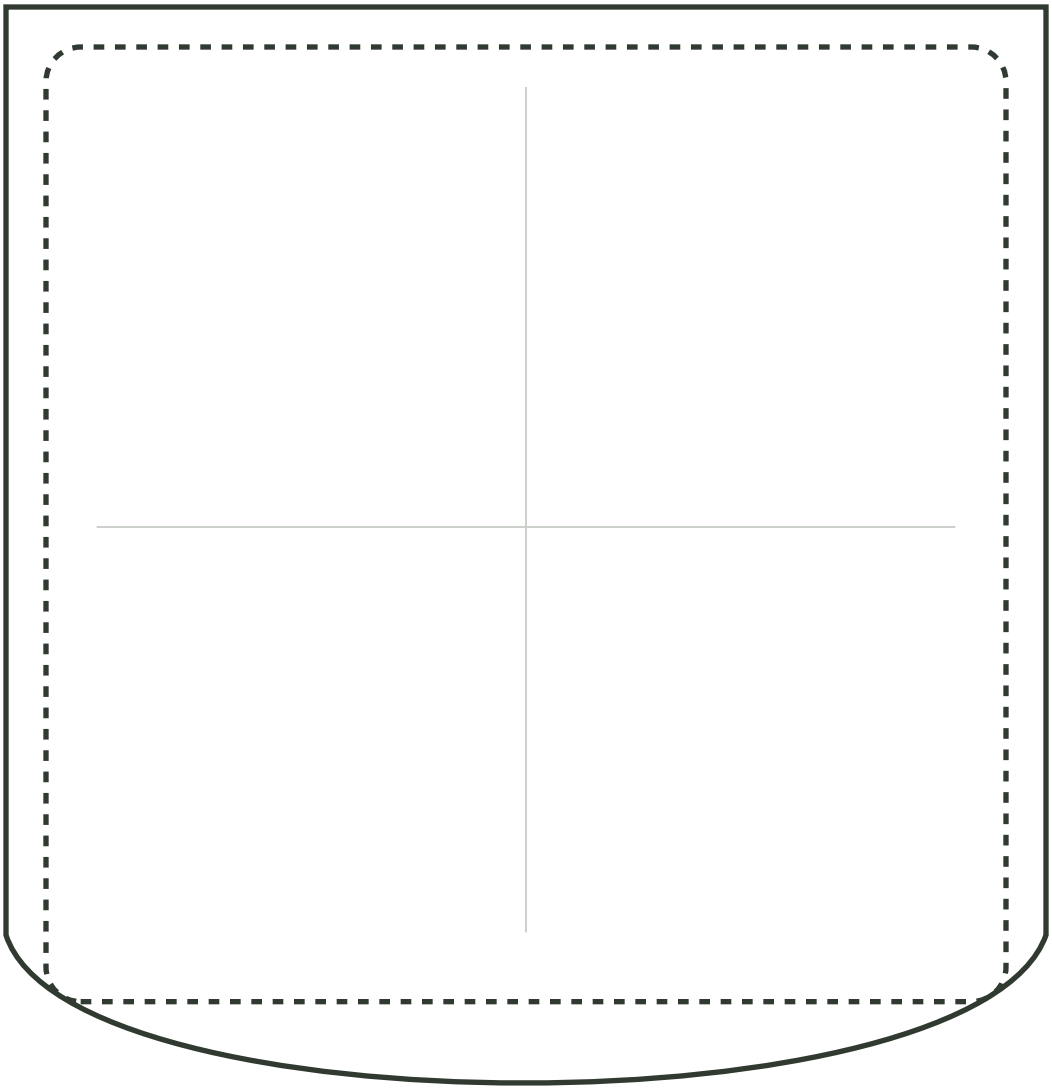
# My very big pocket

Pip carries useful little things. Draw four pocket treasures of your own.



