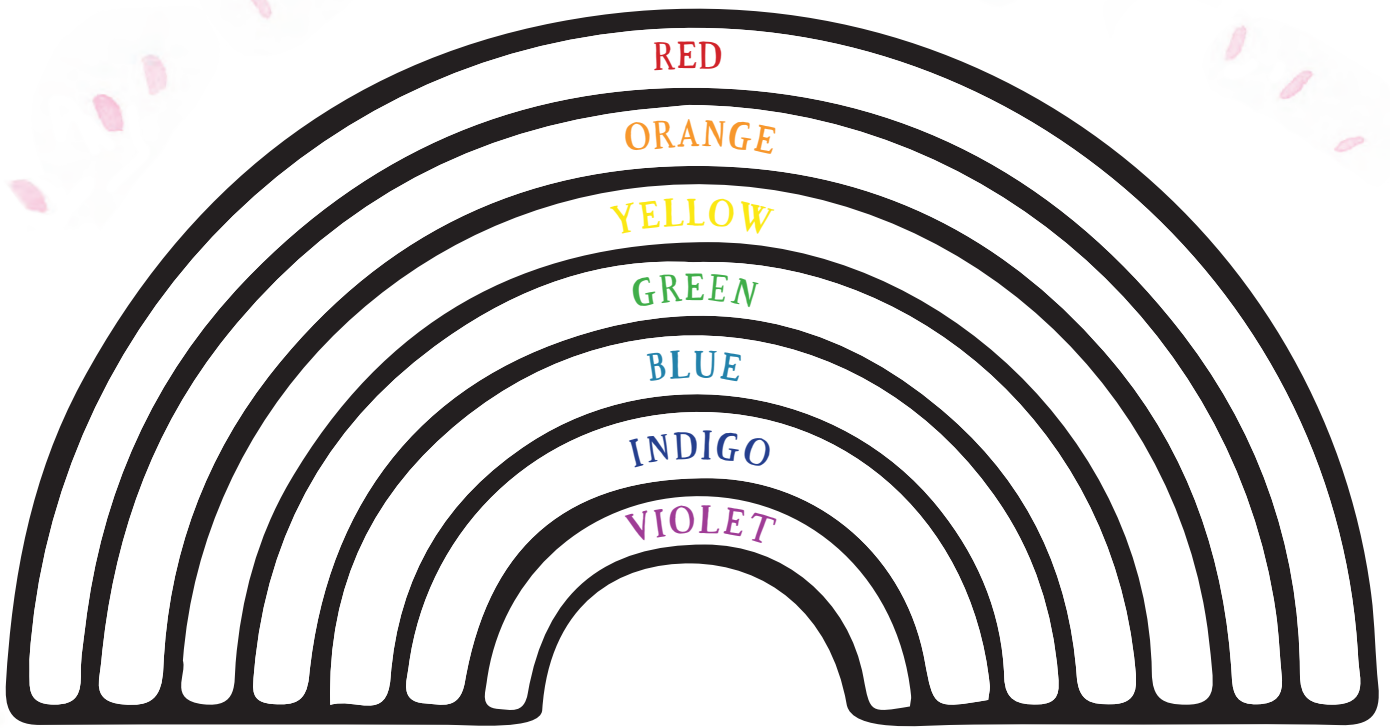
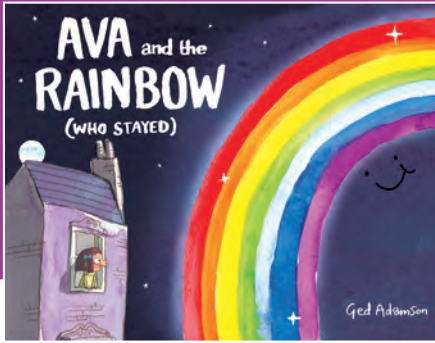


# FOLLOW THE RAINBOW

*Ava and the Rainbow (Who Stayed)* features a vibrant rainbow that follows the ROYGBIV pattern. Use the colors in the outline below to make your own rainbow!





# THANKFUL FOR YOU

In *Ava and the Rainbow (Who Stayed)*, the townspeople lose interest in the rainbow and stop showing their appreciation. How do you show your loved ones that you're grateful for them? Add to the list of how you show your love below!

