

Suck-a-Bug

Equipment: bug sucking jars, magnifying glasses, tray with new mouth pieces for jars, tray to put discarded mouth pieces in, wood probing sticks

Special Instruction – Stay on the trail areas. There is poison ivy in the bush.

Activity: Find various crawling creatures by using probes and sucking the creatures into a jar to observe, sketch and identify.

1. Show how the sucking jar works (mouth pieces, safety)
2. Students look for creatures in the following micro-habitat areas:
 - Above ground, shade
 - Above ground, sunny
 - Below ground, moist (use probing sticks)
 - Below ground, dry (use probing sticks)
3. Use the suck-a-bug jar to collect from each of the micro-habitats and observe creatures in the jar using a magnifying glass.
4. Sketch at least two creatures that came from 2 different micro-habitats. Notice how many legs each has. 6 legs=insect Use the invertebrate section of the Nature guide to try to identify what it is.
5. Informal discussions as you circulate: how are the creatures different/the same in the different micro-habitats? Where are the most creatures living?
6. Release the creatures back to nature as close to their micro-habitat as possible.

Let living things live!

