



US Fish & Wildlife Service

Litchfield

Wetland Management District | Minnesota



A UNIT OF THE
National Wildlife
Refuge System

Habitat Day 2017

Free Event!

When: Sat. April 8th, 2017 12:00 - 4:00pm
Where: Litchfield Wetland Management District

Address & Directions below

**Great for the
whole family!**

Learn about wildlife and habitat in our area! Construct your own wood duck box or bluebird house to place outdoors for the benefit of these species (one per family). There will also be wren houses, robin roosts, bird feeders, and bat boxes. Everyone is welcome, this is a **free** event!

Schedule of Events

- 12:00 - 4:00pm** Build your own bird houses, view educational displays, and meet the Wildlife Wizard! Coloring books, posters, handouts, and hands-on activities for kids and adults will be available.
- 12:30 - 1:20pm** Water Assembly by the Science Museum of Minnesota
- 1:30 - 2:20pm** Pollinators Program by the Monarch Lab through University of Minnesota
- 2:30 - 3:20pm** Water Assembly by the Science Museum of Minnesota

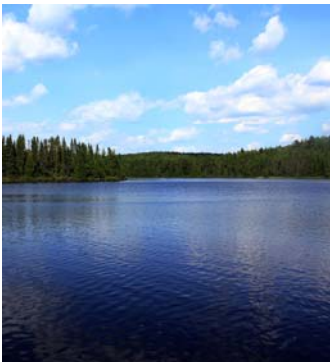
Highlights

Water Assembly by Science Museum of MN

Learn more about water as a major resource, including how freshwater cycles through the environment and how we affect it through everyday activities.

Monarch Program by the Monarch Lab

Learn about monarchs, conservation, and the important role of pollinators across many habitats.



Directions: Litchfield Wetland Management District Office, 22274 615th Ave., Litchfield, MN 55355

From the north, east or west: turn south on Highway 22 where it intersects with US Highway 12 in Litchfield. Go south 1½ miles, turn right on South Ripley Drive and then proceed 2.3 miles on South Ripley Drive/615th Avenue, turning left into the first driveway with the large brown entrance sign.

From the south: on Highway 22, follow the brown U. S. Fish & Wildlife Wetland Office signs. Turn left at Highway 28, go one mile west, turn right onto 615th Avenue and go 1/2 mile into the 2nd driveway with a large brown entrance sign.