One treasure could help me…

# A stick could be…

Pip sees a boat in an ordinary stick. What else could you imagine? Draw three ideas.

**Something that travels**

**Something silly**

**Something helpful**

IMAGINE

# The bun-roof bakery

Pip imagines a giant bun for a roof. Invent your own surprising bakery.

**Draw your building. Give it a door, a roof and one surprising detail.**

## My bakery is called:

## What comes out of its oven?

IMAGINE

# A dragon who loves books

At the library, Pip draws a reading dragon. Create a friendly reading companion.

**Draw your companion here.**

**My companion's name:**

**A favorite story would be about:**

**A cozy place to read:**

# My Bramblebrook map

Draw a path from home to a picnic. Add a bakery, library, bridge and treasure tree.

**HOME**

**PICNIC**

Invite someone to add one idea. Use symbols, pictures or words.

# Make room for the picnic

Pip tries again with more space. Plan your notebook picture before adding details.

**START: HOME**

**FINISH: PICNIC**

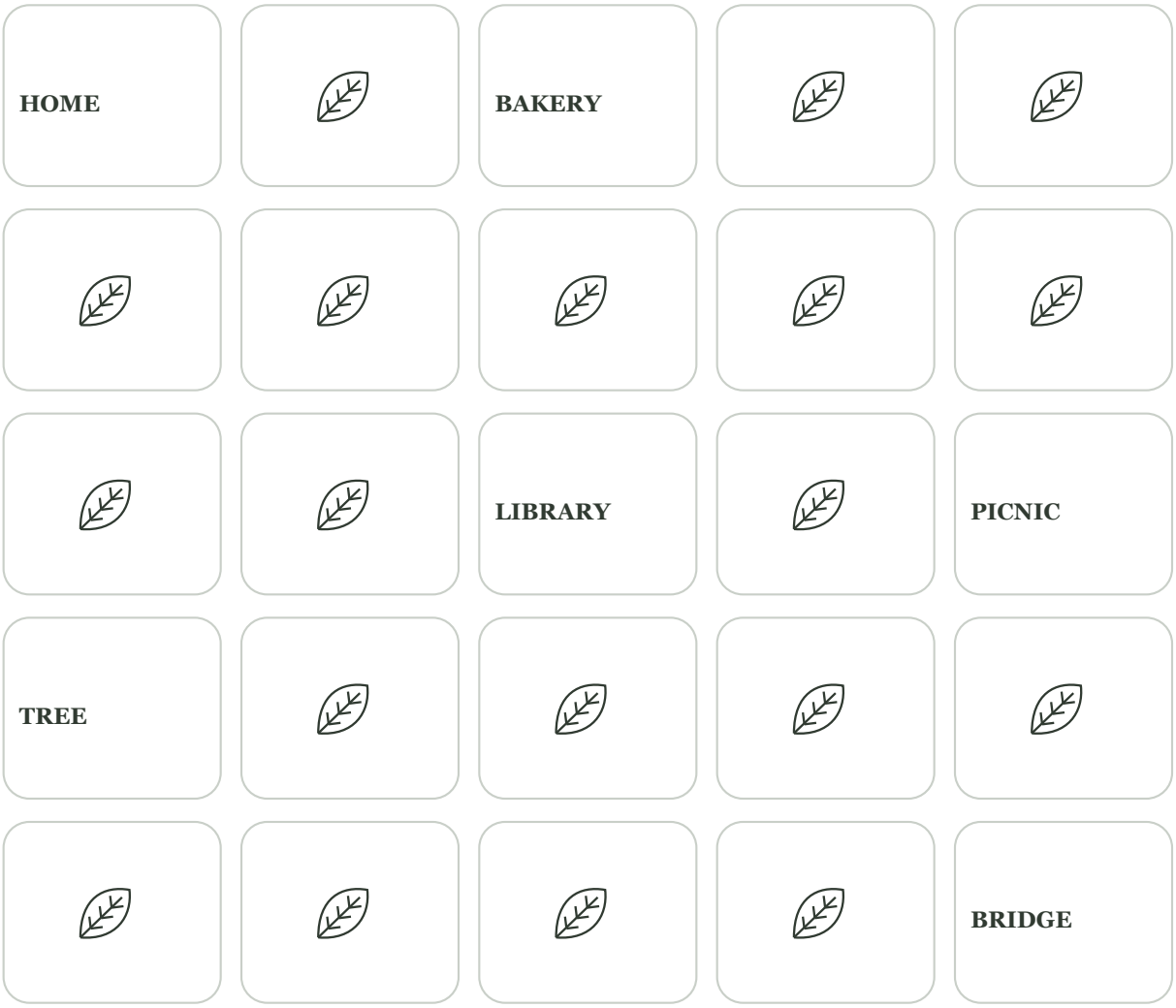
1. Draw the path first. 2. Save space for the picnic.
3. Add your favorite stops. 4. Invite another idea.

