



Movement Hike at Reflections Lake



Before you go:

- Watch Videos:
 - o Animal Movement: <https://youtube.com/watch?v=ds0LNFZipLU&si=EnSikaIECMiOmarE>
- Visit Websites:
 - o Good Health: <https://www.who.int/about/governance/constitution>

Gather your tools:

- o Appropriate clothing for the weather. Bug spray/sunscreen/water bottles
- o Movement cards/list
- o Optional: Camera/video recorder



At the Palmer Hay Flats:

- What does healthy movement look like? What does healthy movement look like for a worm? For a bird?

- Stretching

- o Ask all group members to come up with a stretch to share
- o Some prompts for creative stretches include
 - Stretch how you think a bear stretches
 - Stretch how you think a fish would stretch
 - Reach towards the sky like you can touch the clouds



- Take a movement Hike.

- Use the following cards to inspire different types of movement for your group to do around the trails
 - o Cards can be used back to back, or at set time or distance intervals
 - EX| a new card every four minutes
 - o Allow group to come up with their own nature movements for the group to try as well
 - o If you see an animal along the trail try and mimic its movement

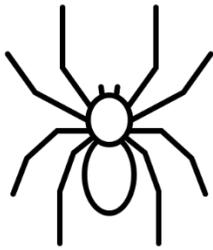


After your Movement Hike:

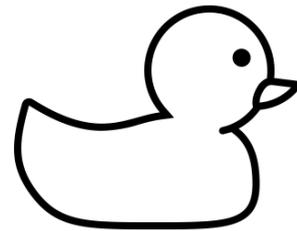
Share your learning with others. Post photos on public media, tell your friends and relatives what you saw, what you felt, what you heard, and what you could smell. Tell them which birds you saw and how they behaved. Show them your notes and sketches.

Make a plan for when you will visit Reflections Lake again.





CRAWL LIKE A SPIDER



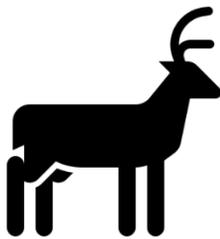
WADDLE LIKE A DUCK



SPIN LIKE FIREWEED



JUMP LIKE A GRASSHOPPER



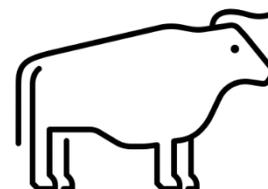
RUN LIKE A MOOSE



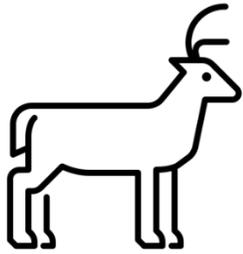
SCURRY LIKE A SQUIRREL



**WALK LIKE A LEAVE
FALLING IN THE WIND**



WALK LIKE A MUSK OX



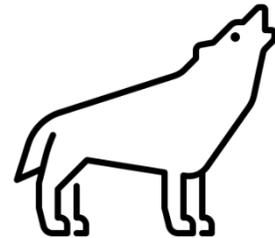
LEAP LIKE A CARIBOU



FLY LIKE AN EAGLE



RUN LIKE A SALMON



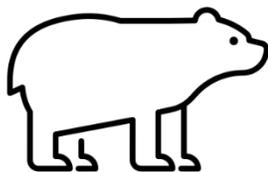
RUN LIKE A WOLF



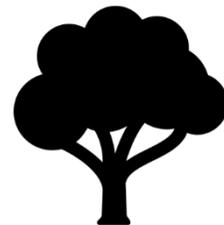
CRAWL LIKE A WORM



HOP LIKE A FROG



WALK LIKE A BEAR



ROLL LIKE A LOG