



Educator's Guide

Educational extensions for the October 2009 issue of *Ranger Rick*® magazine

WE "R" GREEN

Reduce, reuse, recycle . . . the three Rs are easy to remember, but in "Dear Ranger Rick" (page 4), a reader suggests four more to add to the list. What words would you choose? As a class, agree on your own set of green-living words (beginning with R or any other letter). Then make a poster that lists your words, along with sample actions for each one, to post in the classroom.

WILD AND WEIRD, PART 2

In "Wild and Weird" (pages 6-11), check out some unusual animals and find out how their odd looks help them survive. Then ask students to choose another out-of-the-ordinary animal to research. After looking up information at the library or online, students can write short articles similar to the ones in the *Ranger Rick* story. They should describe their animal's characteristics and explain how these adaptations help the animal survive in its habitat.

MEET THE WILD THINGS

Where are the Wild Things? In theaters October 16! National Wildlife Federation has teamed up with the movie **Where The Wild Things Are** to launch the national **Be Out There™** campaign to get families and kids outside. Based on Maurice Sendak's classic picture book, the movie helps people discover wild creatures and wild places in their own lives. Find Activity Guides for educators, parents, and kids at www.beoutthere.org.

NOT JUST ANY JOB

In "What a Job!" (pages 16-21), five short interviews give readers a glimpse of some exciting, animal-

oriented jobs. Brainstorm a list of other "wild" jobs that students might like to learn about (animal-oriented or perhaps with a broader natural science, environmental, or conservation focus). Have students locate and interview people in some of these professions. Then compile the results of all the interviews into a class binder for sharing.

"LEAVE" IT TO ME

Have some leafy fun this fall with "Be Out There" (page 22). Choose one of the activities described—or invent a leaf-inspired game of your own—to celebrate the colors of autumn.

FOSSIL FUN

Read about new fossil finds in "Secrets in the Bones" (pages 24-30). Then explore further in one of the following ways: 1) Visit nwf.org/rangerrick to see how artist James Gurney brings extinct animals to life; 2) Invite a local paleontologist to visit and talk about his or her work; 3) Find out what kinds of fossils turn up in your area and, if possible, go hunting; 4) Make your own "fossils" by pressing shells, bones, or other objects into plaster; 5) Keep track of other new fossil finds with a "What's New in the Past?" bulletin board. Encourage students to post reports they find about recent discoveries.

PUMPKIN CHALLENGE

After reading about underwater pumpkin-carving in "Take the Pumpkin Plunge" (pages 39-40), come up with your own offbeat pumpkin carving event! Do it just for fun—or set it up as a fundraiser for a good cause. For example, students could carve dog and cat faces and sell the pumpkins to benefit an animal rescue group.





WHOOO'S WHO?

In the October 2009 issue of *Ranger Rick*, you can read about two nocturnal animals. In "Ranger Rick's Adventures" (pages 31-34), you meet a barn owl. In "Go, Flyer, Go!" (pages 35-38), you see a flying squirrel in action. Both animals are active at night, but they live in different ways. Use the information in the stories to compare the two animals in the chart below.

BARN OWL

FLYING SQUIRREL

How does it get around?

What body parts help it travel this way?

What does it eat?

In what kinds of habitat does it live?

Where might you find it sleeping by day?