What fitted better this time?

MAP GAME

# Follow Pip's route

Start at HOME. Follow the arrows below. Which three stops do you reach?




**1. Right 2 squares.  2. Down 2 squares.**

**3. Right 2 squares.**

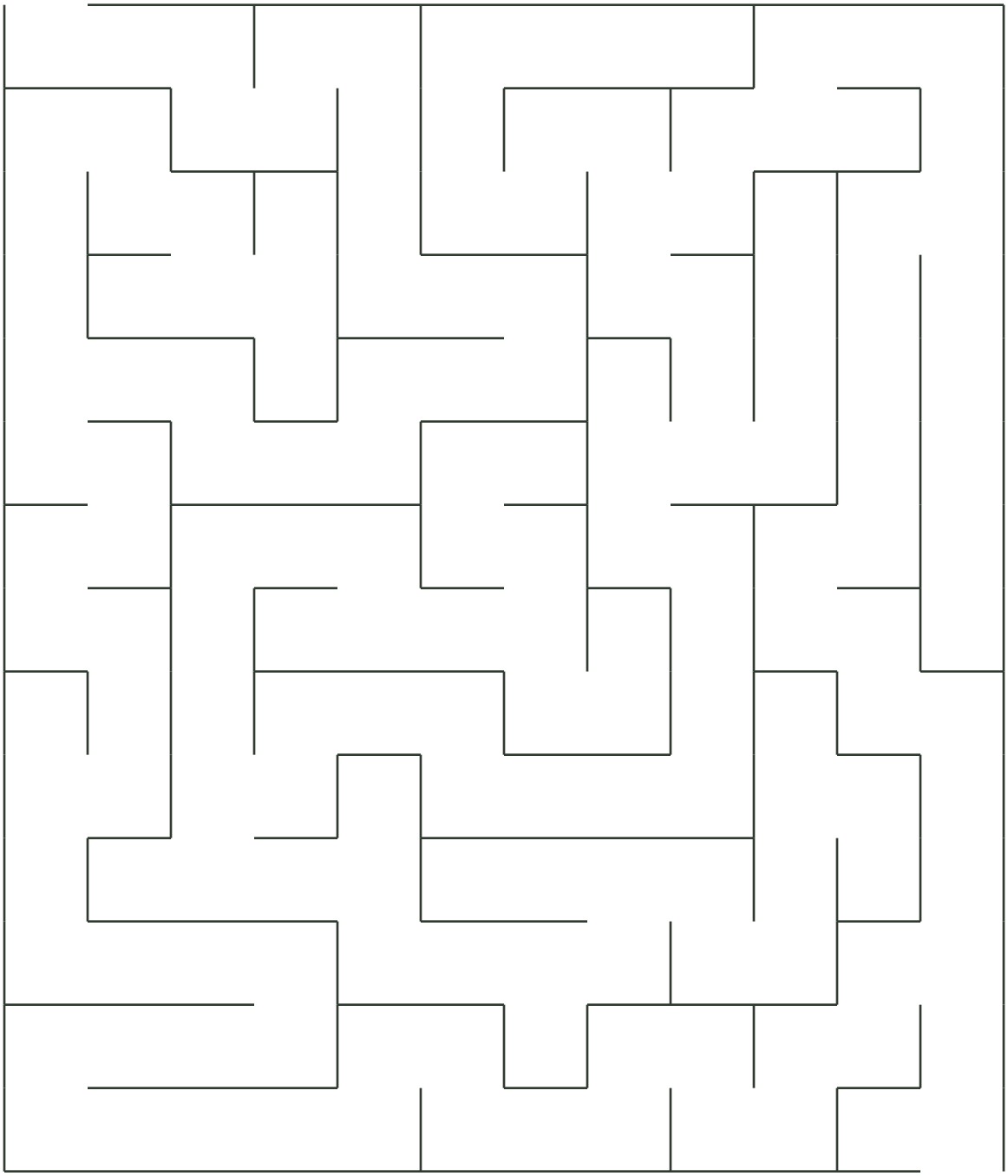
**Stops:** _____

MAZE

# Find the shady picnic

Enter at HOME. Stay between the lines and find the way to the old oak.

**HOME**



**OLD OAK**

WORD SEARCH - START HERE

# Little word explorers

Find six story words. Look across to the right and down. A grown-up can help.

V O Q Y B F Y R

J R B O O K O X

M A P M A L Z B

W M Q X T E T P

I R Q F K A T I

P J P V D F L P

Y R C T S L X O

O A K V Z M A O

**PIP MAP LEAF BOAT OAK BOOK**

# A bigger word adventure

Find ten words. Look right, down, or diagonally down-right. No words run backward.

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Q | D | P | F | P | E | N | C | I | L | P | X |
| I | B | R | Y | J | U | N | I | E | C | I | N |
| B | R | O | A | J | H | R | N | I | J | N | O |
| Z | I | G | F | G | J | E | P | B | H | E | T |
| D | D | R | B | X | O | B | H | Z | S | C | E |
| S | G | D | A | E | L | N | M | D | A | O | B |
| T | E | U | K | V | D | B | P | H | I | N | O |
| R | K | F | E | Q | I | O | I | P | P | E | O |
| E | D | K | R | O | V | V | C | P | N | I | K |
| A | Q | J | Y | N | F | L | N | B | Q | X | N |
| M | Q | Q | V | U | A | J | I | B | O | H | R |
| P | H | A | Z | E | L | Z | C | N | E | L | O |

**NOTEBOOK BRIDGE PICNIC HAZEL JUNIE**

**BAKERY PENCIL PINECONE DRAGON STREAM**

# What happened next?

Write 1-6 in the circles. Put these moments from the book in order. Reread if you like.

- ◯ Pip makes room for the picnic on a new map.
- ◯ Papa gives Pip a little green notebook.
- ◯ Pip takes his notebook home with the drawings together.
- ◯ Pip cannot find his boat drawing.
- ◯ Pip draws his walk through Bramblebrook.
- ◯ The first map has too little room for the picnic.

