



JUNIOR RANGER ACTIVITY GUIDE



Apostle Islands National Lakeshore Junior Ranger Booklet

Here is your chance; your opportunity to join ranks with those who came before you, those that took the oath and promised to look after, explore and learn about these wonderful places. Here is your chance to become a Junior Ranger!

Being an Apostle Islands National Lakeshore Junior Ranger is a special privilege and honor. It's a big responsibility and we know you can do it! As a Junior Ranger you will:



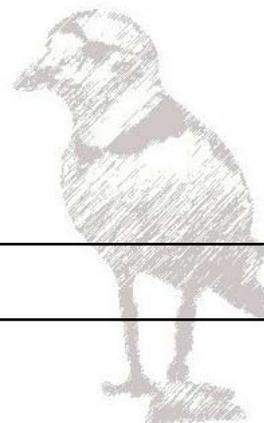
Take care of Apostle Islands National Lakeshore and other parks.

Explore the Apostle Islands and learn about the cool natural features plus the awesome human history.

Bring home an amazing experience to share with your family and friends.

Name:

Date:



Stories to tell...

The Apostle Islands have stories to tell. They are found under rocks and in the wind. They are found when an eagle flies overhead and when a bear tears apart a log looking for food. Stories are found in the ripples of a passing boat and in the flashing beam of a lighthouse. Everything and everyone has a story to tell - let's start working on yours...

Use this guide while you explore this wonderful place. You must complete the following to earn your Junior Ranger award and to be able to call yourself an Apostle Islands Junior Ranger:

1. Attend at least **one ranger program**. You can find a schedule of these programs in the park newspaper or posted on signs at island stations. Have the ranger sign here: _____
2. Complete **4 activities** that match your age group. Look for the butterfly, trout, and bear below to find your group and at the bottom of each activity page.
3. Bring your **completed booklet** back to one of the island stations, park headquarter, or Little Sand Bay to have a ranger look at it and to receive your Junior Ranger award.

Memengwaa (Ojibwe for butterfly)

5 to 7 years old

Memengwaa visits the islands in the summertime and loves to hang out on beaches and soak up the sun.



Namegos (Ojibwe for lake trout)

8 to 11 years old

Namegos is a native fish that loves to swim in the cold waters of Lake Superior.



Makwa (Ojibwe for black bear)

12 and up

Makwa is one of the largest animals to call the Apostle Islands their home and we certainly don't want to argue with them about that!!



A Place for All

The arrowhead is the emblem for the National Park Service. It can be found in many different places around the Apostle Islands - Park Rangers even have one on their shirts! The buffalo represents all of the wildlife and the tree represents all of the plants found in the parks. The mountains represent the land and the arrowhead represents the history.



If you were going to make your own emblem for Apostle Islands National Lakeshore, what would it look like? Would it be in the shape of an arrowhead or something different? What would you use to represent the wildlife, land, and the plants? Would you want to add anything else?

To complete this activity:

Draw your own emblem for the Apostle Islands below. Remember to include something to represent the wildlife, plants, land, and history. If you think there should be something more, add that too!



Ojibwemodaa! Let's Speak Ojibwe!

The Ojibwe language has been spoken around the Apostle Islands for a very long time. Just like your family and friends, the Ojibwe people have words for a whole bunch of things that you will encounter on your trip. Here are some common words you can learn how to say:

Boozhoo - Hello

Asin(iig) - Rock(s)

Gichigami - Lake Superior

Aanakwad(oon) - Cloud(s)

Digow(ag) - Wave(s)

Makwa(g) - Bear(s)

Noodin - Wind

Mitig(oog) - Tree(s)

Giizhig - Sky

Mitaawangaa - Beach

Migizi(wag) - Eagle(s)

Gayaashk(wag) - Seagull(s)

Miikana(n) - Trail(s)

Wenabozho Ominisan - Apostle Islands

Indizhinaakaaz - My name is

Nibi - Water

Ishkode - Fire

Zagime(g) - Mosquito(s)

Gigaawaabamin miinawaa - See you again

Jiimaan(an) - Boat(s)

To complete this activity:

In the space below, create a story of your experience here at the Apostles using some of the Ojibwe words found above. You can use English and Ojibwe words to make your story. For example: *Today, I saw a makwa swimming in Gichigami.* You should start by telling us your name. Have fun!



Find Your Gear...

It's time to get ready for your next trip to Apostle Islands National Lakeshore. See if you can find some useful things in this picture and circle them. Find some of the things that would be better left at home and cross them out. Get ready to tell a Ranger why.



