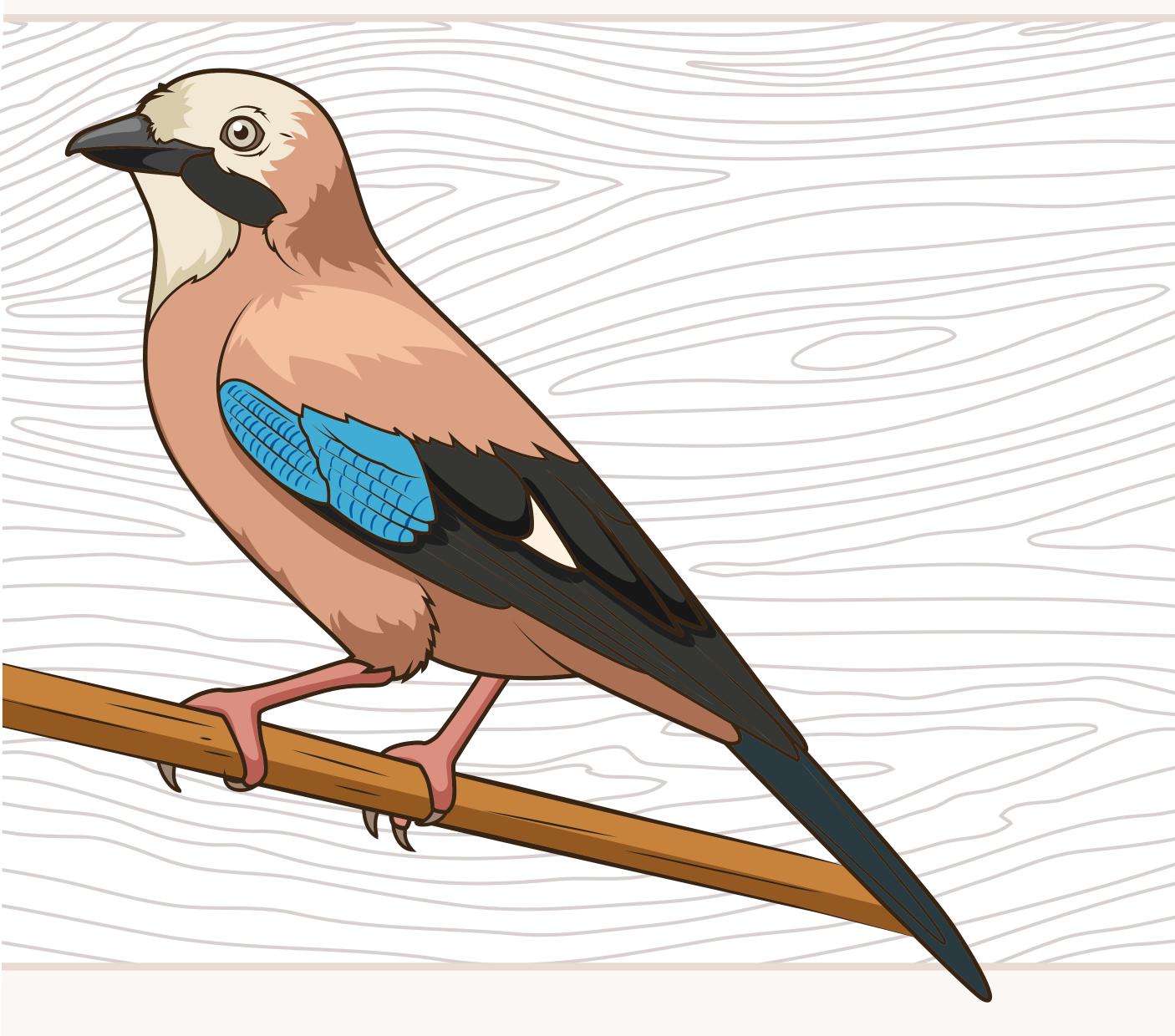
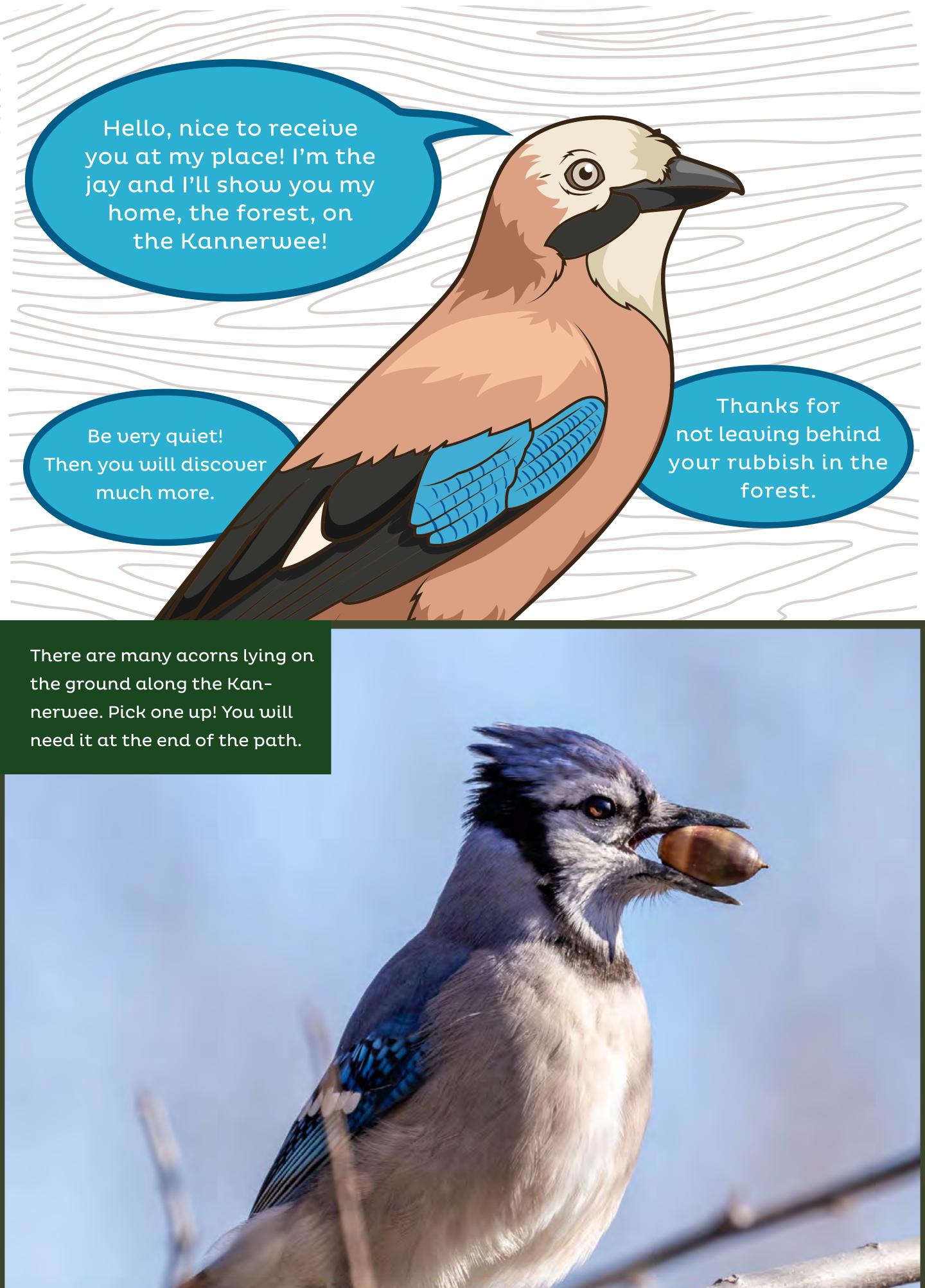
KANNERWEE GROUSSEBËSCH