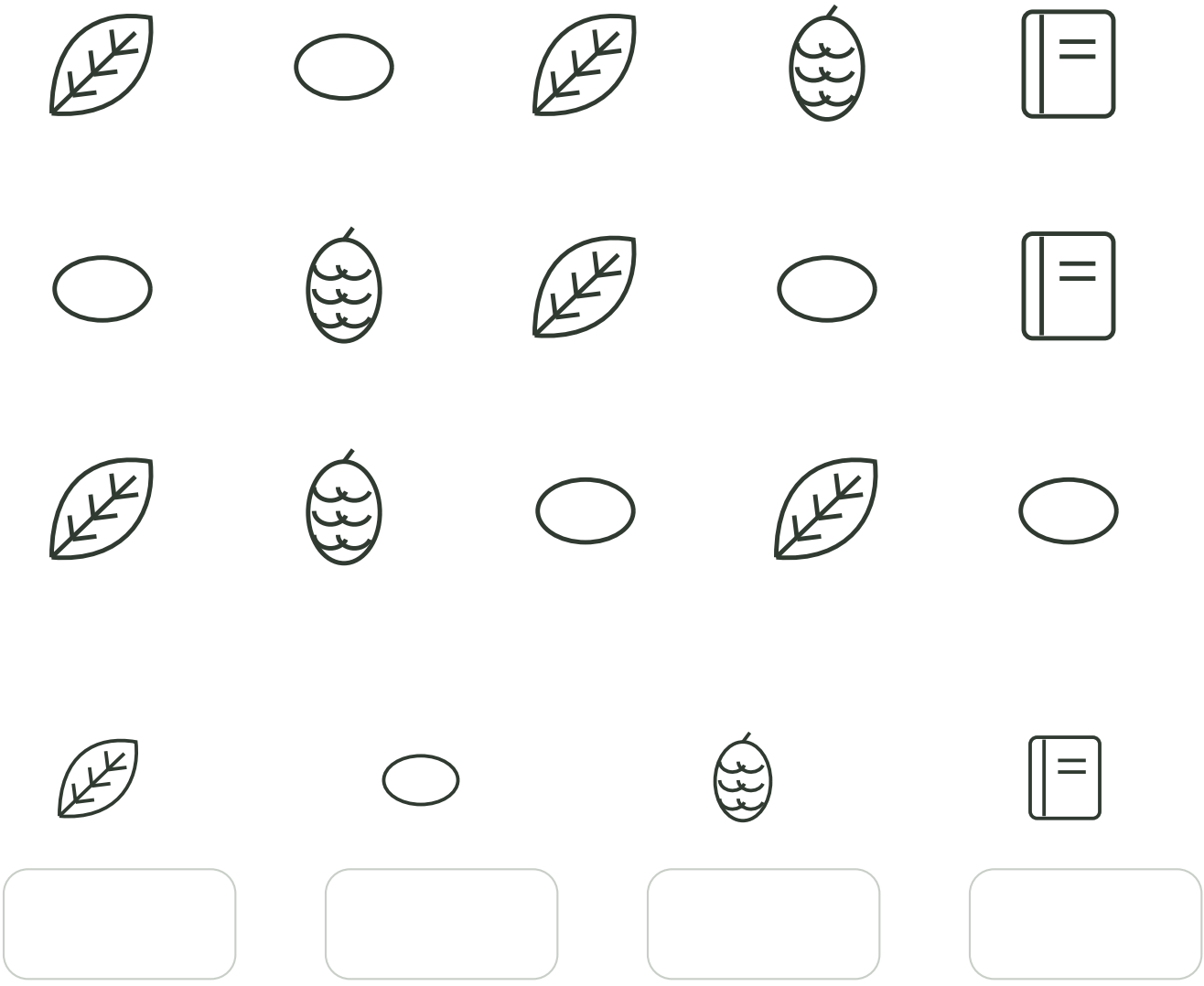
# Listen to Bramblebrook

Draw a line from each sound to what makes it in the story. Try the sounds aloud!

| | | |
|---|---|---|
| **TING-A-LING!** | ○ | ○ Junie being the cart horn |
| **SQUEAK!** | ○ | ○ The workshop |
| **SCRITCH, SCRATCH** | ○ | ○ The bakery bell |
| **CRUNCH!** | ○ | ○ Pip's pencil |
| **BEEP! BEEP!** | ○ | ○ An apple bite |
| **TAP-TAPPITY-TAP** | ○ | ○ The bridge board |

# Sort the pocket treasures

Count each kind of treasure. Write the totals, or point and count with a grown-up.