Chainsaw



Tent



Flashlight



Marine Radio



Camera



Water Bottle



Camp Stove



Compass



First Aid Kit



Fireworks



Boombox



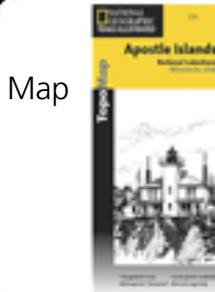
Life Jacket



Video Games



Refrigerator



Map



Guitar

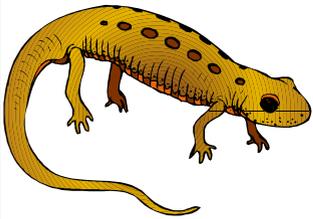


Take Me To The Islands...

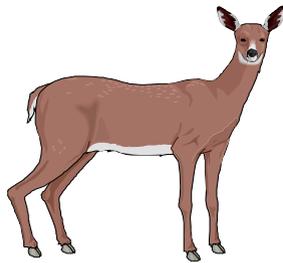
Though Lake Superior is a difficult barrier for animals to cross, the Apostle Islands host an amazing bunch of critters. Getting to the islands is a story in itself. Animals might swim, walk across the ice in the winter, fly, or hitch-hike on floating logs or boats. Some animals just haven't found a way out there.

To complete this activity:

How do you think the animals in the pictures get out to the islands? If you think they swim, write an "S" next to their name. If they walk across the ice, write "W". If they fly, write "F". If they hitch-hike, write "H". If they can't get to the islands, write "NO". Some animals may have more than one way.