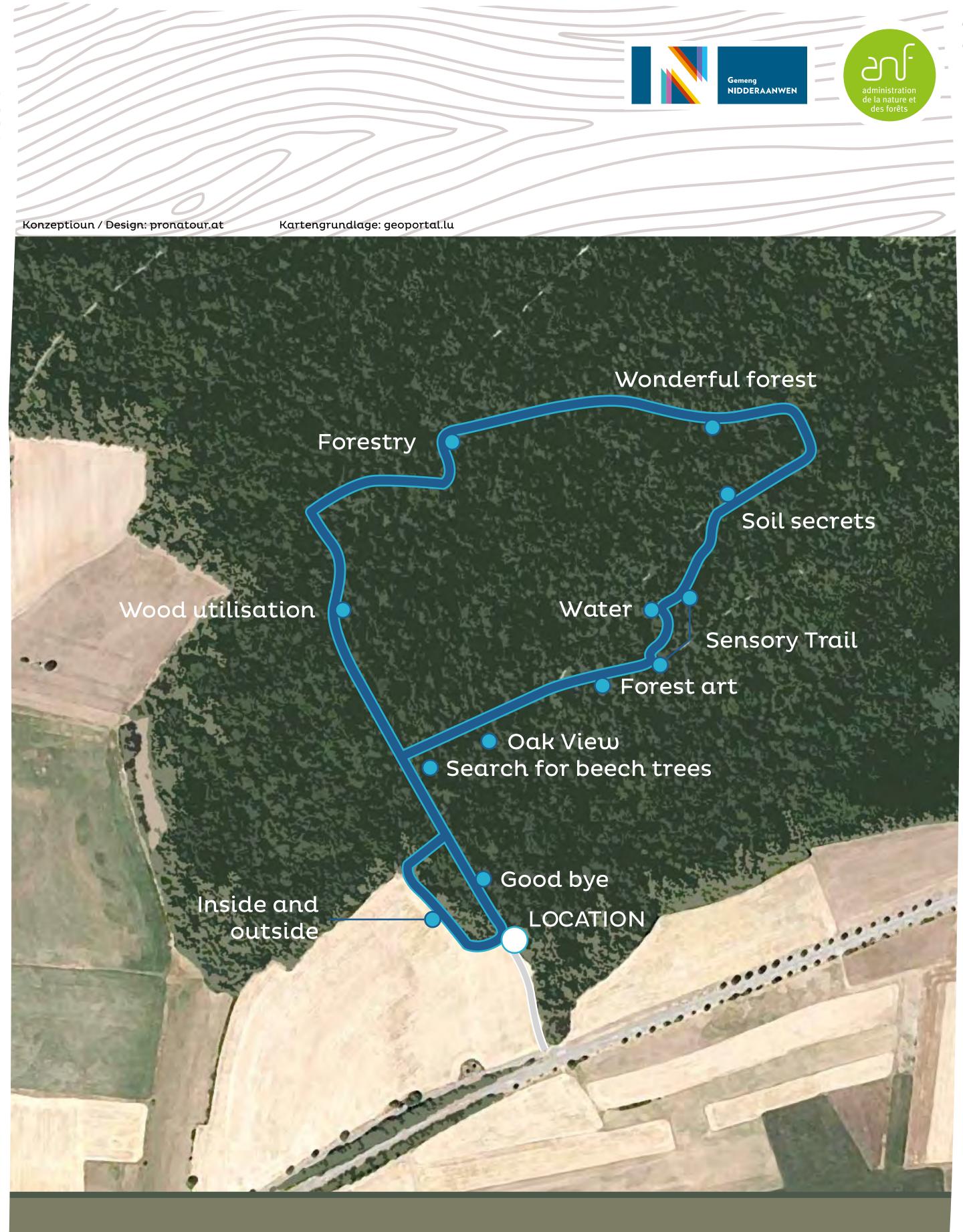
WELCOME TO THE REALM OF THE MAARKOLLEF!







