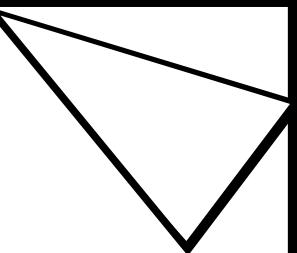


TRAIL POST 7

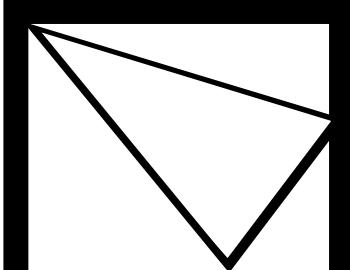


LIGHTS OUT!

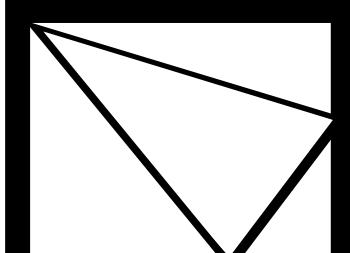
Time to get the campers to sleep but their pillows are all mixed up! Cut out the ten pillows before you begin. Use the clues below to figure out which pillow matches the sleeping bag clue! You can glue or tape the pillows to the sleeping bags to get the campers ready for LIGHTS OUT!



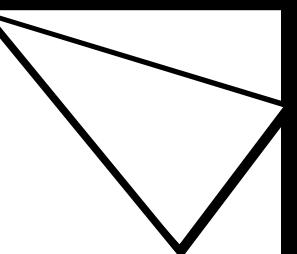
My pillow has shapes with equal sides and the same number of vertices as sides.



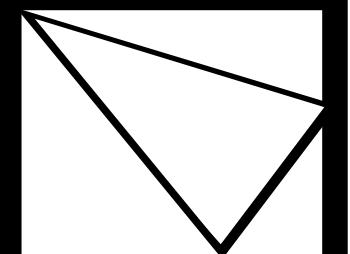
My pillow has shapes that all have the same attributes and are closed shapes.



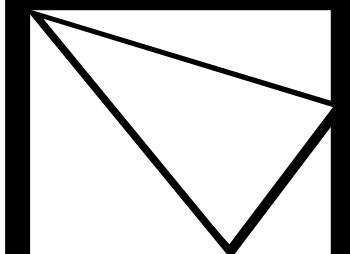
My pillow has closed shapes. All the shapes on my sleeping bag are quadrilaterals.



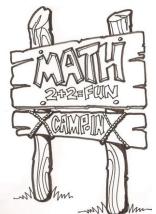
My pillow is split into two halves. Half of my pillow has stripes and there is an odd number of dots. When you add the dots and stripes you get a sum that is greater than 22.



My pillow is split into four equal parts. When you combine the objects on 2 of the parts you will get 16 objects.



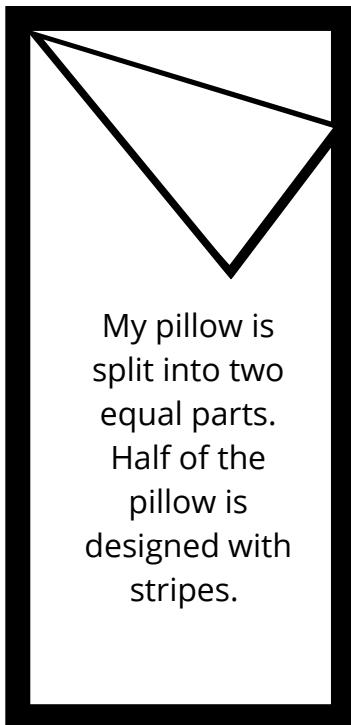
My pillow is partitioned into four equal parts. There is an odd number of dots in one of the four parts.



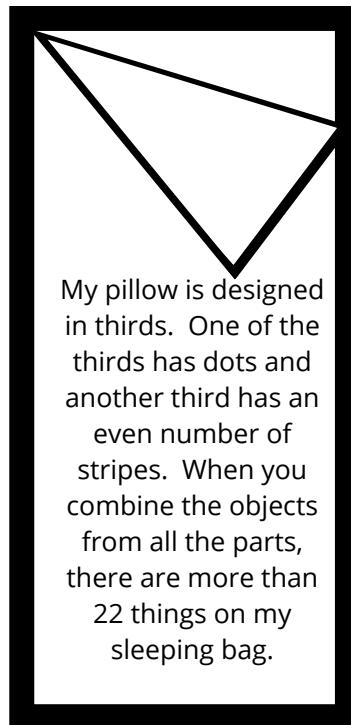
TRAIL POST 7



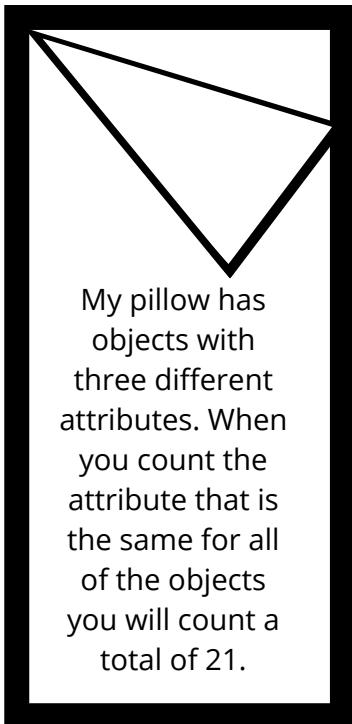
My pillow is partitioned into two equal parts. Half of my pillow has stripes. There is an even number of stripes.