Help with chores

---

Say "I love you"

---



# WHO WILL BE THE CHAMPION?

Which animal do you think can jump the highest? In *Fox and the Jumping Contest*, Fox competes to jump higher than all the other animals. Look at the characters below and circle the one you think will win. Then, write why you chose that animal on the lines underneath.



Frog



FOX



Turtle



Rabbit



Elephant



Bear

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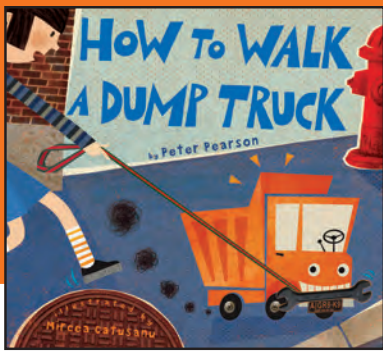
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# SHARING THE SPOTLIGHT

In *Fox and the Jumping Contest*, Fox and Rabbit cut the trophy in half and share it. What would you do if you tied for first place? Draw a picture in the box below of how you would share a trophy or medal between two winners.

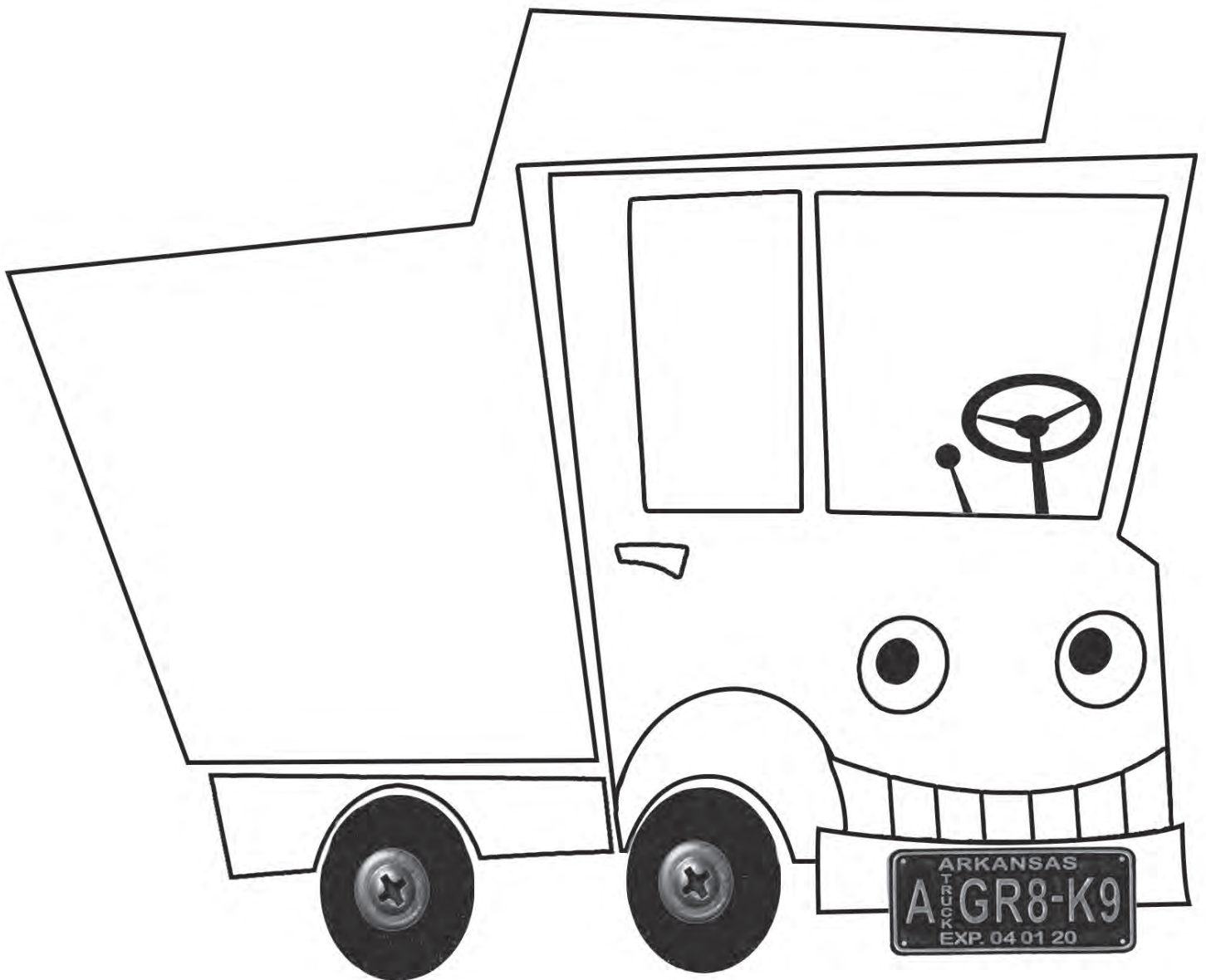


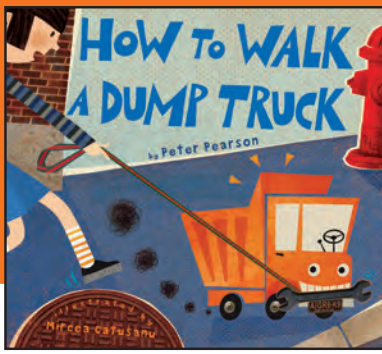


# Making a Pet

Customize your own pet truck by coloring in the one below.  
Then name it!

My pet's name is:





# If Anything Could Be a Pet

Have you ever thought how fun it would be to have a dump truck for a pet? How about a tree? Or maybe it's a piece of cake! Pick your favorite thing/object and draw it as if it were a pet in the box below.





# LITTLE I

BY MICHAEL HALL



## ABOUT THE BOOK

When Little i's dot falls off and rolls away, Little i leaves the alphabet and sets out on a journey to find it. Little i's adventure is epic, and stormy, and twisty, and spine-chilling, and surprising. Are you ready?

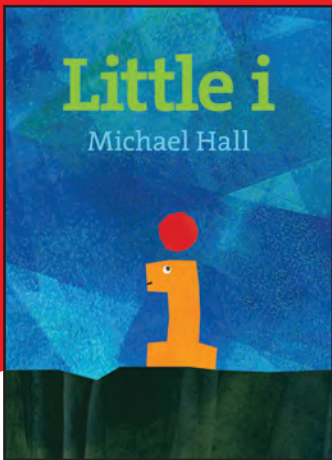
