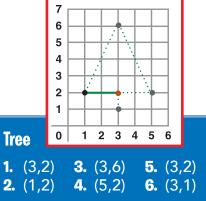


Making Points

Did you know that you can make a picture by connecting points on a coordinate graph? We made the tree on the right by marking points on a graph and drawing lines between them. We used the list of ordered pairs of numbers on the right beginning with **(3,2)** to make the tree. Follow along to see how we did it.

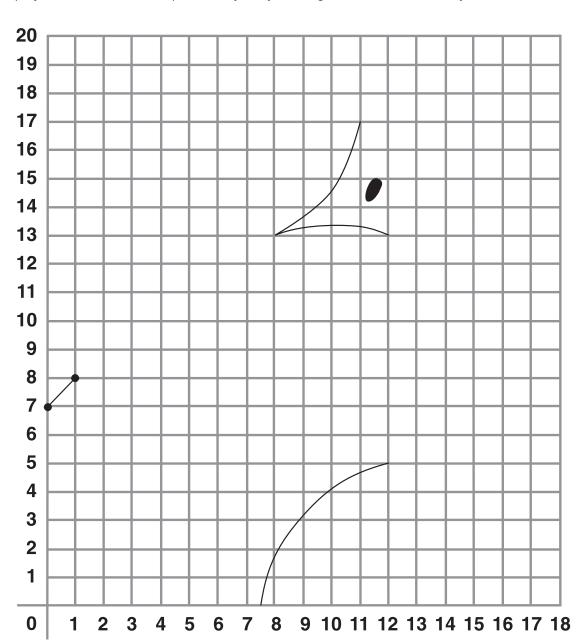
First, we marked the point for (3,2). We found the 3 across the bottom of the graph and the 2 along the side. Then, we found the point where the two numbers cross. We made a brown dot there. Then, we found the point for (1,2) and marked it with a black dot.

Next, we drew a green 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** below. If you find and connect all 20 points, you will create a special picture of a bird of prey. We have started the puzzle for you by marking the

first two points (0,7) and (1,8) and connecting them with a black line. Use a black pen to complete the puzzle. Be sure to add a round eye over the line above the point at (8,15).



Main Project

1. (0,7)

2. (1,8)

3. (2,13)

4. (3,15)

5. (5,17)

6. (7,18)

7. (11,17)

8. (13,15)

9. (14,14)

10. (14,12)

11. (13,11)

12. (12,11)

13. (13,12)

14. (12,13)

15. (10,12)

16. (10,10)

17. (11,8)

18. (12,5)

19. (15,3)

20. (17,0)

