Super-Hiker Activity

Hiking out to the Bluebird Mine site makes the day’s trip 4.2 miles, but a chance to see the old Bluebird Mine can be rewarding for detectives. Imagine the year is 1907. You are an artist for the Denver Post, hired to draw a picture of life at the Bluebird Mine. Draw what you imagine this mine looked like 100 years ago. Feel free to draw some miners too!

A Squirrel’s Kitchen

A midden is a squirrel’s kitchen. It is where squirrels go to pick apart conifer cones, eat the seeds from inside the cones, and drop the pieces on the ground. Look for a midden at the base of a tree or rock and mark it with an X on the map.

Life on the Ranch

Sit on the front porch of the DeLonde house. Imagine that your family works this ranch, and this is your home. Write three lines about what it’s like growing up at Caribou Ranch. Make the first letter of each line fit with the letters below so they form the word ELK, one of this meadow’s frequent visitors!

E
L
K

Make a Sound Map

Find a nice spot to sit. Listen carefully and quietly, and mark sounds you hear on your sound map below with a word or drawing that describes the sound. Try to get four or more sounds on your map!

EXTRA!

LIFE AT THE BLUEBIRD SILVER MINE
Wildflower Watch

There are many wildflowers that come in lots of colors, shapes, and sizes. Look for a patch of wildflowers. Do you see any insects on or around the flowers? Many types of insects—such as bees, butterflies, moths, beetles, and flies—visit flowers for their pollen and nectar. Each of them has a favorite. Draw a close-up of one flower for each color below. For an extra challenge, draw a bug that you see on one of the wildflowers!

All About Trees

Pine, spruce, and fir trees have needles and stay green year-round. There are at least five different types of evergreen trees along a trail at Caribou Ranch!

Draw or write a description of the needles, pinecones, or anything unique about these trees.

Take this Mystery Guide and a pen or pencil with you as you explore. To complete your Nature Detective training at this park, complete at least 3 of the 6 activities.

Inside you will find a map of the park, which will serve as a guide. Some activities correspond to locations on the map, and some activities can be done anywhere.

Feel free to get help from grown-ups on this, but remember, these activities are for you! You can write or draw anywhere in this mystery guide. The more thoughtful and artistic, the better!

Your Case: Caribou Ranch

This land is home to elk, moose, black bears, squirrels, foxes, coyotes, and other animals. Surprisingly, there are no caribou at Caribou Ranch. This area is named after the Caribou mountain range in Canada. Caribou Ranch has a long ranching and mining history. Look closely to find old ranch buildings and mine debris!

Nature Detectives Club
Mystery Guides can be found at:
1) Agricultural Heritage Center
2) Bald Mountain Scenic Area
3) Betasso Preserve
4) Caribou Ranch Open Space
5) Carolyn Holmberg Preserve
6) Heil Valley Ranch (currently closed)
7) Mud Lake Open Space
8) Pella Crossing
9) Walden Ponds Wildlife Habitat

Drop completed mystery guides in the Nature Detectives Club mailbox at each park. If you need to finish at home, mail it to us: Nature Detectives Club, Boulder County Parks and Open Space, 5201 St. Vrain Road, Longmont, CO 80503

Complete the information below so we can send you prizes and return your mystery guides!

Grown-ups, please provide the following information:

Detective’s name: ____________________________ Age: ______
Address: ____________________________

City, State: ____________________________ Zip code: ____________________________ Phone: ____________________________

BoulderCountyOpenSpace.org
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Mystery Guide

Start here!

Nature Detectives Club

**Your mission** is to become a young Nature Detective, collecting clues from the world around you, and solving mysteries of the forest, prairie, wetlands, and mountains.

**After completing a mystery guide we will send you a useful tool for your future outdoor adventures.**

**All right detective, let’s go!**