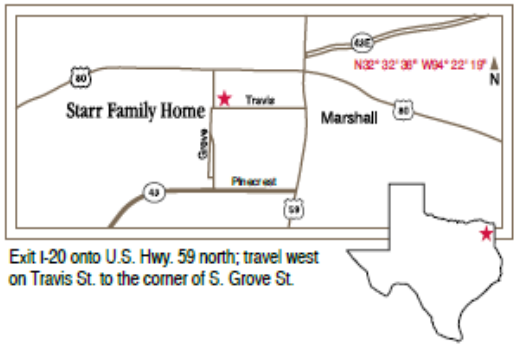
STARR FAMILY HOME

The Starr Family Home State Historic Site tells the story of the Starr family and their important role in the settlement of Texas after the Civil War. The centerpiece of the site, Maplecroft, is furnished with family furniture, portraits and clothing from 1870-1900 that illuminate the life and times of the Starr Family. The site is beautifully landscaped with vibrant azaleas, camellias and roses and is located near downtown Marshall, Texas.



407 W. Travis St. • Marshall, TX 75670
903-935-3044
visitstarrfamilyhome.com
Tuesday-Saturday, 10 a.m.—4 p.m. • Sunday, noon-4 p.m.
Adults: $4 • Ages 6-13: $3 • 5 and under: FREE

See the Sites

From western forts to adobe structures to Victorian mansions and pivotal battlegrounds, the Texas Historical Commission's state historic sites exemplify a breadth of Texas history. Come Explore the real stories and real places.

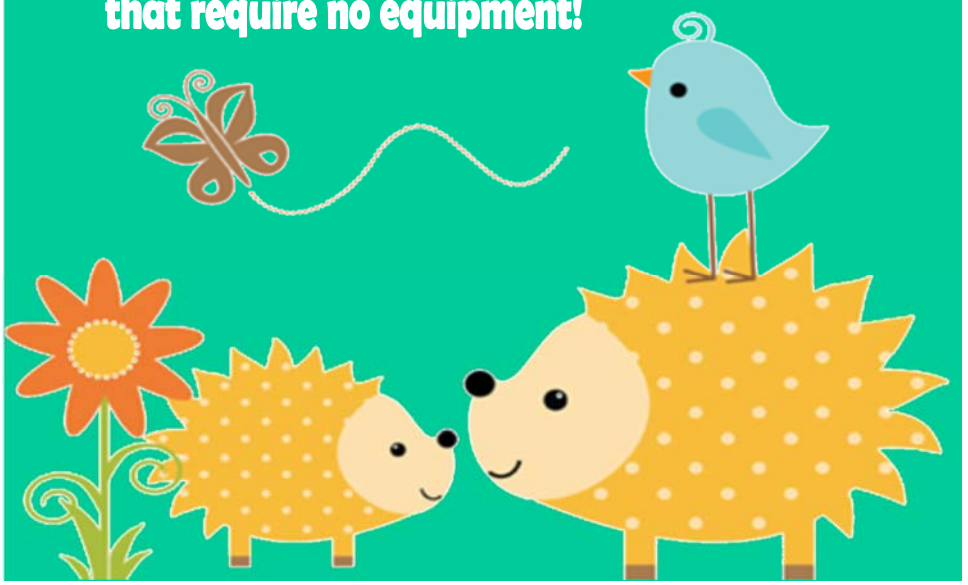
TEXAS HISTORICAL COMMISSION
real places telling real stories

thc.texas.gov

Starr Family Home State Historic Site
presents

WILD TIMES!

This fun filled booklet is full of nature based activites that require no equipment!



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My Thoughts

Use this page to write a poem, keep notes or just to jot down your thoughts!

