TINY FIELD TRIPS

52 outdoor activity cards + 2 optional keeper cards

5 MIN

SKY BREAK

Find a comfortable outdoor spot and look at the sky, away from the sun. Notice three things: a color, a shape, and something that changes.

tiny FIELD TRIPS FIELD TRIP NO PERMISSION SLIP NEEDED

5 MIN

COLOR QUEST

Choose a color from your clothes or belongings. Find three outdoor matches from one spot or along a short route. Prefer shapes? Match those instead.

tiny FIELD TRIPS FIELD TRIP NO PERMISSION SLIP NEEDED

5 MIN

YOUR TINY FORECAST

Make a weather report from outdoors. Notice the air on your skin, moving leaves, or changing light. Give today's weather a wonderfully unofficial name.

tiny FIELD TRIPS FIELD TRIP NO PERMISSION SLIP NEEDED

5 MIN

TAKE A SEAT

Choose a comfortable outdoor perch, with whatever support you need. Sit, stand, or settle in your own way. Nothing to count, finish, photograph, or improve.

tiny FIELD TRIPS FIELD TRIP NO PERMISSION SLIP NEEDED

5 MIN

TEXTURE SAFARI

Compare three textures in an outdoor spot: perhaps paving, bark, and a wall. Look closely, or feel safe surfaces on your own belongings. Which would make the best monster skin?

tiny FIELD TRIPS FIELD TRIP NO PERMISSION SLIP NEEDED

5 MIN

SHADOW SPOTTING

Find a shadow shaped like something else. A dragon? A wonky sandwich? Stay on a safe surface and invent a name for the creature you discover.

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THE WORLD IS MOVING

Notice three sounds or three movements around you. Try one nearby, one farther away, and one you almost missed. No need to identify their makers.

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5 MIN

ONE-LEAF EXPEDITION

Choose a leaf still on its plant. Study its outline, veins, or edges without picking it. Describe it like a tiny landscape, complete with roads and mountains.

tiny FIELD TRIPS

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5 MIN

ALPHABET OUTDOORS

Pick a letter. Find three things outdoors whose names begin with it. Look from your spot, explore a familiar route, or invent excellent names for unfamiliar things.

tiny FIELD TRIPS

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5 MIN

TAKE YOUR DRINK OUT

Bring a drink you already have to a comfortable outdoor spot. Spend a few minutes with the view. Yup, this counts as going outside.

tiny FIELD TRIPS

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5 MIN

SIX-WORD FIELD REPORT

Describe this outdoor moment in exactly six words. Say them, type them, or jot them down. Serious reporting and complete silliness are both welcome.

tiny FIELD TRIPS

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5 MIN

NEAR, MIDDLE, FAR

From a comfortable spot, notice something near, something in the middle distance, and something far away. Use sight or sound, then change the order.

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MAP YOUR SQUARE

Map the outdoor space around you, however small. Sketch, dictate, or list three landmarks and how they connect. Include one detail a regular map would miss.

tiny FIELD TRIPS FIELD TRIP NO PERMISSION SLIP NEEDED

10 MIN

INSECT INTERMISSION

Watch an insect from a respectful distance without touching it or moving its shelter. Notice its route. No insects today? Inspect the habitat without disturbing it.

tiny FIELD TRIPS FIELD TRIP NO PERMISSION SLIP NEEDED

10 MIN

MEET A TREE

Choose a tree you can comfortably observe. Notice its trunk, branching pattern, and outline. Give it a nickname based on what you find, rather than guessing its species.

tiny FIELD TRIPS FIELD TRIP NO PERMISSION SLIP NEEDED

10 MIN

BIRD BUSINESS

Watch birds from your spot or a familiar path. Look for one behavior: perching, feeding, or preening. Keep your distance and let them supply their own soundtrack.

tiny FIELD TRIPS FIELD TRIP NO PERMISSION SLIP NEEDED

10 MIN

FLOWER DETECTIVE

Look closely at a flower without picking it. Notice its shape and any visitors. No blooms nearby? A bud, seed head, or plant growing in a crack works too.

tiny FIELD TRIPS FIELD TRIP NO PERMISSION SLIP NEEDED

10 MIN

POCKET-SIZE PLANET

Study a tiny patch of ground from a safe, comfortable position. Imagine its stones, plants, and gaps as a whole planet. Name three landmarks without moving anything.

