

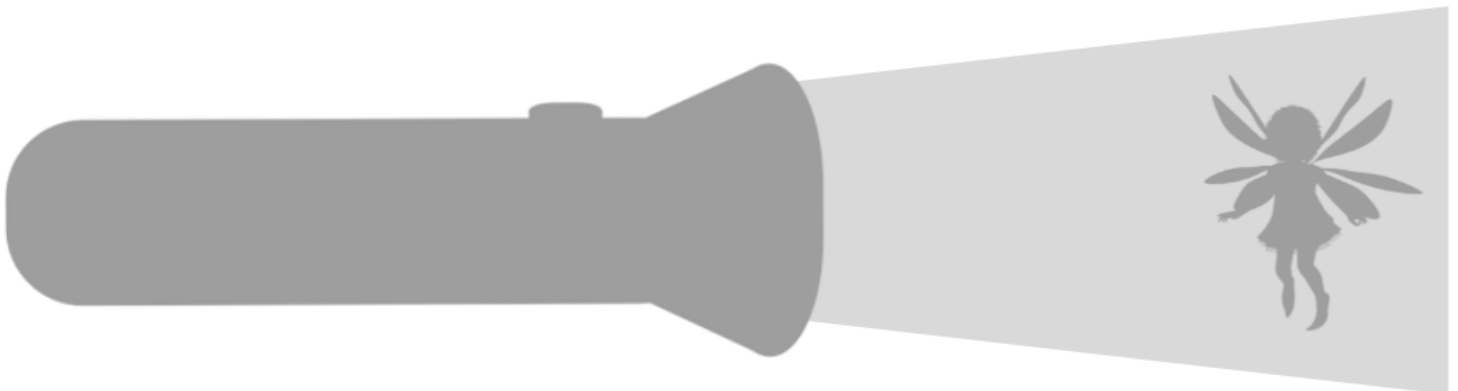
ENERGY BURN

Catch the Wisp



A wisp is a magical creature that can be found in forests or swamps.

Wisps appear to lost or traveling people as a bobbing light in the distance, as if people are walking ahead of them, but they can never catch up!



If you have a flashlight and a shady area outside or a dim room, you can try to catch a wisp! One person holds the flashlight and tries to keep the light just ahead of the chaser. The other person chases the light, trying to catch it. Don't forget to take turns! (Maybe set a timer so you know when to switch.)

Think about what you learned before you swap and give the other person at least one tip!