Bear, Salmon, Mosquito

- Divide into two teams.
- Establish boundary markers—could be branches, bandanas, backpacks, etc.
- Establish a safety zone behind a marked line for each team. The two safety zones lines should be parallel and about 40 feet apart.
- Each team huddles to decide of they want to be a bear, a salmon or a mosquito.
- Each teams comes to face the other in two parallel lines and on the count of three each team then holds up their stance of what they chose. (*Make sure the group practices the stances before the game begins.)*
- If both teams chose the same, they start over.
- If one team chooses a creature that would eat the other, that team then chases the other back to their safety zone. If someone begin chased gets tagged before making it back, they join the other team.

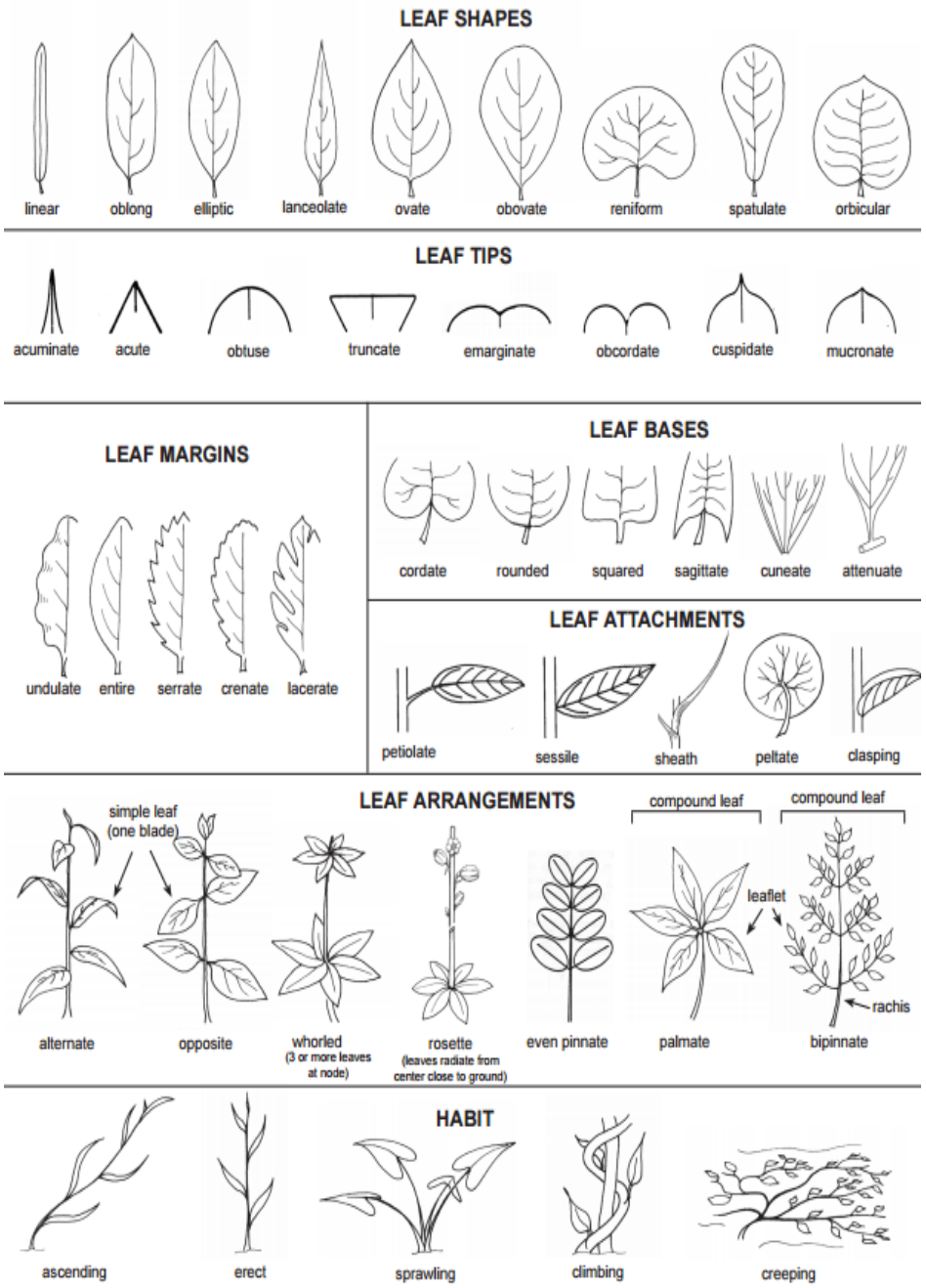
Animal Posture

BEAR—hold up arms and growl
SALMON— make a swimming motion
MOSQUITO—buzz and flap arms for flying

Menu

Bears eat salmon.
Salmon eat mosquitos.
Mosquitos eat bears.

