



Texture Hunt

Think of your favorite stuffed animal or toy. What does it feel like? Is it soft and squishy? We're going to take a closer look at the textures of things in our houses!

Materials

- Paper
- Crayons

Objective

- Explore objects in your home and take a closer look at what things are made of and how they feel.

Let's Start!

- First:
 - What is texture?
 - The feel, look, or consistency of a surface or substance
 - Go find an object to study.
 - Example: basketball
 - If run my fingers over the surface of a basketball, how might it feel? What words would you use to describe it?
 - Bumpy or solid
 - How does your object feel? What words might you used to describe the surface?
- **STEP 1:** We are going to pretend we are explorers, going through our homes and finding interesting textures. Grab a few sheets of paper and a crayon or two. Color does not matter. Let's go hunt!
- **STEP 2:** Look for a texture you think would look neat on paper. Maybe something that feels pretty bumpy. Take one sheet of paper and lay it on top of the surface you found. Now take your crayon, and color on your paper, with the object underneath. You might have to press down pretty hard. This is called a "texture rubbing".
 - **Do you see the texture showing up on your paper?!**
- **STEP 3:** Hunt around the house for different textures. Try to make sure they really are different. We want a collection of textures that all look different. Do 10 texture rubbings.
- **STEP 4:** Come back to one spot and lay out all ten of your texture rubbings. Let's ask ourselves some questions.
 - Do all of my textures look the same? Or different?
 - What textures were the easiest to get rubbings from?
 - Can you tell what the object was that you used to get any of these? See if someone else can tell!
- Additional information:
 - Don't be afraid to go outside and find textures! As long as you aren't coloring on the actual object, and only on paper, anything is fine!
 - If you don't have crayons, you can use chalk or pencil on your paper to capture the textures!