WELCOME



Trail length: approx. 2.5 km

The Kannerwee is easy to walk,
but not suitable for prams and
wheelchairs throughout.

The stations are regularly maintained. If you notice any defects, please report them to the Niederanuen local authority:

Tel.: 34 11 34-1

E-mail: info@niederanven.lu











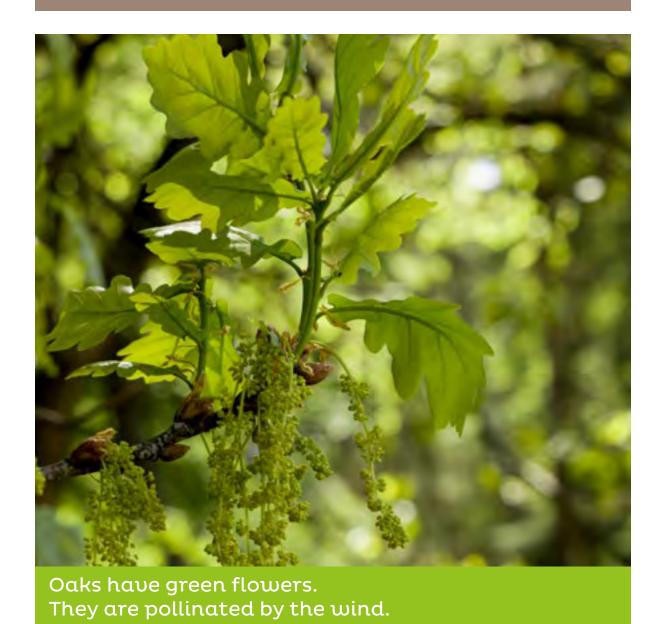




OAK VIEW



You can recognise oaks without leaves by their cracked bark.



The leaf shape of the oak is quite typically lobed.



This oak is a pedunculate oak. Its acorns are on long stalks.

INSIDE AND OUTSIDE

Just as a human house has floors, there are different layers in the forest. Different animals live in each one. You'll find me mainly in the tree layer.