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FIVE-FRAME HUNT

Find something round, striped, tiny, weathered, and surprising. Photograph, sketch, describe, or simply notice each discovery. One object can claim more than one category.

tiny
FIELD TRIPS
FIELD TRIP
NO PERMISSION SLIP NEEDED

10 MIN

FOLLOW THE BREEZE

Watch how wind moves leaves, flags, or loose clothing. Find a sheltered spot and compare. If the air is still, notice what gives that stillness away.

tiny
FIELD TRIPS
FIELD TRIP
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10 MIN

PAVEMENT POETRY

Collect words in your memory, not objects: a street sign, a label, something you notice outdoors. Arrange five of them into a tiny poem, aloud or on paper.

tiny
FIELD TRIPS
FIELD TRIP
NO PERMISSION SLIP NEEDED

10 MIN

DRAW BADLY, GLADLY

Pick one outdoor subject and sketch it without worrying about accuracy. A finger drawing in the air works too. Give your masterpiece an unnecessarily grand title.

tiny
FIELD TRIPS
FIELD TRIP
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10 MIN

REFLECTION COLLECTION

Look for reflections in windows, puddles, or other surfaces from a safe route or one spot. Notice what changes when you shift position. Leave the sun out of your search.

tiny
FIELD TRIPS
FIELD TRIP
NO PERMISSION SLIP NEEDED

10 MIN

SMALL, SMALLER, SMALLEST

Choose something you can notice outdoors, then find something smaller, and smaller again. Use your eyes, a camera's zoom, or a companion's descriptions without handling your discoveries.

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THE ONE-BLOCK QUESTION

Pick one question about a familiar block or outdoor spot: Where are the plants? What has wheels? Explore at your pace, or investigate the view from one place.

tiny
FIELD TRIPS
FIELD TRIP
NO PERMISSION SLIP NEEDED

20 MIN

OPEN-AIR READING ROOM

Take something to read or listen to outside. Choose a comfortable spot, enjoy a few pages or minutes, then pause to notice the setting of your real-life story.

tiny
FIELD TRIPS
FIELD TRIP
NO PERMISSION SLIP NEEDED

20 MIN

POCKET PICNIC

Bring a snack and drinking water to a nearby outdoor spot. Make yourself comfortable and take your time. Pack out every wrapper and crumb; wildlife has its own menu.

tiny
FIELD TRIPS
FIELD TRIP
NO PERMISSION SLIP NEEDED

20 MIN

PATTERN STUDIO

Find a repeating outdoor pattern: bricks, branches, railings, or ripples. Recreate it on scrap paper, describe its rhythm, or invent a pattern inspired by it.

tiny
FIELD TRIPS
FIELD TRIP
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20 MIN

POSTCARD FROM HERE

Write, dictate, or sketch a postcard from an ordinary outdoor place. Tell someone what makes this spot worth noticing. Sending it is optional; being somewhere counts.

tiny
FIELD TRIPS
FIELD TRIP
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20 MIN

READ THE NEIGHBORHOOD

Find an outdoor plaque, trail sign, building date, or noticeboard along an accessible route. Explore one detail it reveals. No sign nearby? Invent a question to investigate later.

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NO-SCROLL STROLL, OR SIT

Put your phone away if you can do so safely; keep any accessibility or safety tools you need. Wander a familiar route or stay put, with no feed to catch up on.

tiny FIELD TRIPS FIELD TRIP NO PERMISSION SLIP NEEDED

20 MIN

MYSTERY SPECIES

Choose one plant or animal to observe without disturbing it. Note identifying features, then consult a guide if you have one. An unanswered mystery is a perfectly good result.

tiny FIELD TRIPS FIELD TRIP NO PERMISSION SLIP NEEDED

20 MIN

MOVE YOUR WAY

Take a familiar, comfortable movement routine outdoors: stretching, wheeling, walking, or another movement that suits you. Rest whenever you like and let the surroundings set the scene.

tiny FIELD TRIPS FIELD TRIP NO PERMISSION SLIP NEEDED

20 MIN

CLOUD COMIC

Use cloud shapes, branch silhouettes, or other outdoor forms as characters in a three-panel comic. Draw, dictate, or tell the story. Dramatic plot twists encouraged.

tiny FIELD TRIPS FIELD TRIP NO PERMISSION SLIP NEEDED

20 MIN

WHERE RAIN GOES

From safe, dry ground, trace where rain would travel: roof to gutter, path to drain, slope to soil. Sketch or describe the journey without entering water or drains.

tiny FIELD TRIPS FIELD TRIP NO PERMISSION SLIP NEEDED

20 MIN

CHORE WITH A VIEW

Move one small, portable task outdoors: fold a few clothes, plan meals, or sort a list. Pause halfway through to notice what your usual workspace is missing.