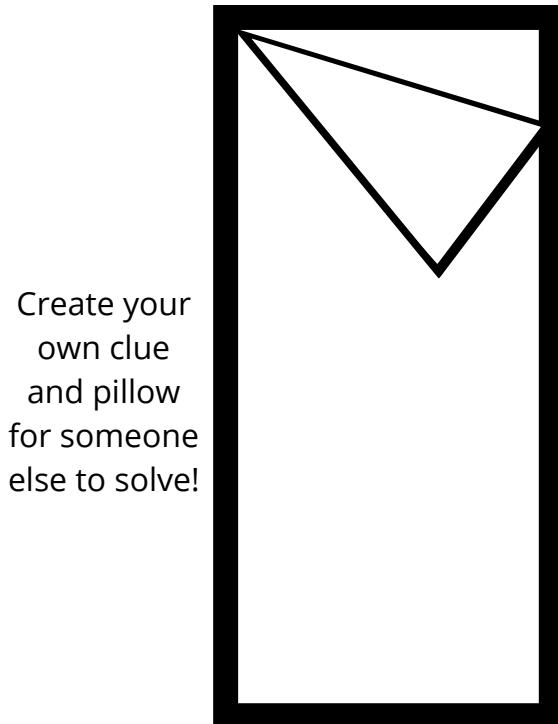
My pillow is split into two equal parts. Half of the pillow is designed with stripes.



My pillow is designed in thirds. One of the thirds has dots and another third has an even number of stripes. When you combine the objects from all the parts, there are more than 22 things on my sleeping bag.



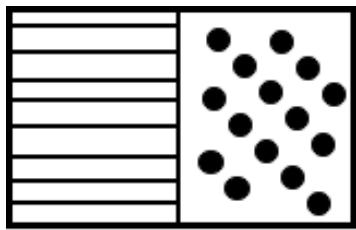
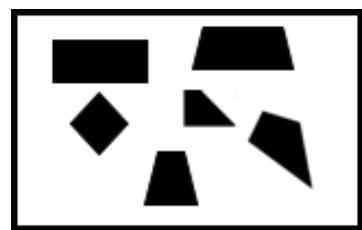
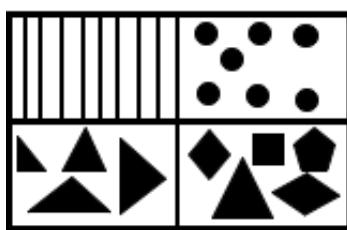
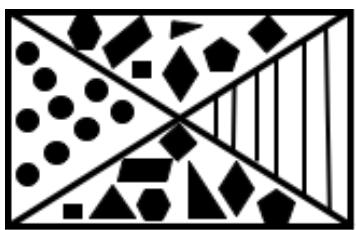
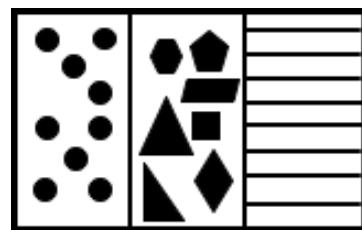
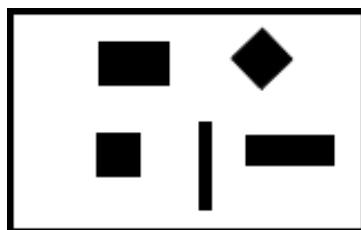
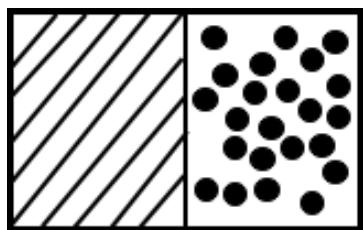
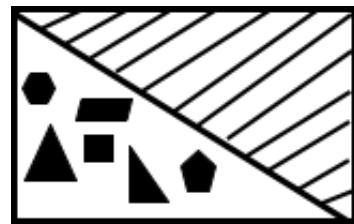
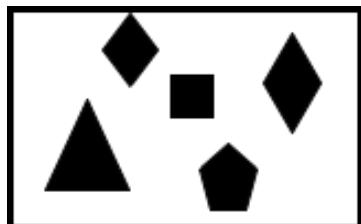
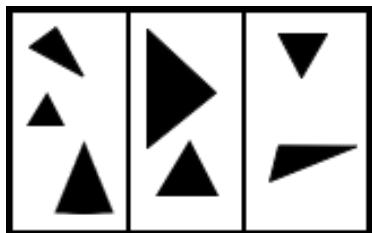
My pillow has objects with three different attributes. When you count the attribute that is the same for all of the objects you will count a total of 21.



Create your own clue and pillow for someone else to solve!



TRAIL POST 7 - PILLOWS



Create your
own clue
and pillow
for someone
else to solve!