## STORYTIME ACTIVITIES

- **THE AMAZING ALPHABET:** Provide the children with a variety of tactile materials to create the letters of the alphabet. Some ideas include having children form letters using Play-Doh, pipe cleaners, or Wikki Stix, or having them trace letter templates or form letters on small dry-erase boards. Children can also play a partner game by taking turns using their finger to “draw” a letter on a partner’s back while the partner tries to guess what letter was “drawn.”
- **WORD WINNER:** Give each pair of children a group of letter tiles (two sets of the alphabet plus three additional sets of vowels) and a sheet of grid paper. Younger children should use larger tiles and larger squares on the grid paper, while older children can use smaller tiles and squares. As in Scrabble, children should take seven letter tiles at a time to form words on the grid. Each partner takes turns forming words and then replenishing their seven tiles. The last person to form a word on the grid wins the game.
- **NO MAN IS AN ISLAND:** On the end page of this book, Michael Hall includes a labeled map of Little i's island. Share this with the children, and then ask them to imagine that they live on an island. What would their island be like? On a large piece of paper (e.g., 12" x 18"), have them draw and label their own island.
- **PURPOSEFUL PUNCTUATION:** Make a chart of the punctuation used in this book (question mark, exclamation point, parentheses, comma, hyphen, period.) With the group, write sentences using the punctuation. Practice reading the sentences with appropriate expression. Then as a group or individually, create a story which includes these punctuation marks.



### WHAT IS THINK BIG?

THINK BIG! Letters, Colors, Shapes is a natural concept theme arising from titles *Little i*, *Blue vs. Yellow*, and *Love, Triangle*, which focus respectively on letters, colors, and shapes. These compatible books demonstrate fundamental ideas while still providing entertaining and engaging stories.