Salamander _____



Deer _____



Black bear _____



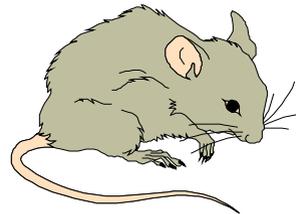
Bat _____



Skunk _____



Beaver _____



Mouse _____



Red squirrel _____



Coyote _____



Otter _____



Painted turtle _____



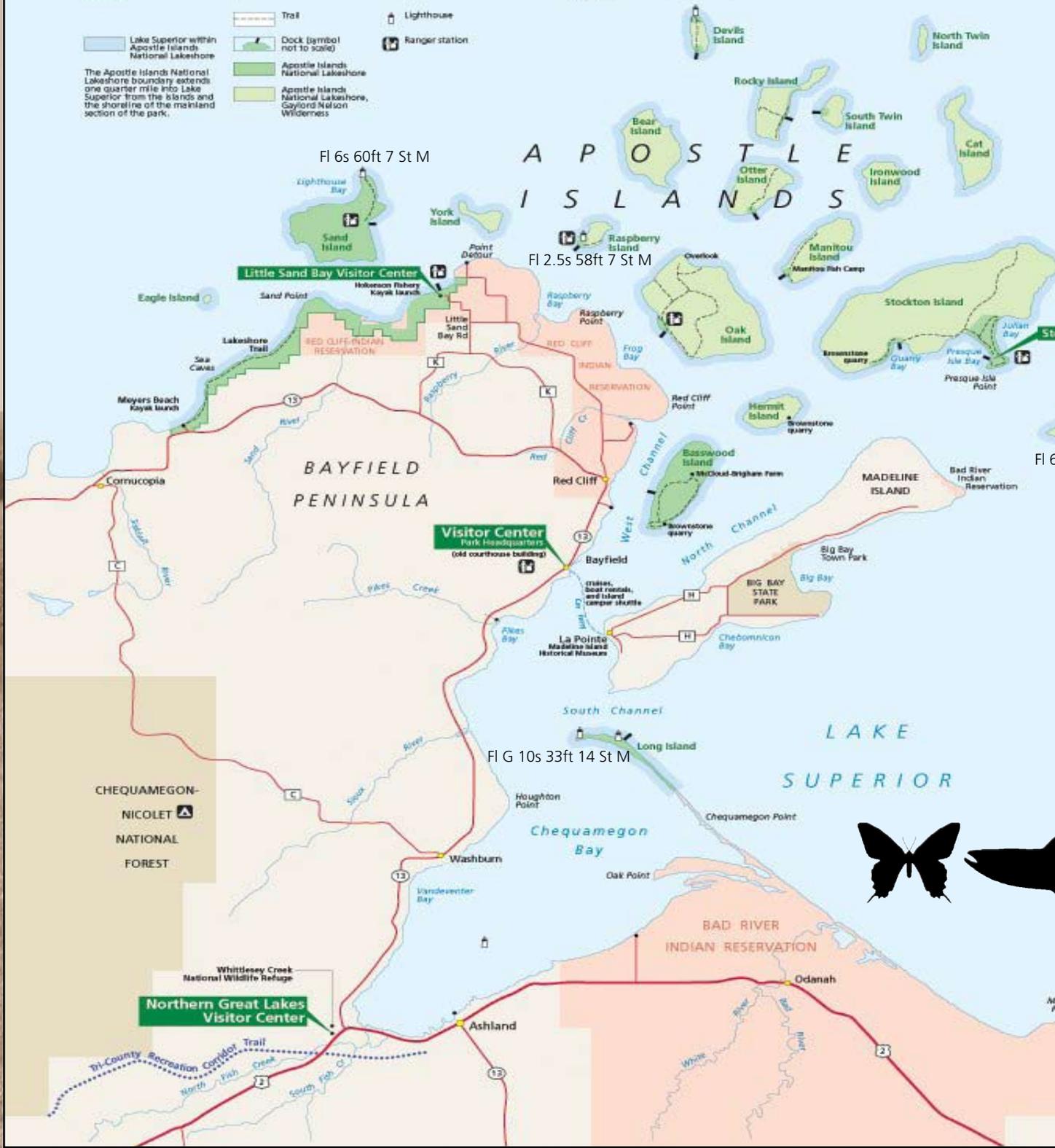
Porcupine _____





- Trail
- Lighthouse
- Ranger station
- Lake Superior within Apostle Islands National Lakeshore
- Dock (symbol not to scale)
- Apostle Islands National Lakeshore
- Apostle Islands National Lakeshore, Cuyler Nelson Wilderness

The Apostle Islands National Lakeshore boundary extends one quarter mile into Lake Superior from the islands and the shoreline of the mainland section of the park.



Fl 6s 60ft 7 St M

APOSTLE ISLANDS

Fl 2.5s 58ft 7 St M

Fl G 10s 33ft 14 St M



Northern Great Lakes Visitor Center



CHEQUAMEGON-NICOLET NATIONAL FOREST

BAD RIVER INDIAN RESERVATION

Whittlesey Creek National Wildlife Refuge

Tri-County Recreation Corridor

North Fish Creek

South Fish Creek

Trail

21

Ashland

13

21

Fl 6

Fl R 10s 100ft 15 St M

Continue the story...

For thousands of years people have been visiting the Apostle Islands for many different reasons. Now, just like those that have come before you, you can add your experience to the bigger story.

To complete this activity:

Find the places you have visited on the map and circle them. Then answer the questions below:

What is something you have experienced that makes this place unique?

Where else would you like to go?

Would you like to live on an island? Why or why not?

Why are the Apostle Islands special? What is special about where you live?

How can you protect those places near home?

Fl 10s 130ft 15 St M



ockton Island Visitor Center

Gull Island

Michigan Island

Is 170ft 11 St M



arble Point

Gronto Bay

WISCONSIN
MICHIGAN

Sturgeon River

Harold's Tale...

The Apostle Islands are full of history, myths and folklore. There are many stories about great men and women of the islands, but there are also stories about children. Harold Benton came to live on Raspberry Island when he was only 7 years old! He was the son of a lighthouse keeper. Read Harold's story and finish the activity on the next page.

I was born in 1907 to Lee and Ana Benton in Bayfield, WI. At the time I was born my Pop's job was the First Assistant Lighthouse Keeper on Devil's Island. We came to Raspberry Island in 1914 when I was seven years old. I was ever so proud of my Pop for getting promoted to Head Lighthouse Keeper.

I am ten now and I think Raspberry is the best lighthouse to be at in the Apostle Islands because the island has lots of juicy cranberries and raspberries and great fishing. There are lots of chores and we get up really early but the best part of being on an island is the play-time. Oh boy, do we ever find so much to do! My Pop makes model sailboats and he even made me one, one that really floats! I like to play marbles and hide-and-seek, especially when it's time to do the chores!

Chores are tough sometimes. It seems like we are always painting, and I don't think the paint ever dries the whole season we are out there. We paint the fences, the light tower, the walls inside and out, the doors, shutters and "yeesh" we even paint the rocks! My Pop says "Nothing shall go unpainted, ha-ha-ha".

Sometimes my Pop takes me up to the top of the light tower and I get to help with the most top secret and privileged of all lighthouse keeper jobs... polishing the Fresnel (pronounced fra-nel) Lens. You have to wear a special apron and be careful not to scratch or chip the lens. There are lighthouses on six different islands to help ships navigate through the area safely. Our light is white and flashes every 60 seconds. Ship captains can use navigational charts to see where lighthouses are, what color the light is, how high the light is, and how far away it can be seen. All this is in code on the charts.

Flashing Lights...

Without the knowledge of how lighthouse codes work, a ship's tale could have a grave ending. Lighthouse codes are printed on Lake Charts. The code might read: Fl G 4s 33ft 7 St M.

Code Key:

"Fl" stands for flashes

"R" means that the light flashes red

"G" means that the light flashes green

If there isn't a letter between "Fl" and "s" then the light flashes white

The number before the letter "s" is how many seconds between flashes
(4s = 4 seconds)

The number before the letters "ft" is how high the light is above the water
(33ft = 33 feet high)

The number before the letters "St M" is how far away the light can be seen
(7St M = 7 miles)

To complete this activity:

Use the information in the code key above, the story below, and the map on pages 8-9 to figure out where your boat is and put an "x" on the map to mark your location.

