



SCAVENGER HUNT

In this issue are hidden an owl who is looking for a mouse. You can see here what they look like; however, where they are hidden they may be any size and any color. So get your binoculars (or magnifying glass) and start searching. See if you can find the mouse before the owl does.

I See It! from December



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bear track



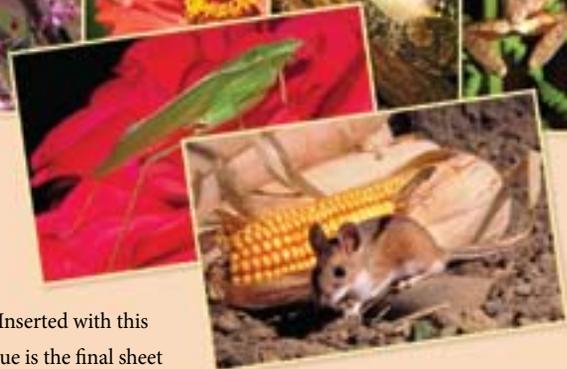
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FRONT COVER:
This snowy owl is hunting mice in a farmer's field in southern Canada.



Inserted with this issue is the final sheet of memory game cards. You should now have thirty-five sets of cards. For those of you who are new subscribers, the September 2008 issue had seventeen sets, and the November 2008 issue had nine sets. These may be ordered as back issues (\$5 each in USA) either at www.naturefriendmagazine.com or by calling 877-434-0765.

To play the memory game, turn over all cards, mix up, and then arrange in rows. The first player turns over two cards. If the two cards match, they are kept, and the player takes another turn. If the cards do not match, they are turned over, and the next player takes a turn. When all cards are collected, the player with the most sets wins the game.

Here is a little tip for a common problem. Some of us receive our magazines wrapped around other mail, resulting in some of the cards being curled. After gently reducing the curl by hand as much as we could, we ironed our cards flat. To do this, we placed the cards between two pieces of cloth on a smooth, hard surface. With the iron on medium heat, we pressed the cards. If your cards are bent, you may wish to ask a parent to try ironing them for you.

We are considering ways to build on the memory game idea in the future; however, we also value your ideas. You may write to Nature Friend, 4253 Woodcock Lane, Dayton, Virginia 22821, or e-mail kevin@naturefriendmagazine.com.

BACK COVER:
What is the bobcat thinking?

Kevin Shand