# WHAT DOES YOUR ISLAND LOOK LIKE?

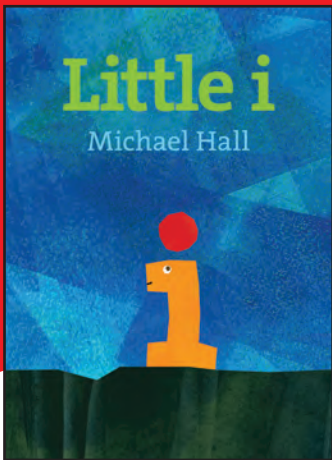
In the book, Little i visits an island!  
What would be on your island? Draw it on this island map!



ahoy







# HOW MANY WORDS CAN YOU MAKE?

Using only the letters that make up Little i,  
make as many different words as you can!

little i

let

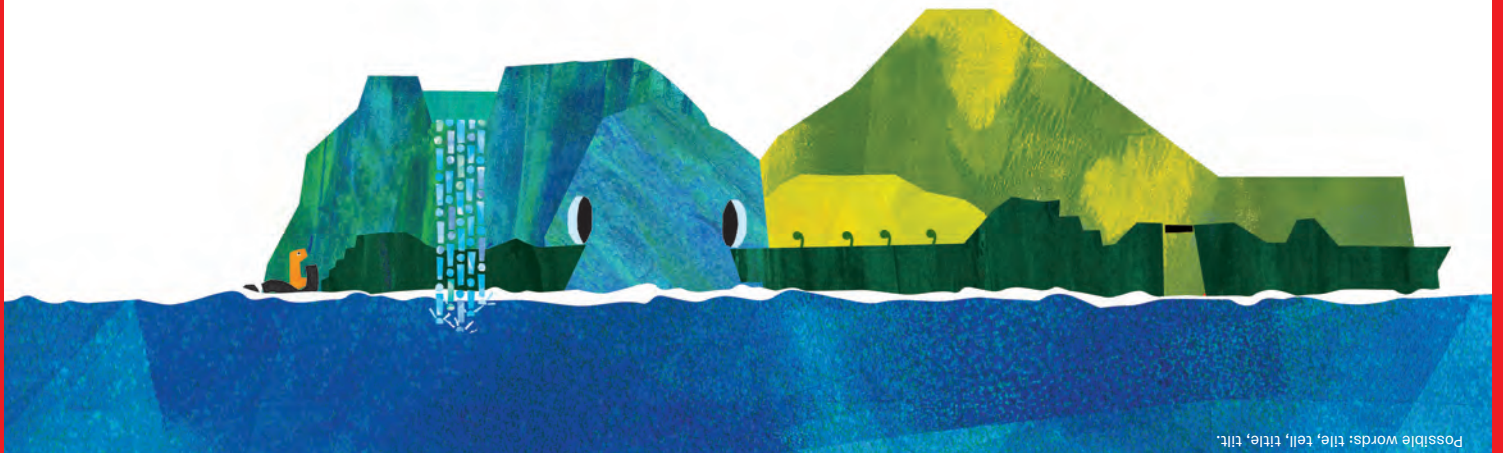
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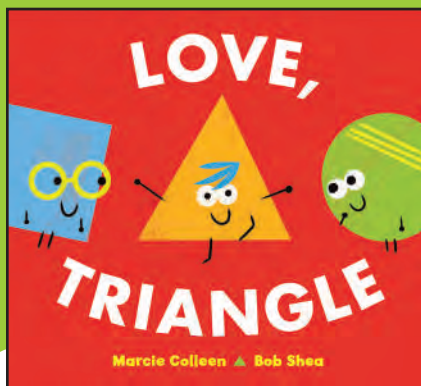
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Possible words: tile, tell, title, tili.



# LOVE, TRIANGLE

BY MARCIE COLLEEN  
ILLUSTRATED  
BY BOB SHEA

THINK  
BIG!  
LETTERS,  
COLORS,  
SHAPES

## ABOUT THE BOOK

Ever since they were a dot and a speck, Circle and Square have been best friends. Then someone new comes along: a cool, exciting Triangle. And three starts to feel like a crowd. . . . With their friendship bent out of shape, can they put it back together again?