Leaf Characteristics



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Center for Aquatic and Invasive Plants

http://plants.ifas.ufl.edu/education

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Poison Ivy

Poison Ivy's Latin name

Toxicodendron radicans

Characteristics of Poison Ivy

- leaves in groups of three and pointed at the tip
- usually green in spring and reddish-orange in fall
- grows both as a vine and a shrub.
- flowers with small clusters of white berries spring-winter
- The plant oil, urushiol, will stay active for many years in the right conditions. Wash clothing and anything else that came into contact with the plant.

To learn more about poison ivy, poison oak and poison sumac visit these websites.
The more you know, the less you itch!!

Poison Ivy. Org
www. poison-ivy.org

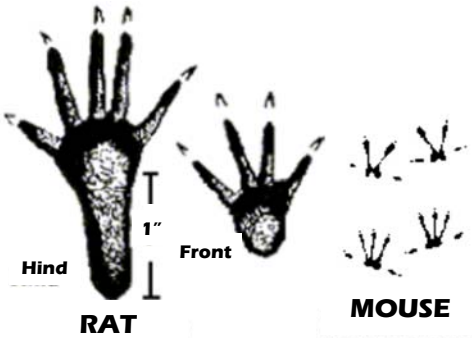
Centers for Disease Control and Prevention
www.cdc.org/niosh/topics/plants/

Texas A&M Agrilife Extension
www.easttexasgardening.tamu.edu/2014/07/27/poison.ivy/

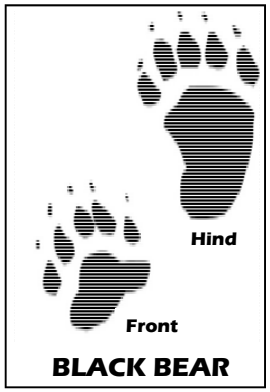
What to you get when you cross poison ivy with a 4-leaf clover?

A rash of good luck!

The back feet are two to three times bigger than the front! Most mice, rats and other rodents (chipmunks, squirrels, woodchucks, beavers and muskrats) have four toes in front and five in back. The toes are usually spread out like a fan.

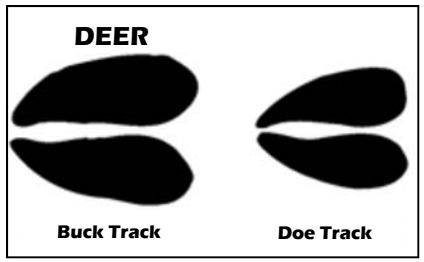


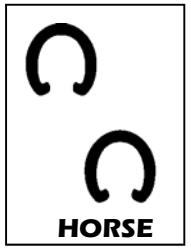
Animals that make tracks with five toes in front and rear, with claw marks are usually members of the weasel family (skunks, otters, badgers, minks, weasels and wolverines).



But if these clawed, five-toed tracks remind you a little of a human foot or hand, they were probably made by a bear, raccoon or opossum.

