#### <u>Nest Challenge</u>

Your challenge is to create a woodland nest for a bird.

The rules -

- The bird's nest must be in a tree
- The bird's nest must be higher off the ground than a fox can reach
- The bird needs a soft bed
- The nest must be close to somewhere the bird can find food

# Bridge Challenge

Your challenge is to create a tree bridge to save the forest creatures from having to walk on the dangerous forest floor.

The rules -

- The bridge must be higher than a child's shoulders
- The bridge must be wide enough to hold two squirrels walking side by side
- The bridge must be strong enough to hold a brick
- The bridge must be longer than the tallest child in the group

#### Elf House

The Elves have had their homes ruined by a terrible rain storm. Your challenge is to create new homes for the woodland Elves.

The rules -

- The Elves need their homes to be made from only natural materials
- The elves do not like living more than two long branches away from each other
- They must have a bedroom (with beds and blankets) a kitchen (with pots and pans) a garden for the elf children (with swings and a slide)
  - Last but most importantly they need a surgery for treating sick woodland creatures

# <u>Obstacle Course Challenge</u>

Your challenge is to create a woodland assault course for another team!

The rules -

- The course must include a travel over, under, through and between something!
- The course must include a balance
- The course can include a swing, roll or limbo
- You must write or draw some instructions showing how to complete your assault course

# <u>Squirrel Challenge</u>

Your challenge is to create a woodland assault course for a squirrel.

The rules -

- The squirrel must travel between at least 5 different trees
- The squirrel must never touch the ground
- The squirrel must always be higher than a child's shoulders
- The squirrel must ride on a squirrel swing at least once

## Trap Challenge

Your challenge is to create a trap to catch a snake.

The rules -

- The trap must be camouflaged
- Part of the trap must be suspended above the ground
- Part of the trap must be under the ground
- You must be able to reset your trap