

Lily Murray

Jenny Løvlie

The GIRL who
LOVES BUGS

Activity Pack

Journey with Evie through a maze, make some special squirmy friends, and learn to build your own bug hotel in this activity pack featuring all-new illustrations by Jenny Løvlie!



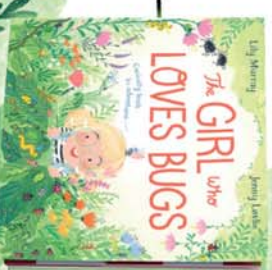
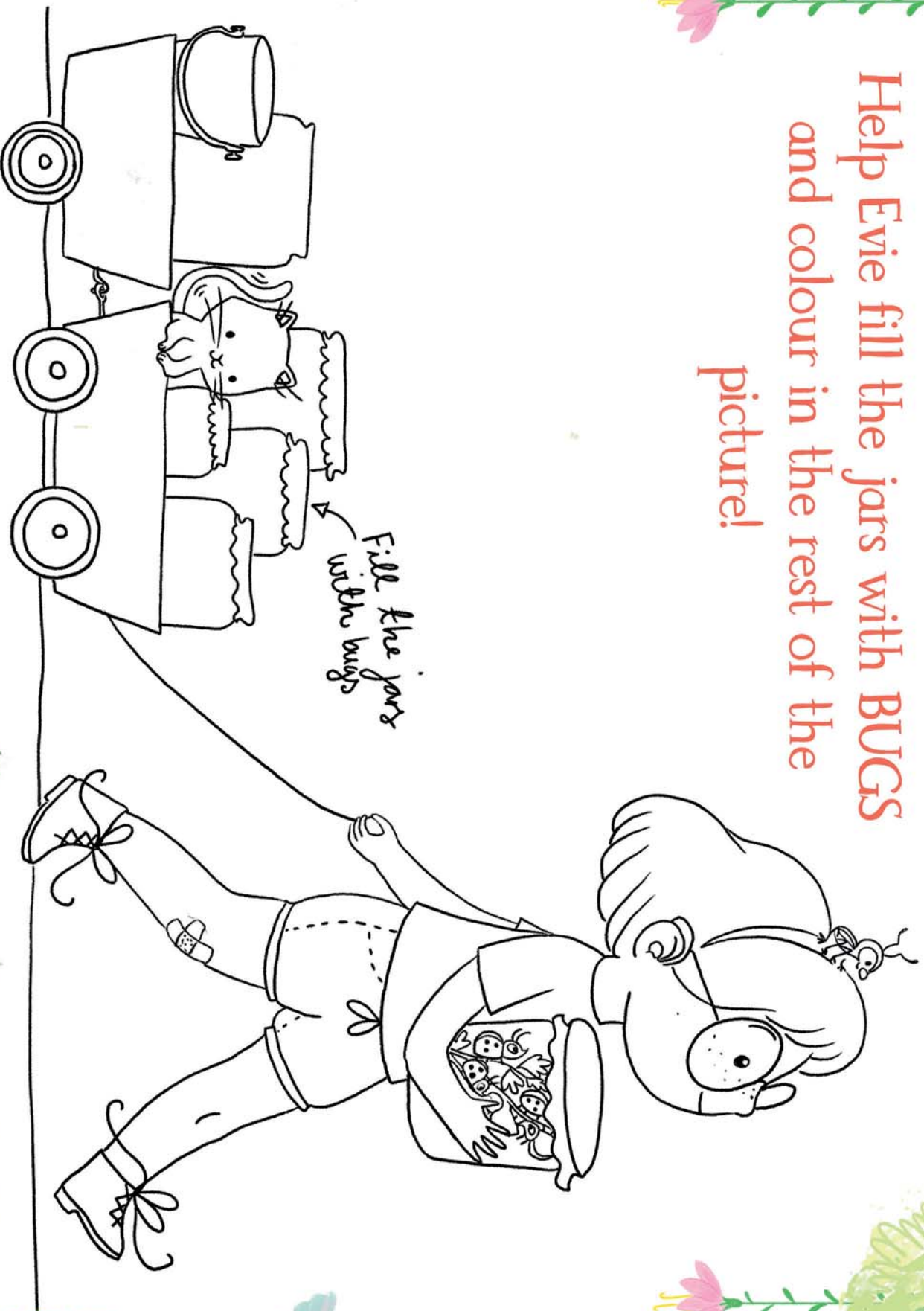
Help Evie lead the BUGS HOME



Illustrations © Jenny Løvlie



Help Evie fill the jars with **BUGS**
and colour in the rest of the
picture!





Help Evie find her bug friends
in the word search!

B P S A W S N A I L
E E K M M B L E M L
G A E F U P G U D E
E Y V G I R H X G M
Y L F R E T T U B R
V F T D A F E Z A O
A I I E E L T T N W
K P K P E V M O T H
S L A D Y B I R D A
E S U O L D O O W W

Ant
Bee
Beetle
Bug
Butterfly

Fly
Ladybird
Larvae
Moth
Slug

Snail
Spider
Wasp
Woodlouse
Worm



Build Your Own Bee Hotel



Did you know that most bees don't live in a hive? Lots fly alone and spend their time looking for a place to call home. Here's how YOU can build your own bee hotel to help bees find a home so they can keep helping the environment!



1. Cut your wood into four roughly equal sections with the saw. You'll use this to build the structure of your bee hotel!

2. Create a box with the four planks and drill holes for the screws where each meets.

3. Add the backing board to one side of the box so it's only open from one side.

4. Gather your hollow stems and cut them into lengths that fit into the box.

WHAT YOU NEED:

- A piece of wood, at least 10cm wide
- Reeds, bamboo or hollow stems in a range of diameters (bees love 3–5mm!)
- A saw, drill and nails
- A small piece of backing board
- A mirror fixing or something to hang the bee hotel with

5. On a flat surface, carefully insert the tubes into your box, making sure they have no room to move around.

6. Attach the mirror fixing to the side of the bee hotel with the backing board and hang it amongst trees or on a fence. Make sure it's in a sunny spot with protection from the rain!

Always get an adult's help when building a bee hotel! It can be dangerous and tricky!