Which treasure appears most? _____

How many treasures are there altogether? _____

# What comes next?

Draw the next TWO pictures in each row. Then invent a repeating pattern of your own.

**1** 

**2** 

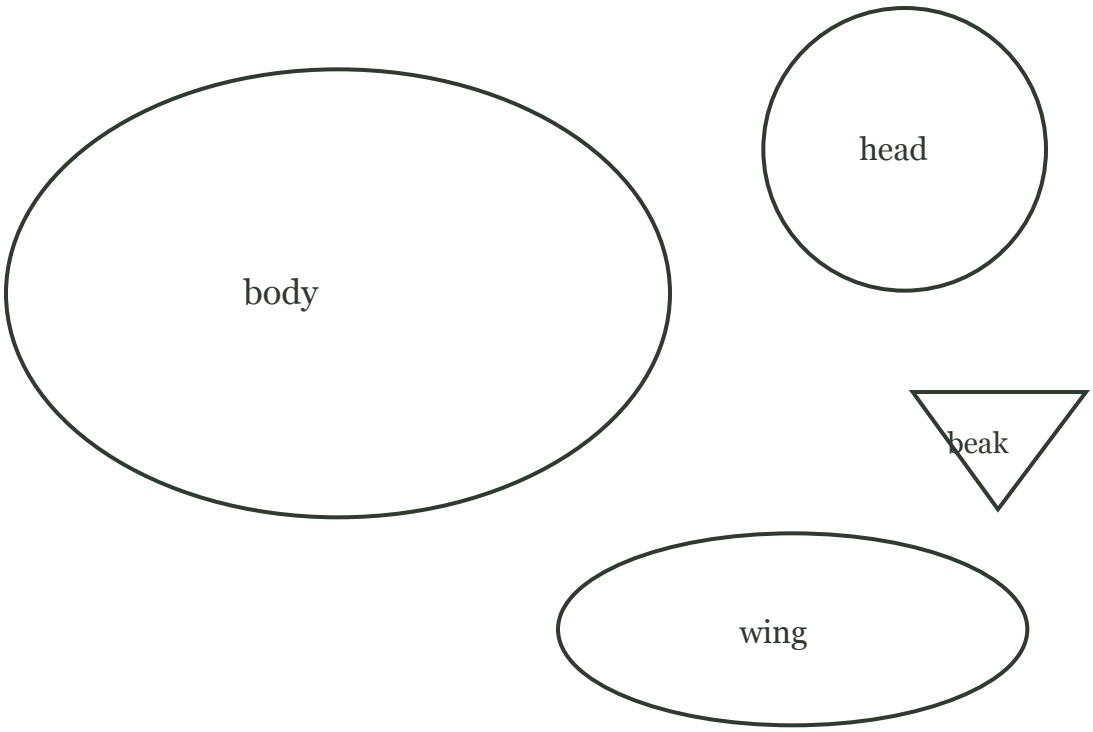
**3** 

## My own repeating pattern:

# Junie's paper bird

Junie's paper flower becomes a bird. Turn simple paper shapes into a bird of your own.

Color these shapes. Ask a grown-up to cut around them.
Arrange them on scrap paper, add a beak, and glue them down.
Draw legs, a tail, and a wonderfully big worm.




My bird is called: _____

It would like to visit: _____

MEMORY GAME - 12 CARDS

# Pocket treasure pairs

Color matching pictures alike. A grown-up can cut out the cards. Play instructions: page 30.



leaf



notebook



pebble



pinecone



spoon



feather



leaf



notebook



pebble



pinecone



spoon



feather

# Tell a little Bramblebrook story

Choose any three cards. Tell a story that connects them. A grown-up can cut them out.