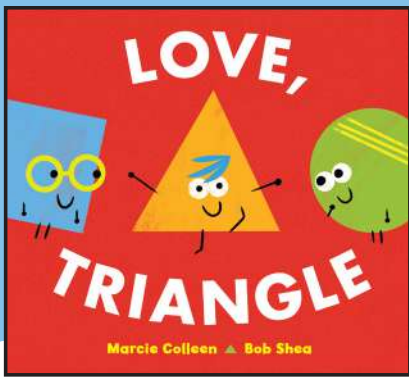
## STORYTIME ACTIVITIES

- **LET'S BE FRIENDS:** Discuss the story with the children. Why did Circle and Square's friendship change? How did the problem get resolved? What should friendship look like? Then ask the children to write about one of their friends. Why is this person a good friend? How is this friend special? What do you like to do with this friend? If possible, have each child bring in a photo of or draw a picture of the friend to affix to the writing.
- **IN GOOD SHAPE:** Model how you can use shapes to create pictures, such as a square house with a triangle roof. Have the children make their own picture using shapes. For younger children, provide them with various sizes of square, circle, and triangle stencils for them to trace. After they draw the shapes, they can add details to embellish their picture.
- **GUESS MY SHAPE:** Give the children clues such as, "this shape has four straight sides," and have them guess which shape you are describing. Then have the children try this activity with a partner, taking turns with giving clues and guessing shapes. Older children can include more shapes in their game (e.g., rectangle, hexagon, rhombus).
- **BAG IT!:** Discuss the shapes that appear in this book (circle, square, triangle) and then introduce the three-dimensional shapes: sphere, cube, triangular prism, pyramid, cone, and rectangular prism. Place several 3-D blocks of these shapes in a bag. Have the children take turns reaching into the bag and then guessing what shape they are touching without looking. Have a chart or example of each of the shapes available for them to refer to as they are playing the game.
- **SENSATIONAL SHAPES:** Tell the children you are taking them on a shape walk in the school. As you walk through the building, ask them to note objects that are created with shapes. For example, they might see a clock (circle), a floor tile (square), and a hanger (triangle). After the walk, make a list of objects that the children spotted on their shape walk. Ask them to choose four objects and then draw and label each object.



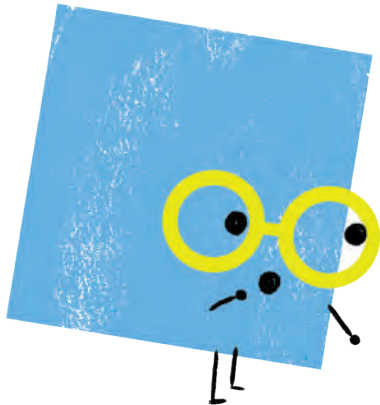
### WHAT IS THINK BIG?

THINK BIG! Letters, Colors, Shapes is a natural concept theme arising from titles *Little i, Blue vs. Yellow*, and *Love, Triangle*, which focus respectively on letters, colors, and shapes. These compatible books demonstrate fundamental ideas while still providing entertaining and engaging stories.



# IN GOOD SHAPE

*Love, Triangle* features many objects made of circles, squares, and triangles. Think of things you see regularly that you would describe as a circle, square, or triangle below!



## Side of a Block

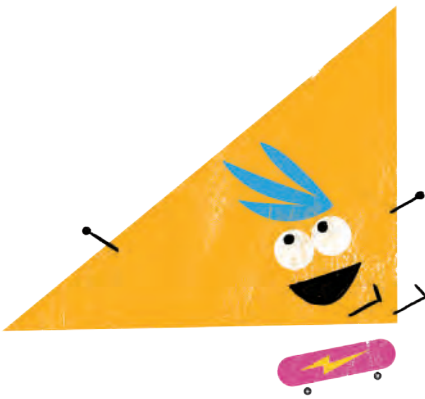
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## Pizza Slice