The top layer is called the tree layer. It reaches up to the treetops. Birds, squirrels and bats are at home here.



Bushes and young trees up to five metres high form the shrub layer. Many birds have their nests here.



The herb layer is up to one metre high. There are grasses, herbs and flowers. Butterflies and bees fly from flower to flower.



On the ground is the moss layer. Mosses, lichens and mushrooms grow here. Insects and spiders scurry around.



Under the earth is the root layer. Earthworms and mice dig their tunnels and millions of tiny creatures ensure fertile soil.





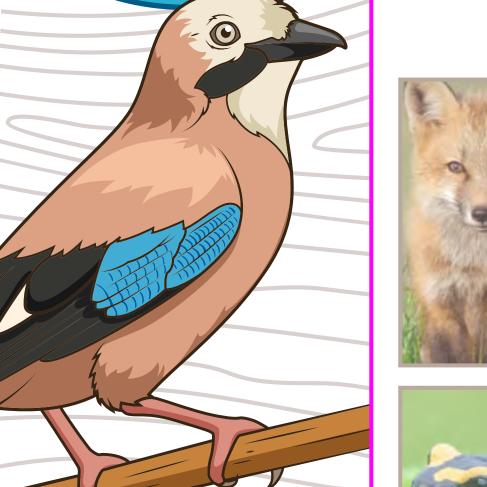






FOREST ART

Let yourself be inspired
and create your own artwork by
lining the shapes on the ground with
things from the forest! Will you make
a well-camouflaged animal or
a striking one?









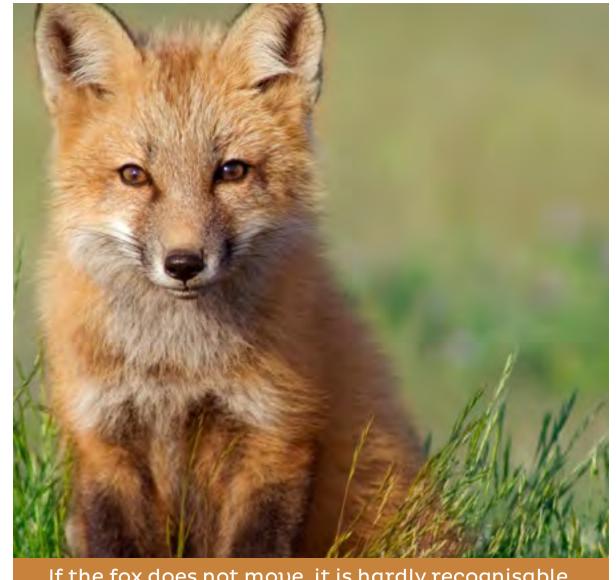




Animals that are well camouflaged have a better chance of survival.



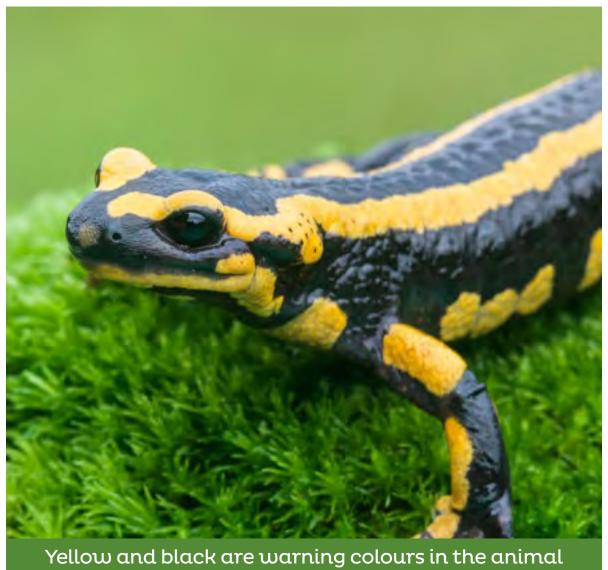




If the fox does not move, it is hardly recognisable.



The back of the nuthatch is grey like the beech tree on which it lives.



Yellow and black are warning colours in the animal kingdom. They mean: Attention Danger!