WHO

**Pip**

WHO

**Junie**

WHO

**Hazel**

WHERE

**The bakery**

WHERE

**The library**

WHERE

**The old oak**

FIND

**A flat leaf**

FIND

**A tiny pinecone**

FIND

**A green notebook**

TRY

**Make room**

TRY

**Ask a friend**

TRY

**Try again**

# The picnic path

Play together to reach the picnic. Use paper counters and the number slips on page 30.

| | | | | | |
|---|---|---|---|---|---|
| 1 START | 2 | 3 BAKERY | 4 | 5 | 6 |
| 12 | 11 | 10 | 9 | 8 LIBRARY | 7 |
| 13 | 14 BRIDGE | 15 | 16 | 17 | 18 |
| 24 | 23 | 22 | 21 | 20 TREE | 19 |
| 25 | 26 | 27 PUDDLE | 28 | 29 | 30 |
| 36 PICNIC | 35 | 34 | 33 | 32 MAKE ROOM | 31 |

Read the rules and stop prompts on page 30.
The last row runs toward the left. Follow the numbers!

# Play together

## Pocket treasure pairs | page 27

For 1-4 players. Mix the 12 cards face down. Turn over two. If they match, keep the pair and take another turn. If they do not, turn them back and let the next player try. Play until all six pairs are found. For younger players, start with three pairs or play face up.

## The picnic path | page 29

For 1-4 players, working as one team. Put one paper counter per player on space 1. A grown-up cuts out the six number slips below. Mix them face down. On each turn, pick one slip, move that many spaces, return the slip and mix again. Follow the numbers; you do not need an exact number to finish. No one loses a turn. Keep playing until everyone reaches space 36.

**If you LAND on a named space, try its prompt:**

| | |
|---|---|
| **3 Bakery** | Invent a silly bun name. |
| **8 Library** | Name a story you would read. |
| **14 Bridge** | Give your best SQUEAK! |
| **20 Tree** | Name a treasure for a friend. |
| **27 Puddle** | Imagine a shape in a cloud. |
| **32 Make room** | Invite someone to add an idea. |