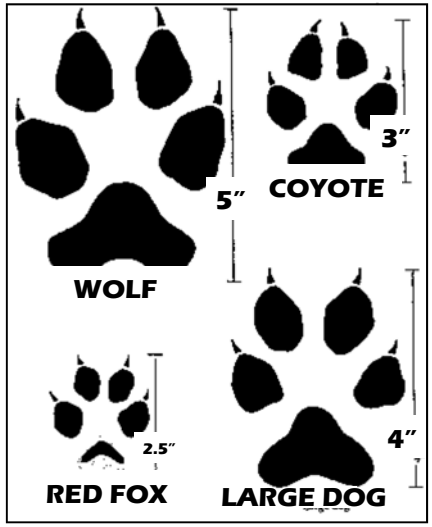
All hoofed animals (deer, cows, moose, sheep, mountain goats) make prints with two large "toes" side by side. An exception is the horse, which leaves upside-down, U-shaped prints, an outline of horseshoes





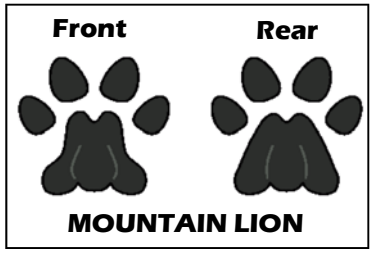
Animal Tracks

Most wild animals are shy and afraid of people. Some come out only at night or very early in the morning and while you may never see them, they leave their tracks behind.



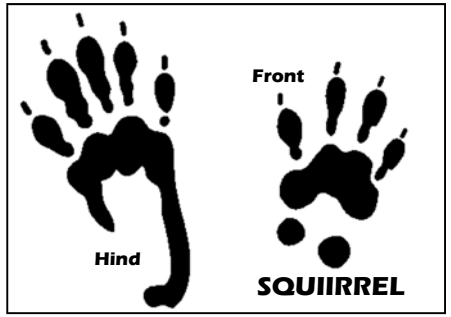
Figuring out what kind of animal made the tracks can be a lot of fun. A good first step toward identifying the animal is to count the number of toes and claws in a foot print.

Members of the dog family (dogs, foxes, wolves and coyotes) leave tracks that have four toes in the front and rear footprints. Claw marks are visible as well.



Members of the cat family (bobcat, lynx, mountain lion and house cat) also have four toes front and rear but cats pull their claws in when they walk and don't leave claw marks.

Rabbits, too have four toes up front and in back, and sometimes you can see claws. The real giveaway is the size of their feet.



Nature Colors

Gather flower petals, leaves, grass and other plant items.
Rub one of each item in the squares below.

My Obstacle Course

The game can be played with two or more players.

1. To design your own obstacle course look around the area and choose trees, benches and other features to be part of the course.
2. Choose the beginning and ending of the course.
3. Choose if you'll go over, under or around each feature.
4. Time each participant.
5. Allow each participant choose their own obstacle course.
6. Make it challenging but keep it safe for everyone!

Nature Magic Carpet

1. Each member of the group should nature items to create your nature magic carpet.
2. Before you leave, take a picture then spread out the nature items for others to enjoy.

Measuring by Shadows

The secret is in the sun's rays! We will be using the shadow method and for that you need sunshine!

1. Stand next to the tree being measured.
2. Measure the length of your shadow (feet to top of head)
3. Measure the length of the tree's shadow (do this quickly after measuring your shadow as the Sun changes its position)
4. Calculate the height of the tree by using the proportion of your own shadow's length by dividing the tree's shadow length by your shadow length. Multiply this number by your true height.

Other methods for finding the height of a tree using shadows can be found at *http://www.field-studies-council.org/media/246126/methods_of_measuring_tree_height.pdf*

Themed Hikes

Themed hikes usually involve looking for items which fit a theme or doing something similar.

Sound Hike: Hear and identify all sounds heard along the way.

Homes Hike: Look for nature's homes, like nests, holes, spider webs, etc. (Don't disturb our nature friends!)

Blindfold Hike: Divide group in pairs. Have one blindfolded. The other leads him a short distance, quietly and slowly. Encourage the blindfolded one to listen, smell and feel the surroundings. Trade places.

Shadow Walk: Walk only in the shadows. This may require some jumping. (Don't plan this walk at noon since that is when shadows are shortest!)

Detective Hike: Spot and list all evidence of man in nature (litter, footprints, fire scars, chopped trees, etc.). What litter you may find, pick up and dispose of properly.