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DESIGN A TINY TRAIL

Choose three easy-to-reach stops in a familiar outdoor area. Give each a name and a reason to pause. Follow your route, or make a three-stop tour within one view.

tiny FIELD TRIPS

FIELD TRIP
NO PERMISSION SLIP NEEDED

30 MIN

A STORY IN SIX SCENES

Tell an outdoor story in six photographs, sketches, or spoken scenes: an opening, four discoveries, and an ending. Work from one spot or explore a route that suits you.

tiny FIELD TRIPS

FIELD TRIP
NO PERMISSION SLIP NEEDED

30 MIN

THE LEAVE-IT-THERE MUSEUM

Curate five outdoor exhibits without collecting anything. Give each a title and a one-sentence label. Your museum can live in photos, notes, a voice recording, or your imagination.

tiny FIELD TRIPS

FIELD TRIP
NO PERMISSION SLIP NEEDED

30 MIN

MAP THE SOUNDTRACK

From a comfortable outdoor spot, map where sounds come from using words, marks, or a recording for yourself. Prefer a visual version? Map movement instead.

tiny FIELD TRIPS

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30 MIN

SEASON DETECTIVE

Look for three clues to the season in a familiar outdoor place. Record what is happening today, without expecting a particular result. Save the date for a future comparison.

tiny FIELD TRIPS

FIELD TRIP
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30 MIN

THE OUTDOOR PUZZLE CLUB

Bring a puzzle, crossword, or simple game you already own outside. Play alone or invite company. Choose a sheltered spot and keep loose pieces from becoming escape artists.

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ONE GOOD QUESTION

Take one question outdoors: What surprised me this week? What am I curious about? Think, write, dictate, or chat while resting or moving. You do not owe yourself an answer.

tiny FIELD TRIPS — FIELD TRIP, NO PERMISSION SLIP NEEDED

30 MIN

SHADOW LABORATORY

Put an object on your own sheet of paper outdoors and trace its shadow. Check again later in your half hour. On a cloudy day, compare light and dark areas instead.

tiny FIELD TRIPS — FIELD TRIP, NO PERMISSION SLIP NEEDED

60 MIN

A VERY LOCAL GETAWAY

Choose a nearby outdoor place that fits your access needs and available travel time. Pack water and something comfortable to sit on if useful. Explore a little, rest a little.

tiny FIELD TRIPS — FIELD TRIP, NO PERMISSION SLIP NEEDED

60 MIN

BACKYARD GAMES, ANYWHERE

Take a simple game to a suitable outdoor space: toss rolled socks toward a bowl, play cards, or invent a target game. Adapt distance and position; give yourself ridiculous bonus points.

tiny FIELD TRIPS — FIELD TRIP, NO PERMISSION SLIP NEEDED

60 MIN

AN OUTDOOR ART OUTING

Choose a nearby public mural, sculpture, or interesting building you can access. Spend time with its details, then sketch, describe, or discuss what you notice. One artwork is enough.

tiny FIELD TRIPS — FIELD TRIP, NO PERMISSION SLIP NEEDED

60 MIN

BIRDWATCHING OFFICE HOURS

Settle somewhere birds already visit. Note the times, behaviors, or silhouettes you observe without feeding or calling them. No birds clock in? Record the other outdoor activity instead.

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START A FIELD JOURNAL

Take paper or a recording device outside. Make one entry with the date, weather, three observations, and one question. Add a sketch or description and leave plenty of time for looking.

tiny FIELD TRIPS



60 MIN

FRESH-AIR SKILL SWAP

Bring a portable skill outdoors: sketching, knitting, knot-tying, or another familiar hobby. Practice alone or trade tips with a friend. Choose materials you can keep safely contained.

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60 MIN

AN APPOINTMENT WITH DUSK

Choose a safe, familiar spot and watch the sky change around dusk without looking directly at the sun. Notice colors, sounds, or movement, and plan your way home before dark.

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60 MIN

THE UNSCHEDULED HOUR

Set aside an outdoor hour with no itinerary. Choose somewhere comfortable and safe, bring what you need, and follow your curiosity or stay completely still. Leaving early is allowed.

tiny FIELD TRIPS



START HERE

52 SMALL WAYS TO GET OUTSIDE

Choose a time, then draw a card. Solo or with company. Times are flexible. Skip or redraw freely.

tiny FIELD TRIPS



KEEP HANDY

MAKE IT YOURS

Stay put, walk, or roll. Adapt the prompt to your senses and support. Check conditions and access rules. Leave nature in place and give wildlife space.

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