

Shake a tree

You'll need a pale sheet for this activity. Find a tree or bush with some low-hanging branches and lay your sheet underneath.

- Shake the branch or gently hit it with a stick once (no need to keep hitting because most minibeasts will hang on after the initial tap). Don't be too rough or you will damage it. Now see what has landed.

How do your creatures move?

Can you find bugs that do any of these things?

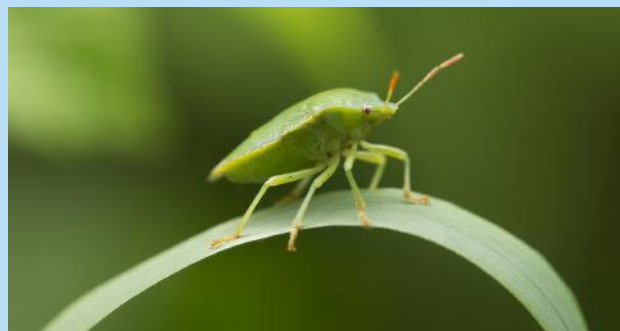


Crawlers



Moth caterpillar on leaf

Slow walkers



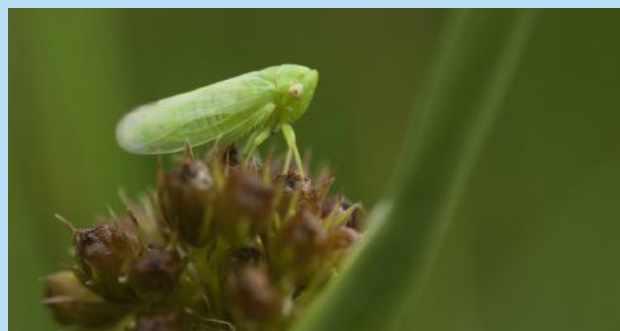
Green shield bug

Fast runners



Harvestman

Hoppers



Meadow froghopper

Action

Write and tell us about what you found when you shook a tree.

Remember to return all creatures unhurt, to the ground beneath the tree or shrub where you found them, so they can climb back home again.

Wild activities!

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Wild
Challenge





yn rhoi
cartref i
fyd natur

Ysgwyd coeden

Bydd angen lliain lliw golau arnat ti i wneud y gweithgaredd yma. Cer ati i ddod o hyd i goeden neu wrych gyda brigau isel a rhoi dy liain oddi tanynt.

- Cer ati i ysgwyd y brigyn neu ei daro yn ysgafn â ffon unwaith (does dim angen taro fwy nag unwaith oherwydd bydd y rhan fwyaf o'r bwystfilod bach yn dal eu gafael ar ôl y tro cyntaf). Paid â bod yn rhy wyllt neu fe wnei di ddifrodi'r brigyn. Nawr edrycha i weld beth sydd wedi glanio.

Sut mae dy greaduriaid yn symud?

Alli di ddod o hyd i'r mathau yma o bryfed?



Ymlusgwyr



Lindysyn ar ddeilen

Cerddwyr araf



Pryf tarian wyrdd

Rhedwyr cyflym



Carw'r gwellt

Sboncwyr



Llyffant y gwair

Gweithgaredd
Ysgrifenna
atom ni i
ddweud
beth welaist ti
wrth ysgwyd
coeden.

Cofia ddychwelyd yr holl greaduriaid, heb eu hanafu, i'r tir o dan y goeden neu'r gwrych y gwnest ti ddod o hyd iddyn nhw – er mwyn iddyn nhw allu dringo'n ôl adref eto.

Gweithgareddau

Gwyllt!

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Cofrestra i ennill gwobrau!

