

# Welcome to your hideout.

Choose your colors. Then add one little detail of your own.



**Build a cozy place for a very good afternoon.**

My name: \_\_\_\_\_

# Spot 3 little changes.

Circle the 3 added details in picture B. Everything else is the same.

A

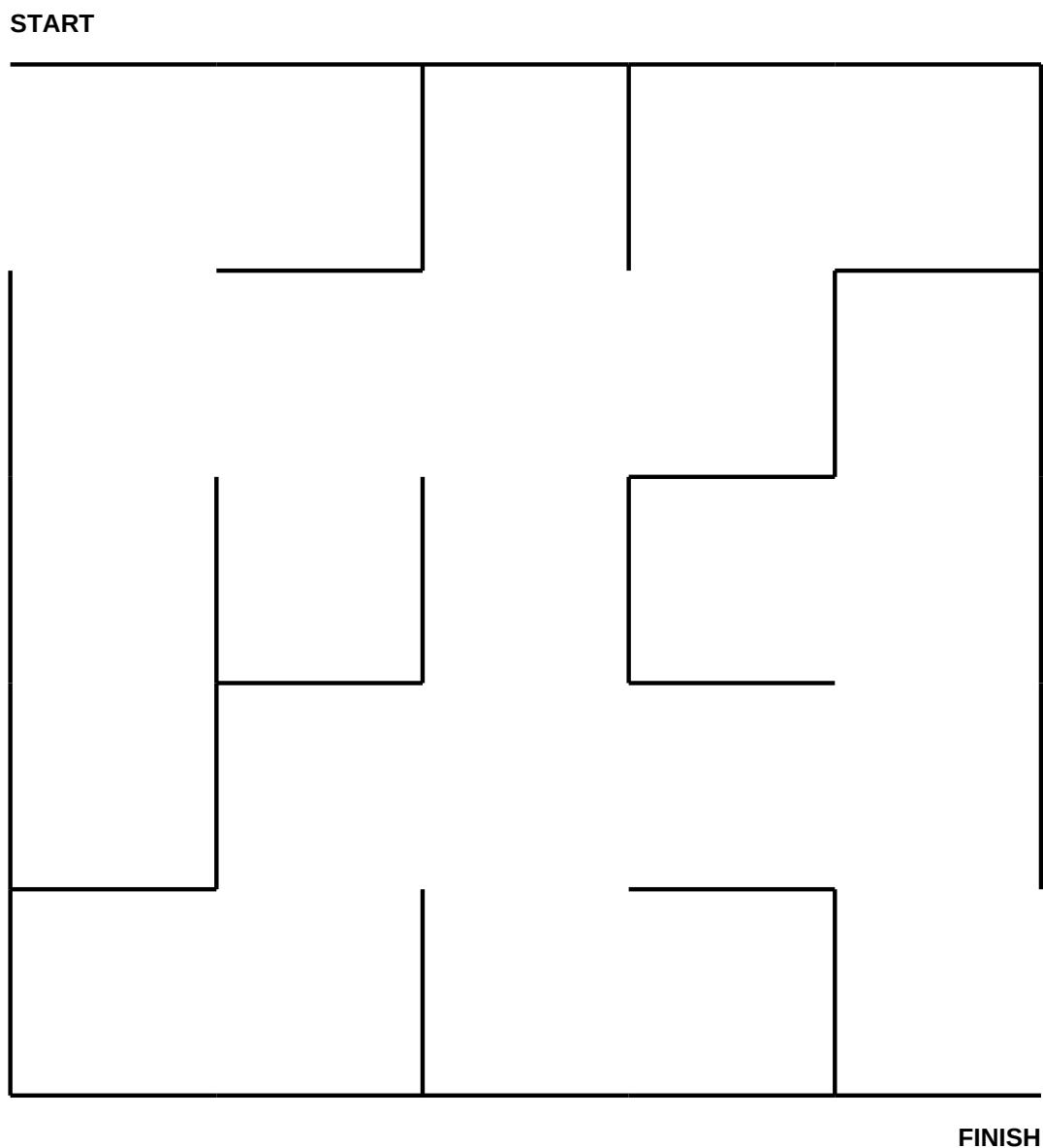


B



# A way to the next adventure.

Start on the left. Follow the open path to the clubhouse.



