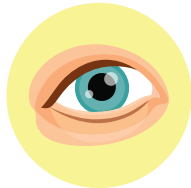


Follow Me Into The Night

Paris and Oliver hike at dusk and need to rely on their senses.
Draw or list things they see, hear, smell, and touch.

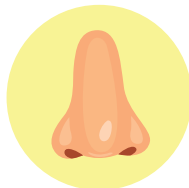
See



Hear



Smell



Touch



Paris and Oliver's Favorite Outdoor Night Games

Midnight or Ghost in the Graveyard

1. Pick a home base in the outdoor "graveyard" and set your boundaries.
2. Pick a player to be the ghost who will hide.
3. The other players cover their eyes and count by saying, "One o'clock, two o'clock ..." until they shout "MIDNIGHT!"
4. Players wander around searching for the ghost.
5. When a player sees the ghost, they shout out, "Ghost in the Graveyard."
6. The ghost tries to tag players before they reach home base.
7. The next ghost can be picked by the first player who was tagged.

Flashlight Tag

1. Wait until dark.
2. Decide who will be "it." That person, the "tagger", gets a flashlight.
3. The tagger closes their eyes and counts to 20 or whatever number you choose.
4. The tagger looks for hiders. Once one is spotted, he or she calls out the hider's name and shines the light on that person.
5. Those who are "tagged" go to "jail" where they can cheer on others until all are tagged.
6. The first person tagged will be "it" for the next round.



Paris and Oliver's Eye Experiment

Pupils in the Light and Dark

1. Gather a flashlight, a handheld mirror, and go to a dimly lit room.
2. Hold the mirror, open your eyes wide, and note the size of one of your pupils.
3. With your free hand, shine a flashlight into your eye. Be ready; this happens fast.
4. What did you notice?

Pupils (the little black dots in your eyes) change size because of the retina's (the nerve layer that lines the back of the eye) need for more or less light.

Go outside at night with a flashlight. Turn it off and see how long it takes for your eyes to adjust.

You might be surprised.