



Adventist Adventurer Awards

Name: _____

Club: _____



Friend of Animals

1. Take care of a pet for four weeks.
 - a. Feed it and be certain it has fresh water
 - b. Brush your pet, give it a bath or clean its resting place

OR

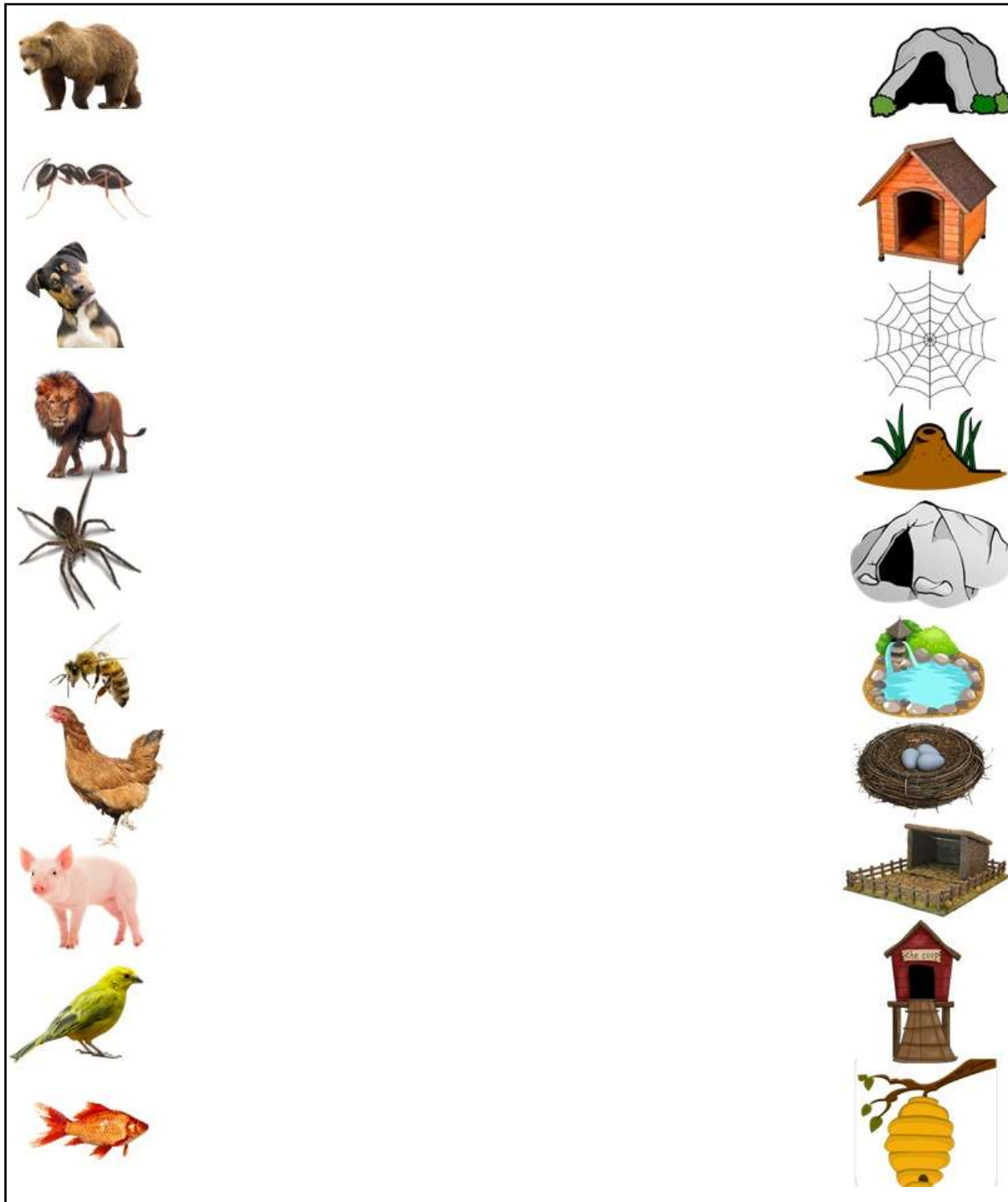
Put out scraps or seeds for birds or animals in your neighbourhood or school.

- a. Identify creatures that eat these scraps
- b. Draw and colour pictures of them

Picture of the experience

2. List creatures that live in your neighbourhood.

3. Match 10 animals with their houses.

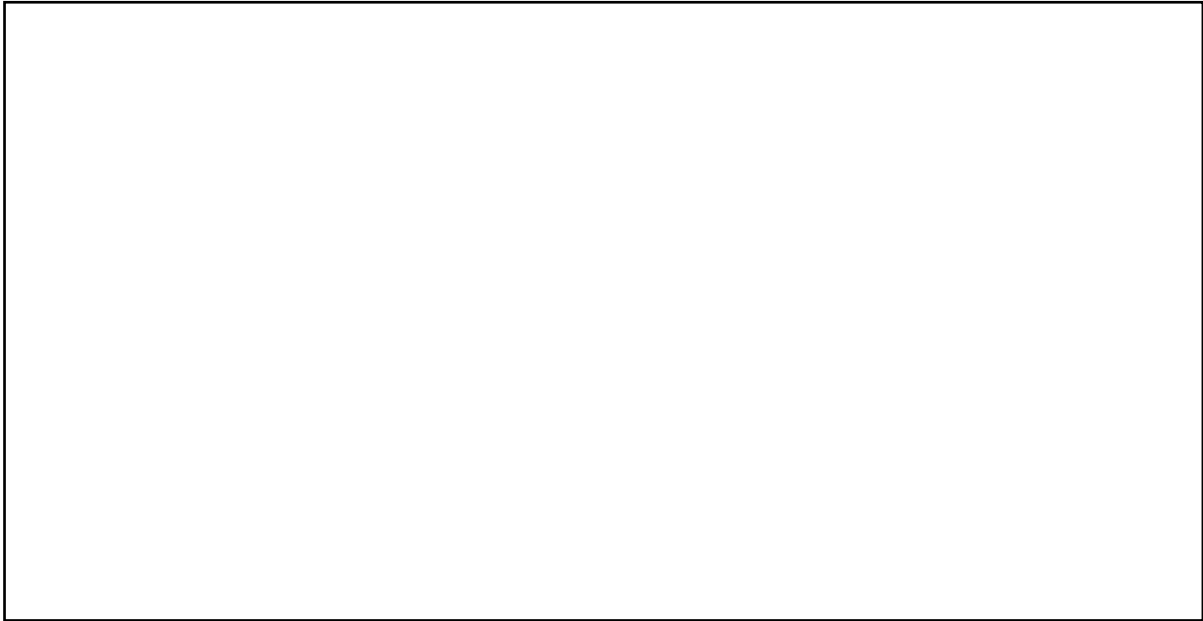


4. Make an animal mask.

Material used:

5. Play an animal game.

Name of the Game: _____



6. Make a stuffed animal. Describe how this animal would be cared for if it were real.

OR


Visit one of the following:

- a. zoo d. farmyard
- b. kennel e. aviary
- c. museum f. pet shop

Picture of the stuffed animal



Places visited:



Picture of the place visited:



7. On what day of creation did God create the animal you cared for?
