

Seed explorer

1. Collect and bury 3 nuts like a squirrel, then go off for a walk. Can you find them again when you get back?



2. Look for a rainbow of seed colours as you walk.



3. Find a nibbled cone and discover what has eaten it:

- Squirrel - scales are gnawed off, eaten cone looks untidy and are found in open spaces
- Mouse - scales are neatly gnawed off, not found in the open but at hidden feeding sites
- Woodpecker - scales broken and ruffled



4. Look for and touch

- smooth acorns
- prickly seed cases
- the furry inside of a sweet chestnut case
- spongy conker cases



5. Find an open cone and see if you can shake out any tiny winged seeds. Wellingtonia cones are good for this!



6. Leave a trail of seeds for a vole to follow - where will you lead them? To a waiting store of nuts, to a new burrow or somewhere else?

7. Find an elf's home and leave them an autumn surprise - decorate the house or garden with seeds and seed cases.