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## Basketball

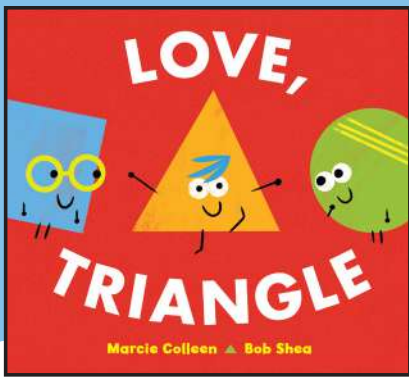
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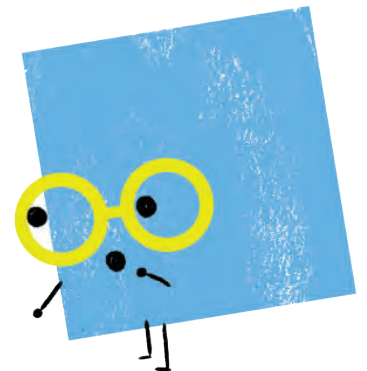
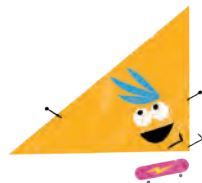
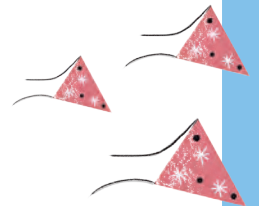
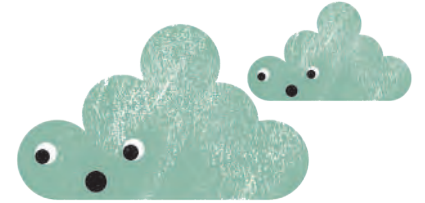
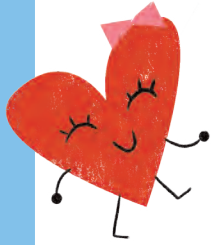
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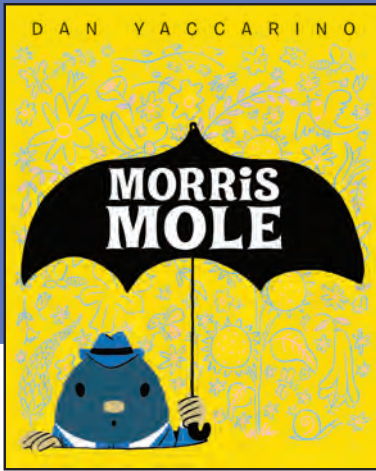
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# LET'S BE FRIENDS