## THE CLUBHOUSE

Try the path with your finger, then trace it with a pencil.

# A little puzzle to solve.

Look carefully. What comes next?

Keep the pattern going.

1



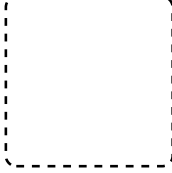
2



3



4

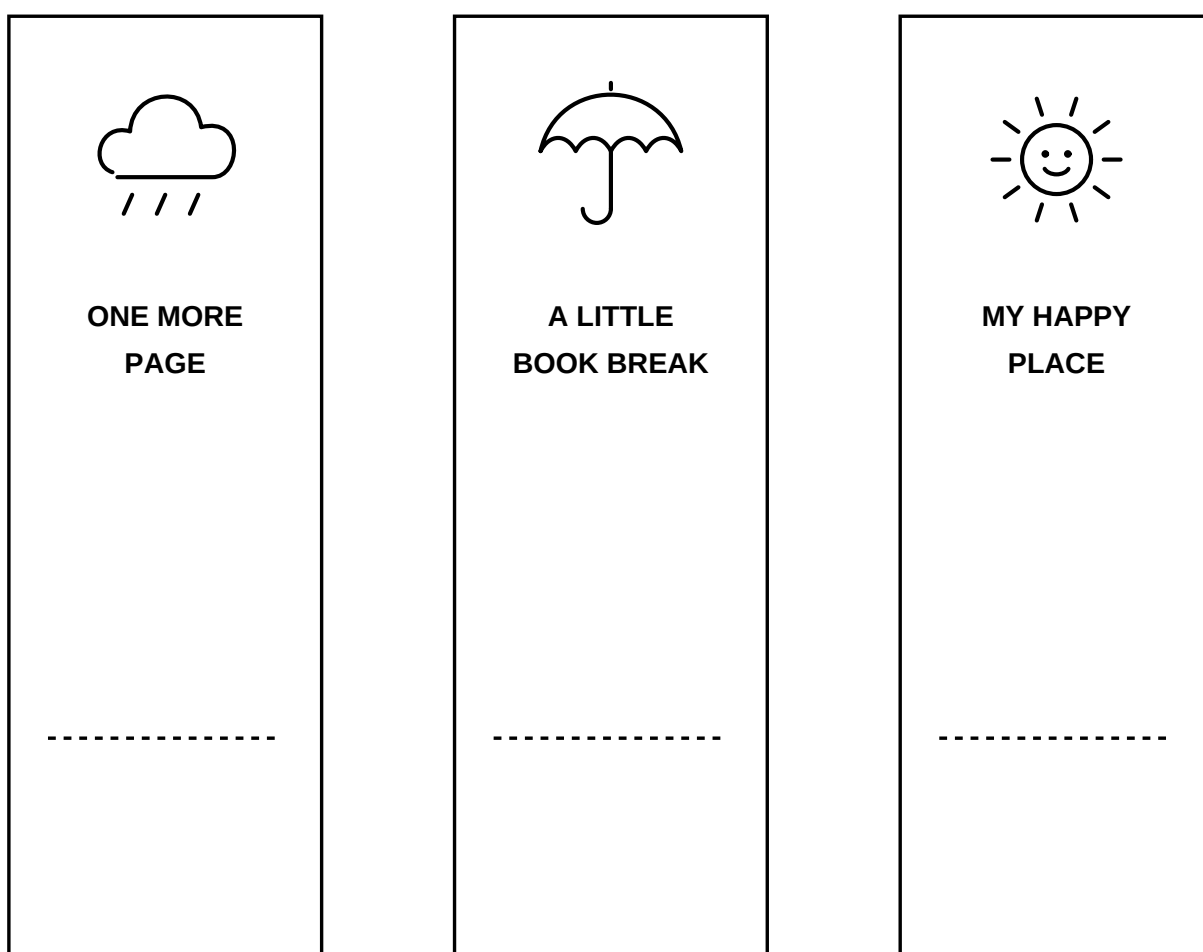


A grown-up can help you name the pictures. Draw or say what comes next.