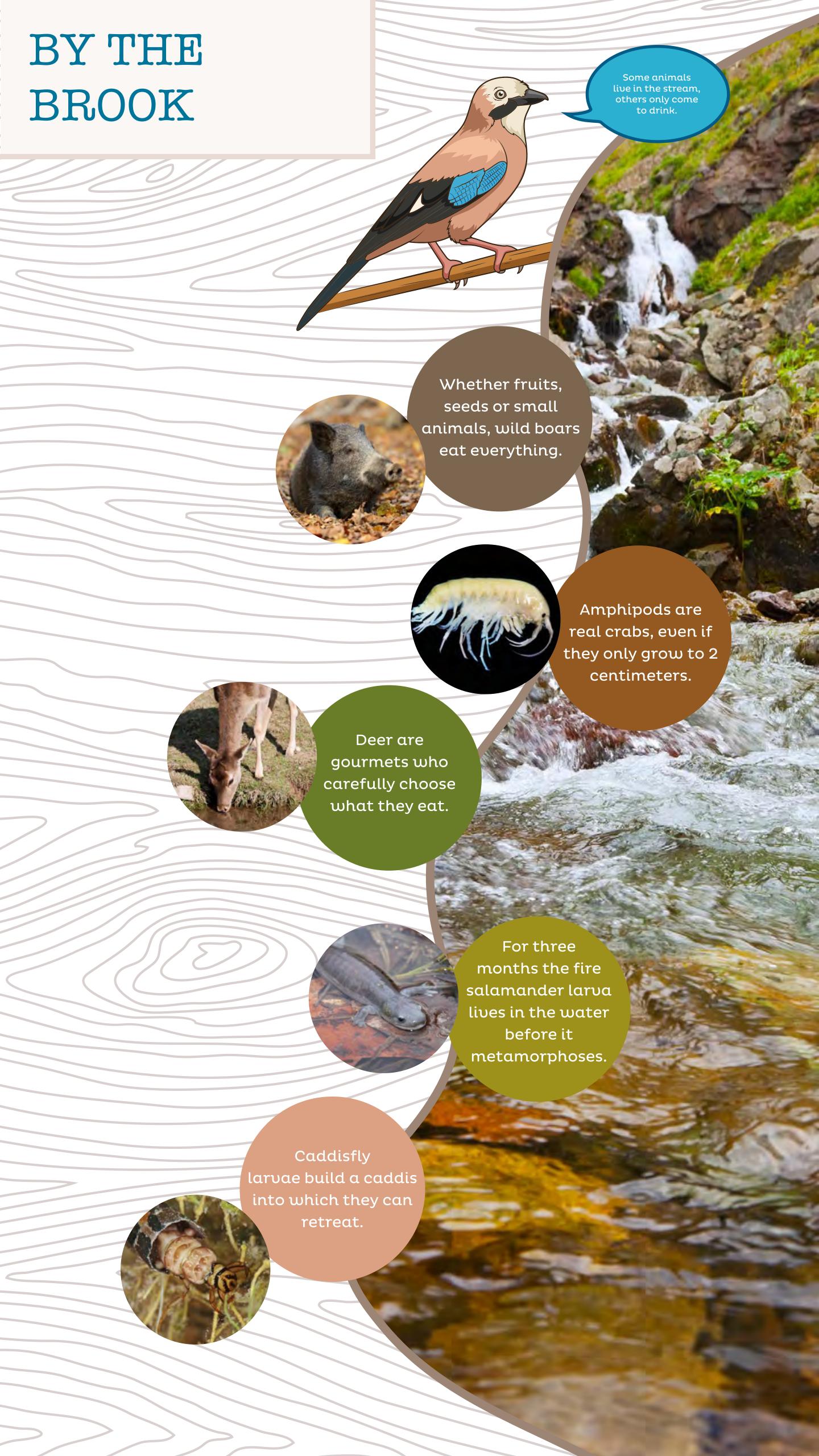


This oil beetle is very poisonous. That is why it can shimmer so strikingly blue.



