# A little help for grown-ups

## Pick a page, not a deadline.

Choose one or two activities at a time. Ages 4-5 can point, talk, trace and draw with help. Ages 6-8 can try more reading, puzzles and independent planning. These are play suggestions, not assessments.

## Simple supplies.

Pencils, crayons, scrap paper and a glue stick are enough for most pages. A grown-up handles cutting for young children. Use paper game counters instead of small loose objects around children who may mouth them.

## Print only what you need.

Use the US Letter or A4 edition that matches your paper. Print at 100% / actual size, single-sided. All working pages use white backgrounds. Markers can bleed through: put scrap paper underneath.

## Make room for every explorer.

Read directions aloud, enlarge a page, let a child dictate, or skip a tricky task. Drawing, speaking and pointing are welcome ways to answer. Open-ended pages have no single right answer.

## Share the pack thoughtfully.

Free copies are welcome for noncommercial home, library and classroom use. Keep the author credit. Share the series-page link with other grown-ups; please do not sell the pack. No purchase or email address is required.

### Attribution

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# Choose your adventure

Try a little of everything, or follow your favorite kind of play.

**COLOR** 4-11
Eight pictures from Pip's world

**IMAGINE** 12-17
Pocket treasures, buildings and maps

**SOLVE** 18-25
Routes, mazes, words, sounds and patterns

**MAKE & PLAY** 26-30
Paper bird, cards and a picnic board game

**KEEP EXPLORING** 31-36
Your notebook, bingo, design and story

**CELEBRATE** 37-40
Certificate, answers and more Pip

## My explorer marks

Color a leaf each time you try something new. You do not need to finish every page.



# 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 |
|---|---|---|---|---|---|

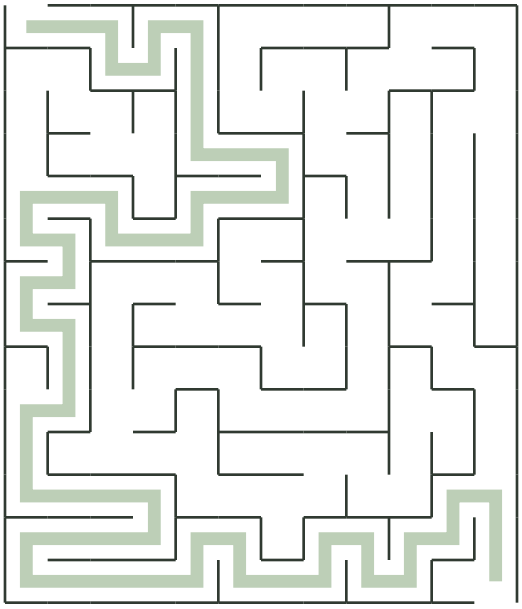
Story cards | page 28: use any three cards, or choose one WHO, one WHERE, one FIND and one TRY. There is no wrong ending.

# A little help with the puzzles

## 18 | Follow Pip's route

Bakery, library, picnic. Begin at the top-left HOME square.