Twig Sculpture

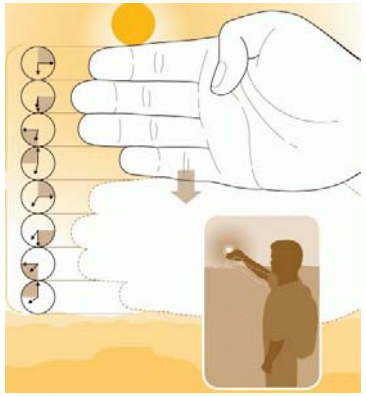
Before you begin, please make sure that you are allowed to gather twigs. Texas State Parks and other sites do not allow gathering and collecting of natural objects.

1. Collect twigs of different shapes and sizes.
2. When you have as many as you think you need, start to make your sculpture.
3. You can make a sculpture of anything you like—make it look like something real or create a unique design.
4. Continue adding and building the sculpture until you think you are finished.
5. If you have a camera along, take a picture.
6. When you to leave this location, disassemble your sculpture and return the sticks to nature.

Estimate Sunset

Estimating sunset time with your fingers is easy. Try it!

1. In the afternoon, stretch your arm as much as you can while holding your hand, with fingers closed, parallel to the ground. You can use both hands if needed.
2. Count the number of fingers between the sun and horizon.
3. Each finger is about 15 minutes of remaining sun time. If four fingers are between the sun and horizon then there is 1 hour of sun remaining!