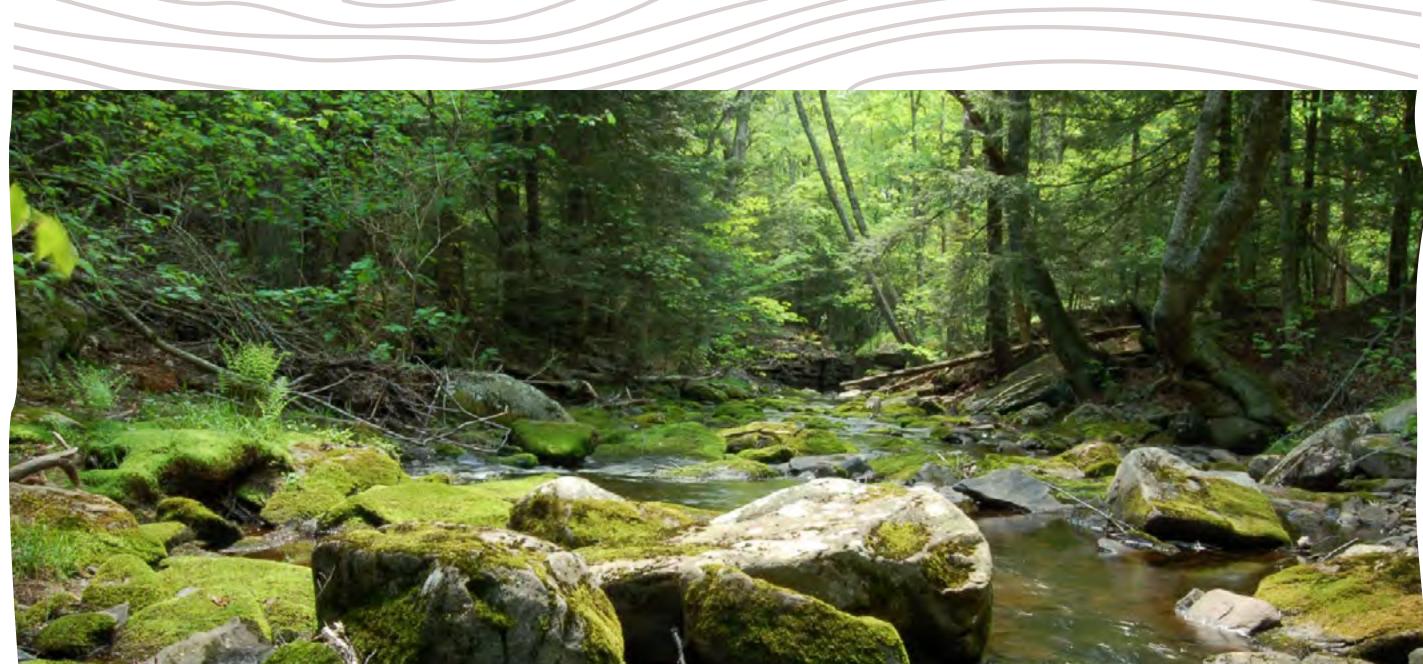






WATER SHAPES THE LAND

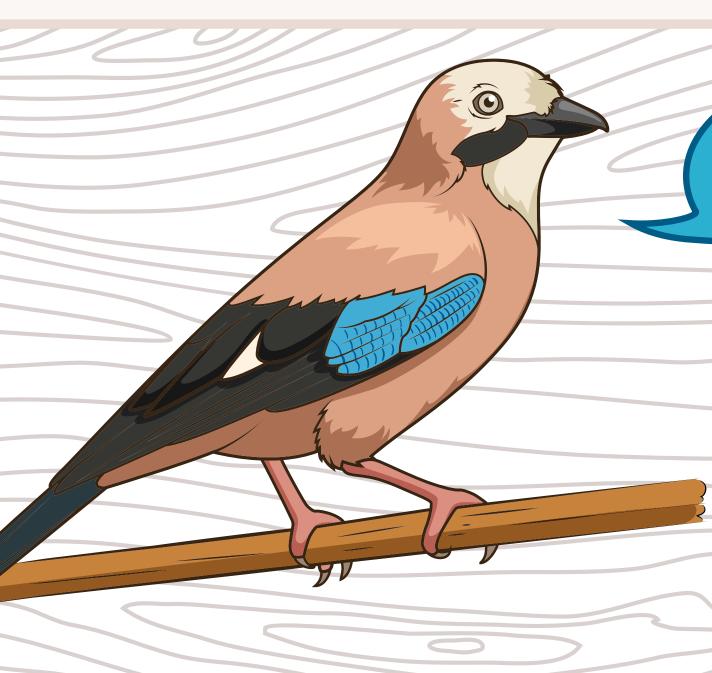




In outer curves, the path for the water is longer than in inner curves. Therefore, it has to flow faster and takes more material with it. The bank in outer curves is therefore steeper than in inner curves.



SOIL SECRETS



Lie down and take
time to observe the animals
that live on the ground! They
are very important for
the forest.





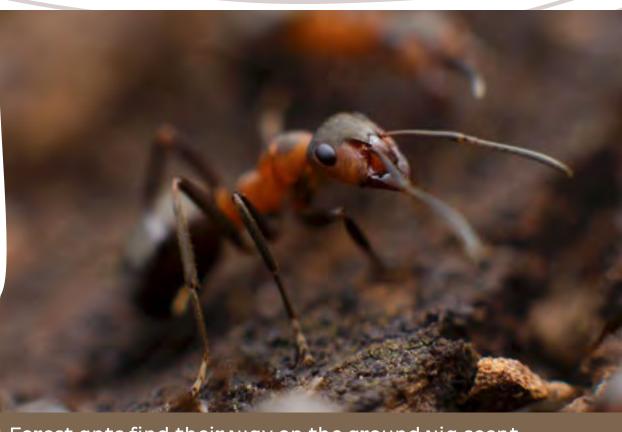
This is what a ground beetle looks like. It lives in the ground and hunts other ground animals.