Crash! It's late at night and you wake up in your sailboat to the sounds of waves crashing across your bow and the wind howling. You realize that your anchor line has broken free and you have been floating for hours. Suddenly, a huge wave hits your boat and wrecks the navigation system. What are you going to do? Look for the flashing lights.

You grab your Lake Chart and binoculars and rush up to the deck. As you look around you can see three different lights flashing.

One white light is flashing off to your right every six seconds. There is another white light flashing every two and a half seconds straight ahead of you. You can make out a red light flashing every ten seconds to your left.



Reading The Wind...

This chart will help you to figure out how fast the wind is blowin' and also what to expect when you get out to open water. You should always check the Nearshore Marine Forecast before going out on the lake.

To complete this activity:

The wind has blown some of the words off the chart. Write the letter that comes before each description in the correct place.

Wind (Knots)	Description	Appearance On The Water	Appearance On Land
Less than 1	Calm	Sea surface smooth and mirror like	Calm, smoke rises vertically
1-3	Light Air	Small wavelets, crests glassy, no breaking	Smoke drift indicates wind direction
4-6	Gentle Breeze	Large wavelets, crests begin to break, scattered whitecaps	Wind felt on face, leaves rustle
7-10	Moderate Breeze	Moderate waves 4-8 feet, many whitecaps, some spray	Dust, leaves, and loose paper lifted, small tree branches move
11-16	Strong Breeze	Sea heaps up, waves 13-20 feet, white foam streaks off breakers	Larger tree branches moving, whistling in wires
17-21	Near Gale	Moderately high 13-20 foot waves, foam blown in streaks	Whole trees moving, resistance felt when walking against wind
22-27			
28-33			
34-40			

(A) Small trees with leaves begin to sway

(B) Fresh Breeze

(C) Longer waves 8-13 feet, whitecaps common, more spray

(D) Scaly ripples, no foam crests

(E) Gale

(F) Small waves 1-4 feet becoming longer, numerous whitecaps

(G) Whole trees in motion, much resistance felt walking against wind

(H) Light Breeze

(I) Leaves and small twigs constantly moving, light flags extended



Using Your Senses...

When you are out on the water or hiking down a trail, you are using all of your senses to tell you about your surroundings. Maybe you will smell some pine trees before you see them or hear a boat before you feel its wake. Sometimes we pay attention to what everything is telling us and sometimes we just let it pass on by. Today you are going to stop for a second to really "listen" to the world around you.

To complete this activity:

Take a moment to sit down and listen. Write down some examples for each of the senses in the picture below. We left out taste 'cause you probably don't want to taste the sand!!

What did you smell?

What did you see?

What did you hear?

What did you feel?



Share Your Story

The sound of the wind moving through the trees makes music.
Frank Montano, Red Cliff Ojibwe

The islands have their stories. We hope that your adventure was full of good times and that you had a chance to create your own story of your time at the Apostles.

Now think about your time here and about something that may have happened or something you saw - it can be anything.

The birds singing, the deer grunting, the waves crashing all add sounds to the air. Some are quiet like the frogs singing at dusk and some are loud like your dad snoring in the tent next to you. Jeez! Share your voice in the form of a poem. This is called an acrostic poem because it uses the letters of a word to begin each line. Here is an example:

Whistling through the trees
In the calm before the storm
Noreaster
Dances across the the lake

To complete this activity, finish the following:

Think of your time at the Apostle Islands and come up with some lines to complete your acrostic poem.

**I
S
L
A
N
D
S**



Congratulations!

It is an honor to welcome you to the outstanding group of people who have pledged to protect these wonderful places! As a Junior Ranger, you now have the responsibility to help Park Rangers keep these areas beautiful and to help others understand their importance. Here are some ways you can help:



Tell your friends and relatives about your time here at the Apostle Islands. Bring them here so that they can experience it also.

Visit other parks near home and try to learn as much as you can about them. Share their stories with friends and relatives.

Junior Ranger Pledge:

As an Apostle Islands Junior Ranger, I understand that this is a special place and I promise to help protect it for future generations. I will also do my best to protect what is special about the place where I live.

Junior Ranger's signature

Ranger's signature



The National Park Service cares for special places saved by the American people so that all may experience our heritage. Completing these activities will help you understand what makes Apostle Islands National Lakeshore one of these places.



This Junior Ranger Booklet was created through the partnership of the National Park Service, the National Park Foundation, and the Student Conservation Association and was made possible through the generous support of Ocean Spray Cranberries, Inc., a National Corporate Partner of the National Park Foundation.

To learn more about the online Junior Ranger program, visit www.nps.gov/webrangers.