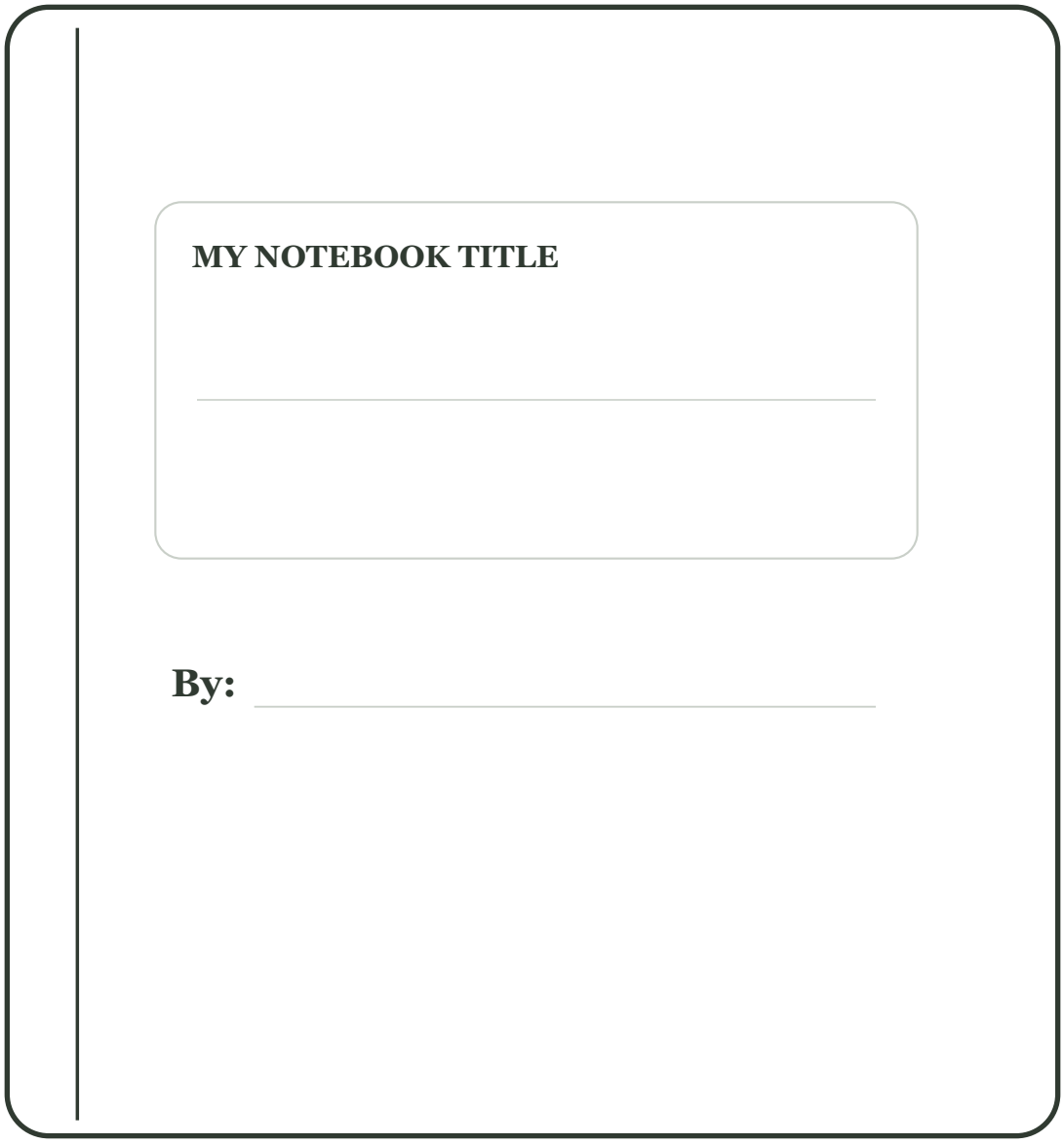
**Number slips: cut apart and mix. No dice needed.**

| 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|

Story cards | page 28: use any three cards, or choose one WHO, one WHERE, one FIND and one TRY. There is no wrong ending.

# My little green notebook

Color this notebook cover green, or any color you like. Add a title and your name.




Grown-ups: print this page and extra copies of page 32.
Keep them in a folder or clip them together. No folding or cutting required.

# An idea worth keeping

Draw or write an idea. Ask a grown-up to write your words if you like.

**My idea is called:** _____

**I could try…**

# A little noticing bingo

With a grown-up, look or listen for these things indoors or outside. Mark four in a row.

| | | | |
|---|---|---|---|
| A leaf shape | A bird sound | Something round | A little shadow |
| A green thing | A winding line | Something rough | A tiny pattern |
| A cloud shape | A smooth thing | Something moving | A cozy place |
| A soft sound | Something tall | A bright color | A new idea |

Stay with your grown-up and look without picking up unknown things.
You can draw or describe what you notice. No collecting needed.

DESIGN

# Plan a boat for another day

Pip has a stick and Hazel's flat leaf. Design a pretend boat on paper. No water needed.

**Draw your boat and label its parts with words or arrows.**

## My boat needs:

## Where would I like it to go?

# Try it another way

Use scrap paper to make a pretend boat, building or invention. A grown-up can help.

## 1. My first idea

Draw what you want to make.

## 2. What happened?

Draw or tell what worked and what was tricky.

## 3. One change to try

Make one change. Draw or tell what you would try next.

# Tomorrow in Bramblebrook

Junie asks to explore tomorrow. What happens next? Draw three scenes, then tell the story.

**First...**

**Then...**

**At last...**

# A big-ideas celebration

## Bramblebrook Explorer

This celebrates

for noticing little things,
making room for big ideas,
and trying something new.





Date: _____ Celebrated by: _____

My favorite part of this adventure was...