Wolf spiders carry their eggs around in a cocoon. They do not build webs.



This sap sucker belongs to the isopods. It can curl up in case of danger.



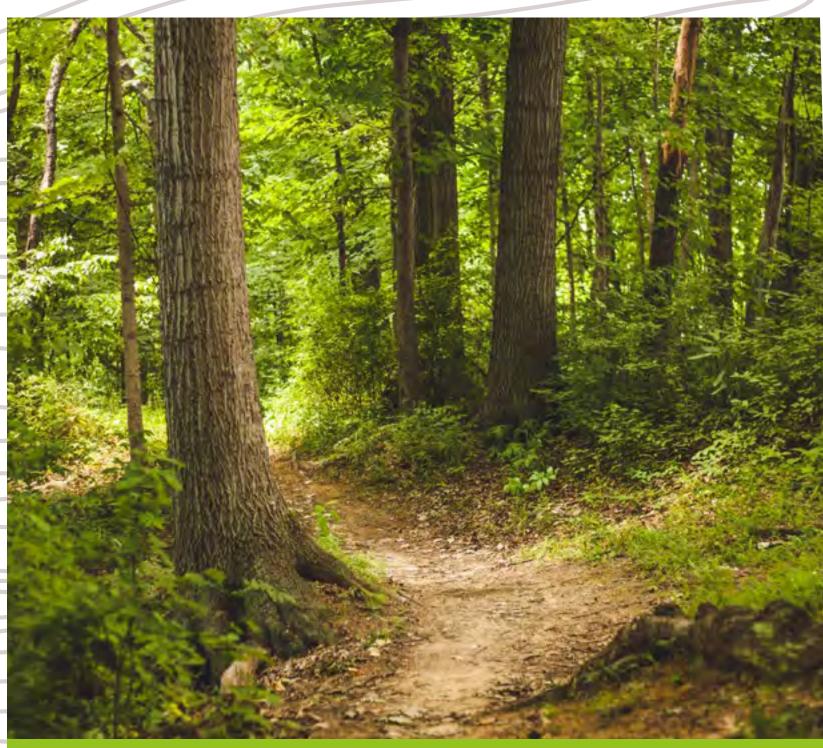
Forest ants find their way on the ground via scent.



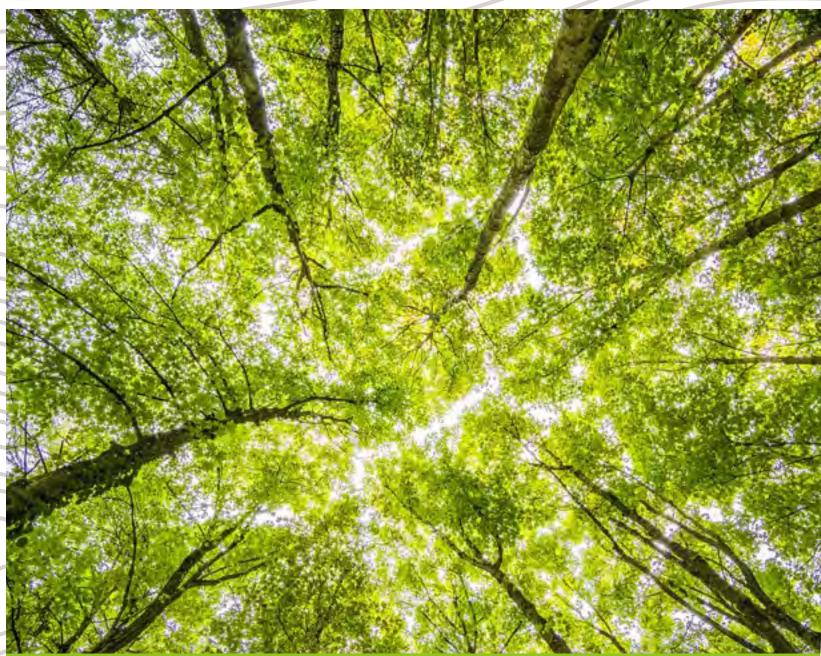
Ground beetles hunt for small animals on the forest floor.

WONDERFUL FOREST





In the past, there was forest almost everywhere in Luxembourg.



When sunlight falls on green leaves, oxygen is produced. All animals and humans need it to breathe.















HABITAT

Various animals, plants and mushrooms live in the forest.