# Three little bookmarks.

A little paper project. Ask a grown-up to help with cutting.

Decorate your bookmarks. Give one to someone you like reading with.



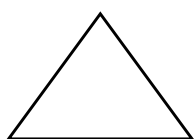
Grown-up: cut around the three solid rectangles. No glue needed.

Child: add your name, colors and your own pictures.

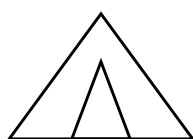
# Your story starts here.

Design a hideout for a rainy afternoon.

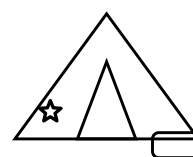
**A little start, then your own ideas.**



1. Start with a triangle

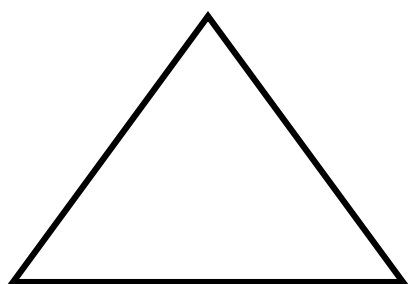


2. Add a little doorway



3. Make it cozy

**FINISH THIS PICTURE**



- ☐ Something to sit on
- ☐ Something to read
- ☐ Something to play with

Follow the steps, then add your three ideas. Tell someone about your picture.

# The little details, found.

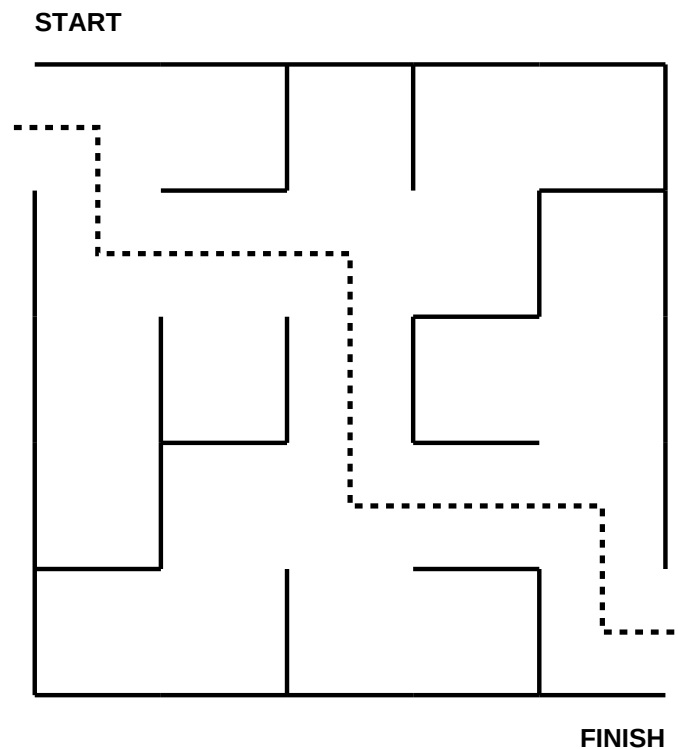
Grown-up answer page: the added details in picture B.



1. A star on the cushion
2. A circle on the book cover
3. A triangle in the right cloud

## A helping hand for grown-ups.

Suggested ages 4-5. Choose a level by interest and confidence, not age alone.



## Puzzle answers

Next pictures, top to bottom: umbrella, umbrella, sun, umbrella.

## Before you begin

Print pages 1-6 for your child. Keep pages 7-8 for yourself.

Bring pencils or crayons. The paper project also needs scissors for a grown-up; the postcard or flags may need tape.

Read prompts aloud as needed. Let your child draw or explain an answer instead of writing. There is no time limit.

These are play activities, not an assessment. Try one page first and stop or change level when your child wants to.