## 19 | Find the shady picnic



## 20 | Little word explorers

| 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 |

## 22 | Story order

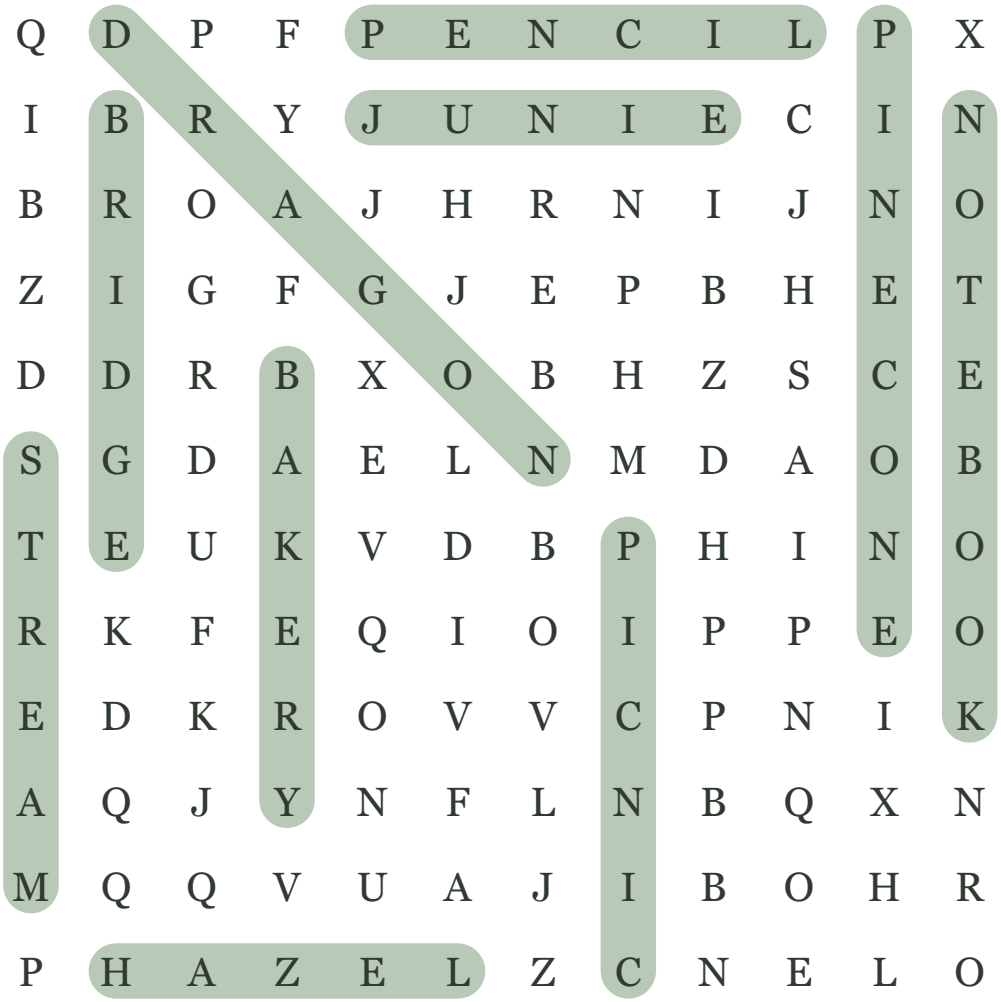
From top to bottom: 5, 2, 6, 1, 3, 4.
Boat drawing lost; notebook given; walk drawn; map too full; new map; home again.

## 23 | Sound match

TING-A-LING! - bakery bell; SQUEAK! - bridge board;
SCRITCH, SCRATCH - pencil; CRUNCH! - apple bite;
BEEP! BEEP! - Junie as the horn; TAP-TAPPITY-TAP - workshop.

# More answers, more possibilities

## 21 | A bigger word adventure




## 24 | Count & compare

5 leaves, 5 pebbles, 3 pinecones, 2 notebooks. Total: 15.
Leaves and pebbles tie for the most.

## 25 | Patterns

1. Leaf, pebble. 2. Pinecone, pinecone. 3. Notebook, leaf.
All drawing, making and storytelling pages welcome different answers.

# More days in Bramblebrook

## Pip and the Little Green Notebook

A little hedgehog has big ideas and drawings that keep getting lost. A green notebook turns a familiar walk into an adventure in imagination, family and friendship.

**Paperback and hardcover**

Find the book on Amazon
amazon.com/dp/B0HRKKFGL7
Choose the available format on the book page.

## Pip and the Gift That Would Not Wrap

A Christmas story in Pip's woodland world.
Coming soon. Watch the series page for availability.

## Pip and the Pocket Full of Love

A future Pip adventure. Coming soon.

## Free activities and series updates

pip.tkecreative.com
Find the complete pack, coloring sheets and games.
Choose a few pages, bring your crayons, and make room for an idea.

By Thomas Heben | Ages 4-8
You can enjoy the pack without owning the book. Share the link with another family or teacher.