WOOD UTILISATION

Whether firewood or a wooden house, you can use wood for many things.



RECOVERY

Playing in the forest is fun all year round.



PROTECTION

If snow or stones start to slide, a forest is the best protection.



CLIMATE CHANGE

The forest compensates for weather extremes.

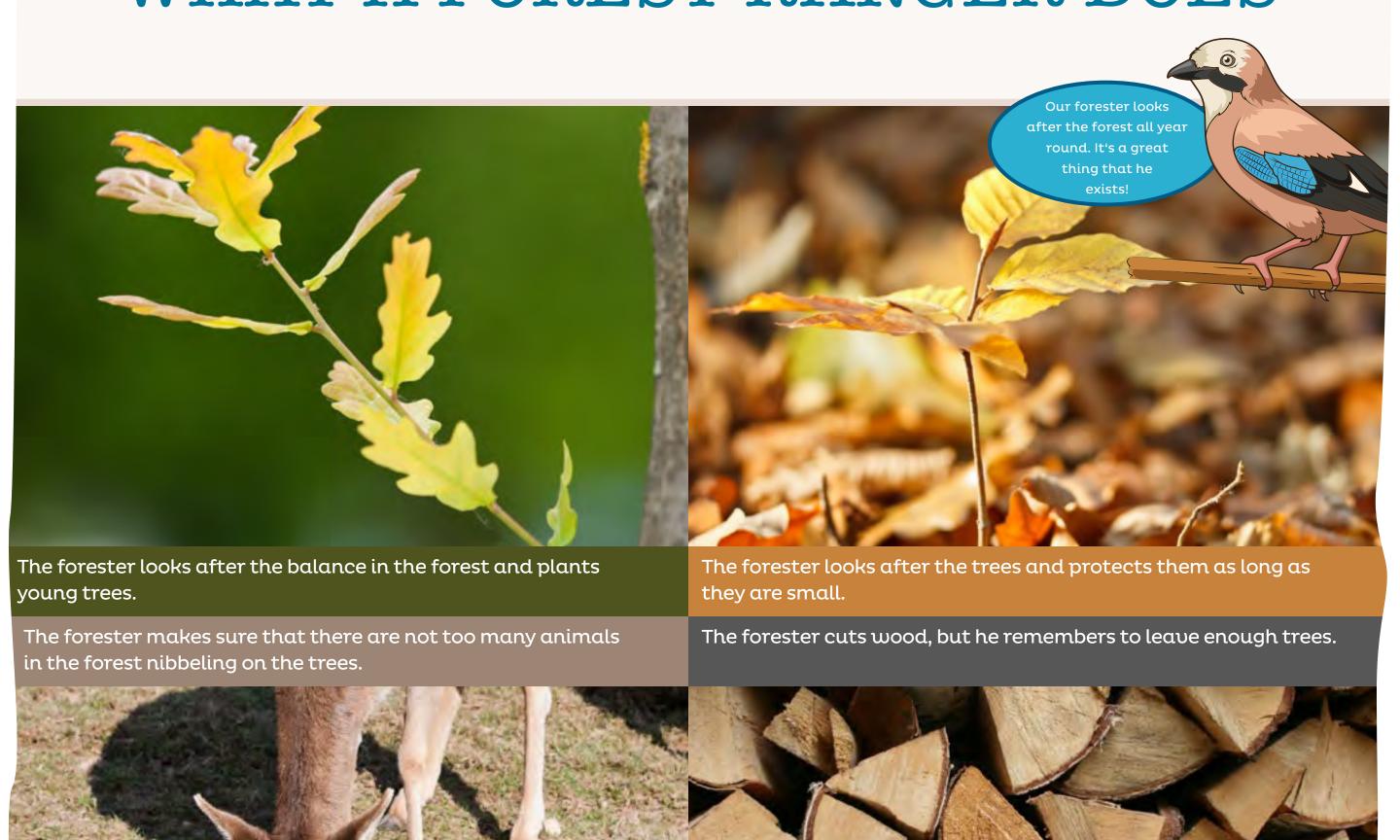


WATER

The forest floor stores rainwater and slowly releases it as a spring.



WHAT A FOREST RANGER DOES



THE FOREST THROUGHOUT THE SEASONS

Every year it is a small miracle when the leaves sprout anew in spring and the first bird sings.



In the summer it is wonderfully shady in the forest and butterflies celebrate their wedding under the dense canopy of leaves.



The autumn wind sweeps the colourful leaves off the trees and squirrels collect seeds to store for the winter.



Most small animals go dormant in winter. Those who are awake now, like the fox, have to look for enough food.