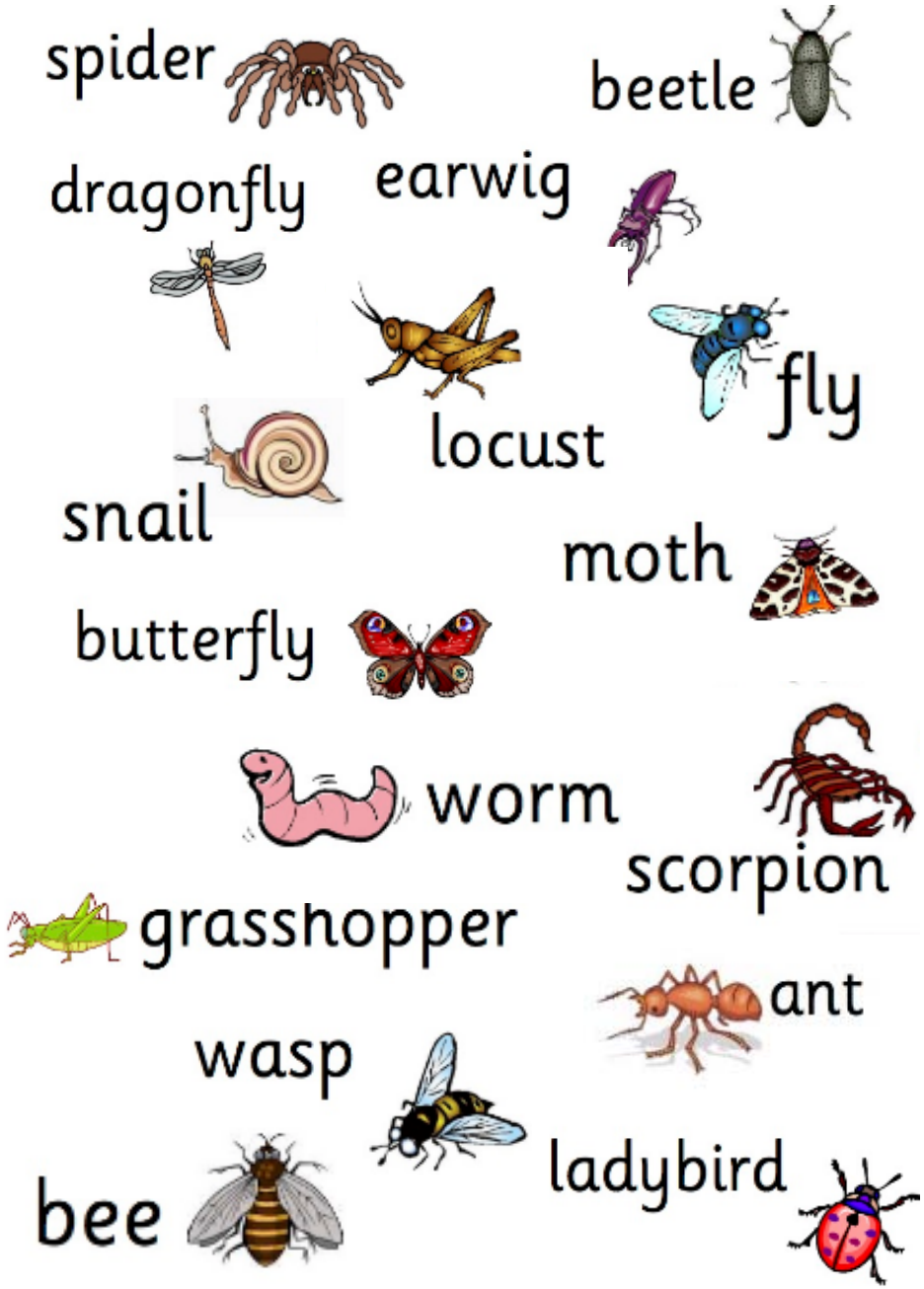
Finding Direction

If you get lost while hiking and did not bring a compass, gather two sticks and two small stones and follow the directions below!

1. Place one stick upright into the ground.
2. Use a small stone or object to mark the initial spot on the ground at the tip of the shadow cast by the stick. This is the 1st Mark.
3. Wait 15 minutes or longer.
4. The shadow will have moved. Add the second stone at the tip of the shadow's new position. This is the 2nd Mark.
5. Place the second stick alongside the two stones.
6. The side of the stick with the first mark is the west side and the side of the stick with the second mark is the east site.
7. If you stand with the east end of the stick on your left side and the west end of the stick on your right side, you will be facing south with north at your back.
8. Happy trails!

Minibeasts

Minibeasts are bugs! They are also called invertebrates because they have no internal skeleton and are small. They live in a multitude of habitats. There are more invertebrates on the earth than any other type of animal. Here are a few examples. Check the ones you find!



