





Irving and John Anderson County Park

27241 Furman St NW, North Branch, MN 55056



Y Adventure

The great outdoors are for the good of us all. Find more outdoor adventures at:

ymcanorth.org/adventure

About this location

Our thanks to Isanti County! Learn more about Irving and John Anderson County Park, including directions and parking information at:

co.isanti.mn.us/Facilities

Our environment and you

Our world is a beautiful place that needs our protection, and knowledge is the key. Learn more about our local environment here:



dnr.state.mn.us/nature

Find the answers to the clues below. The letters in boxes will be used to solve your Unlock It! adventure.

CLUE Who is the log shelter here dedicated in the memory of?
1
CLUE What animal is depicted in the life cycle drawings at the play area here?
2
CLUE Sandy soils leave groundwater open to what?
3
CLUE What is the name of the lake along the park's southern boundary?
4 LAKE
Notes and wall have a see he seem formation about the selection of the second
CLUE What animal home can be seen from this observation platform?
5
TI 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
CLUE The parks lakes were formed by melting ice blocks left from what (plural)?
6
CLUE What type of tree is growing in this prairie? (Hint: it has five needles per cluster)
7
CLUE Name the species of animal replicated by these art sculptures.
8
°
CLUE What is the name of the trail that leads to the Oak Burl?
9
CLUE How many boulders are in the middle of the parking lot?
10 EIGHT OR NINE OR TEN
Carry down the letters from the clues above into the placeholder shown for each clue #. Congratulations!
Clue# 1 2 3 4 5 — 5 6 7 — 7 8 — 8 9 10 Use the QR



Use the QR code to submit the keyword for a chance to win fun prizes. Or visit the website below.

HINT: The park and most of Isanti County is part of a recharge area for the Mt. Simon Aquifer that supplies this to millions of MN residents.

Now complete your Unlock It! adventure by unscrambling the letters into your keyword.

ymcanorth.org/unlock-it-keyword