Trail B-I-N-G-O

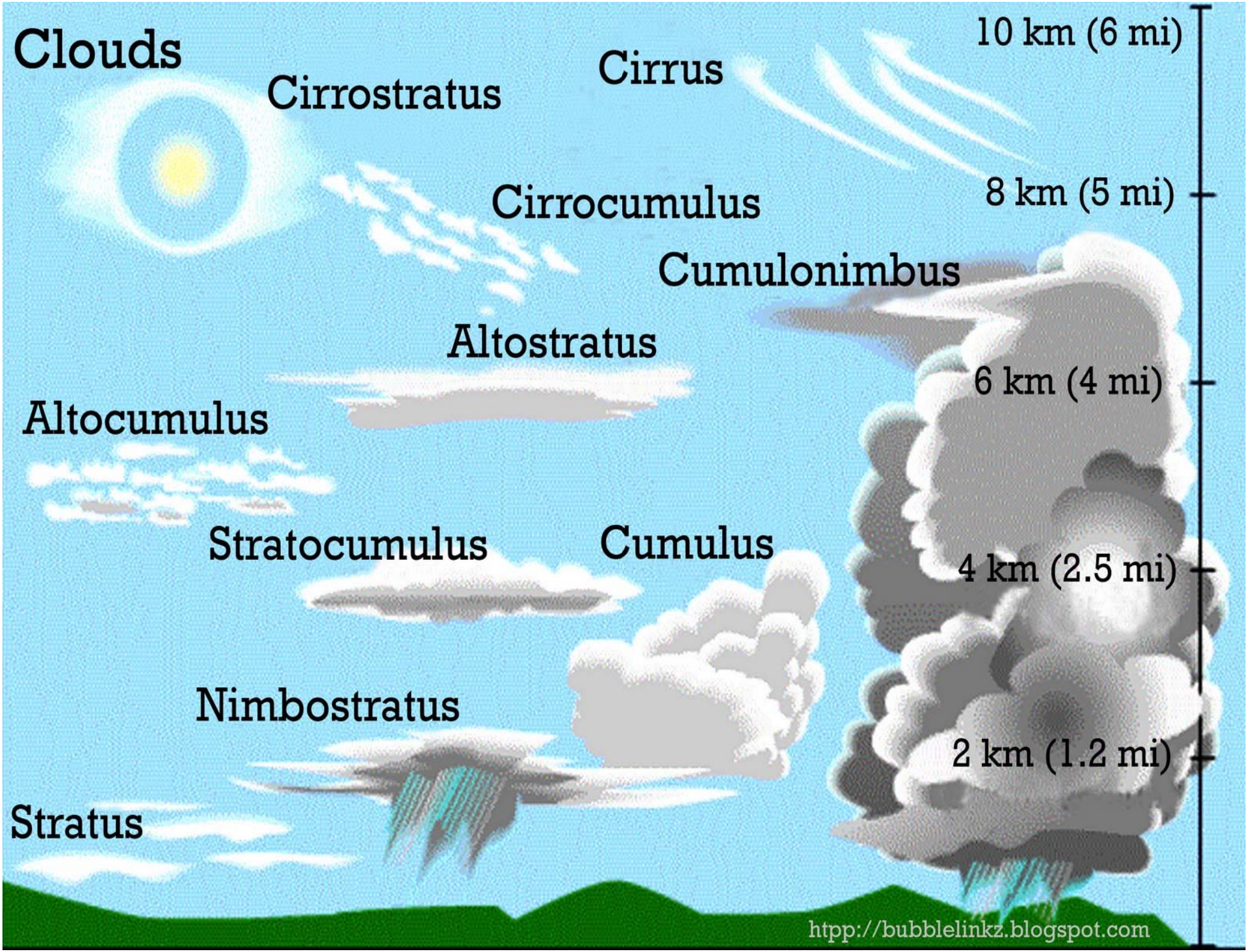
This game can be played with two or more players.

1. Everyone in the group picks one object you're likely to spot on the trail; for example, a stream, a hiker with blue shorts, a squirrel, etc. After everyone has chosen an object, play begins
2. The game works like BINGO: Everyone is looking to find the same object, but only one person can claim each sighting.
3. If you come across any of the object the members of the group have chosen the player who sees it first should say "BINGO! (Name of Object)". For example if someone chose a squirrel as their object then the first person to see the squirrel will say "BINGO! Squirrel."
4. No one else can claim that object but if another of the same item is seen then it can be claimed by another member of the group.
5. The first person to find and call BINGO for all of the objects chosen by the group wins.
6. Make sure the objects you choose are neither too rare or too common. If it is a common item, like a tree, then add a description to it such as a specific kind of tree or a dead tree.

Find That Tree

This activity requires two or more people and can be played in pairs or as a group.

1. Choose one leader and one follower.
2. With eyes closed, the follower is taken by the leader to a tree not far from the starting point.
3. At the tree, the follower, keeping their eyes closed, must examine the tree for 2-3 minutes.
4. The leader takes the follower back to the starting point.
5. When back at the start, the follower may open their eyes and then find their tree.
6. The two players can switch rolls or a new follower and leader my be chosen from the group.
7. When all members have participated, ask them to share the things that they noticed while their eyes were closed that made their tree stand out and while leading the other player. Talk about the ways the trees in the game area were unique, and ways that they were similar.


Clouds
Cirrostratus
Cirrus
10 km (6 mi)
Cirrocumulus
8 km (5 mi)
Cumulonimbus
Altostratus
6 km (4 mi)
Altocumulus
Stratocumulus
Cumulus
4 km (2.5 mi)
Nimbostratus
2 km (1.2 mi)
Stratus
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