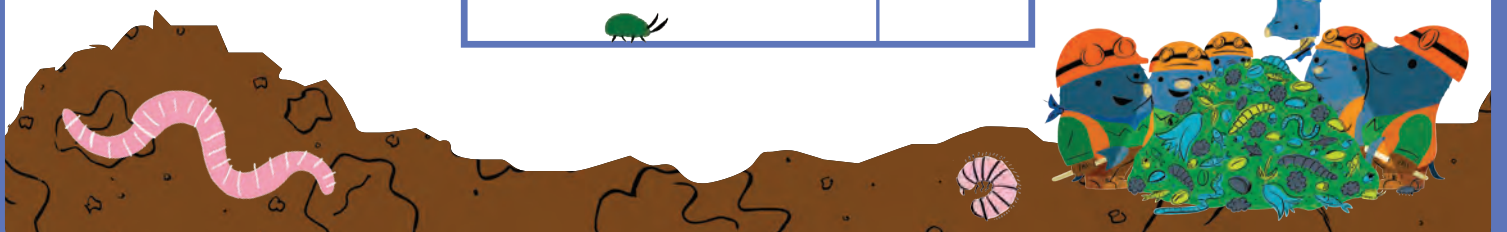
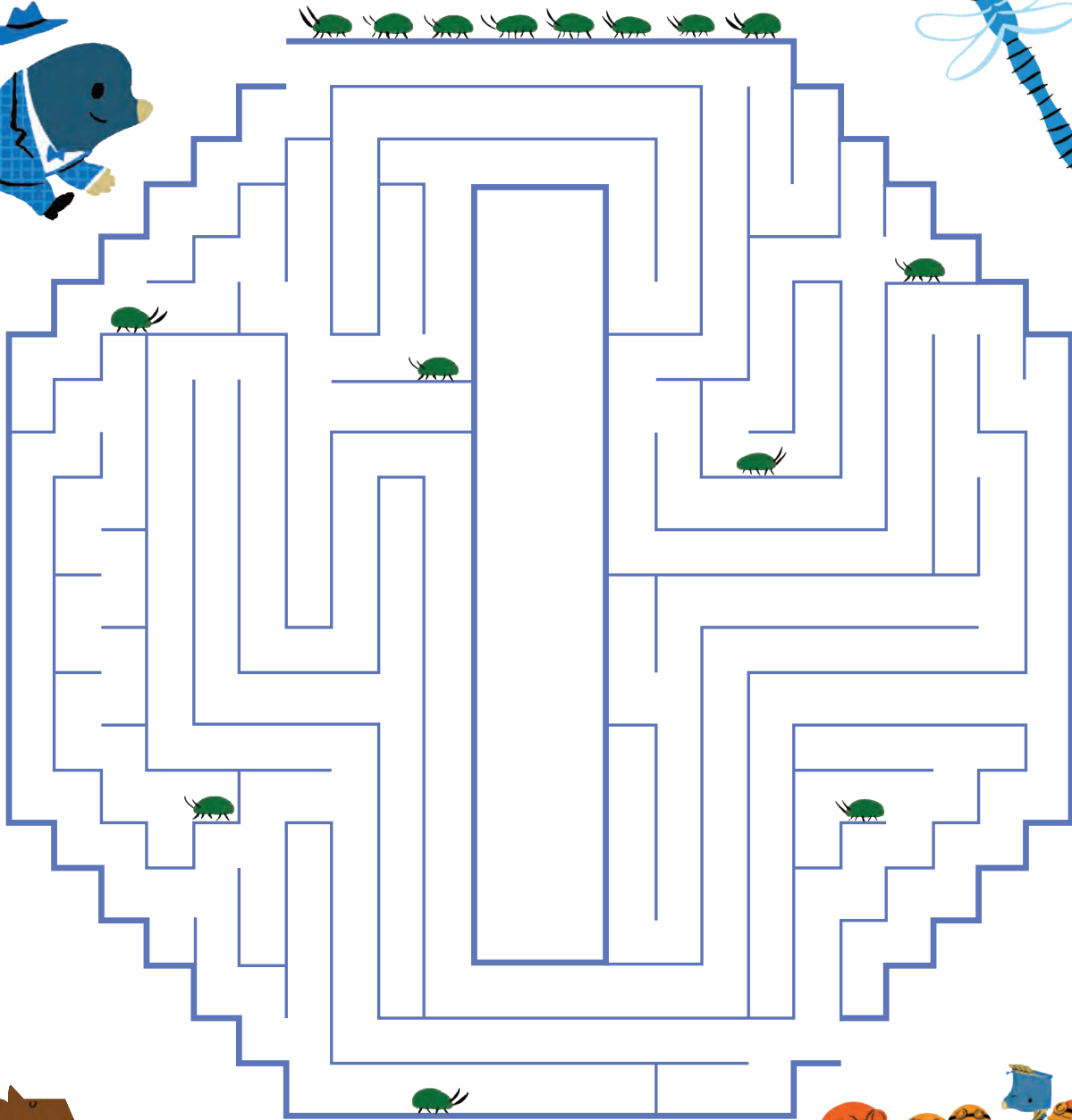
In *Love, Triangle*, we learn that friends come in all shapes and sizes! Draw your friends below. Do they wear glasses like Square? Love Bermuda shorts like Circle? Celebrate what makes them unique!

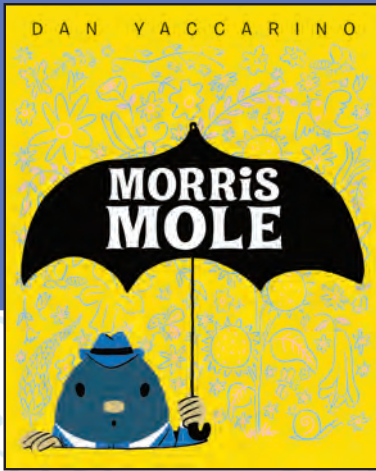




# A-MAZE-ING!

In *Morris Mole*, Morris finds the courage to dig upward and explore the outside world because his family is hungry. Help Morris make his way through the maze to find food for his family!

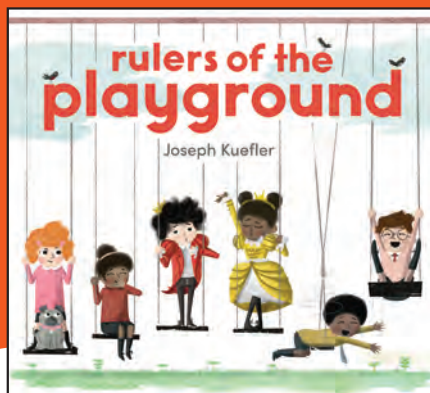




# I AM UNIQUE

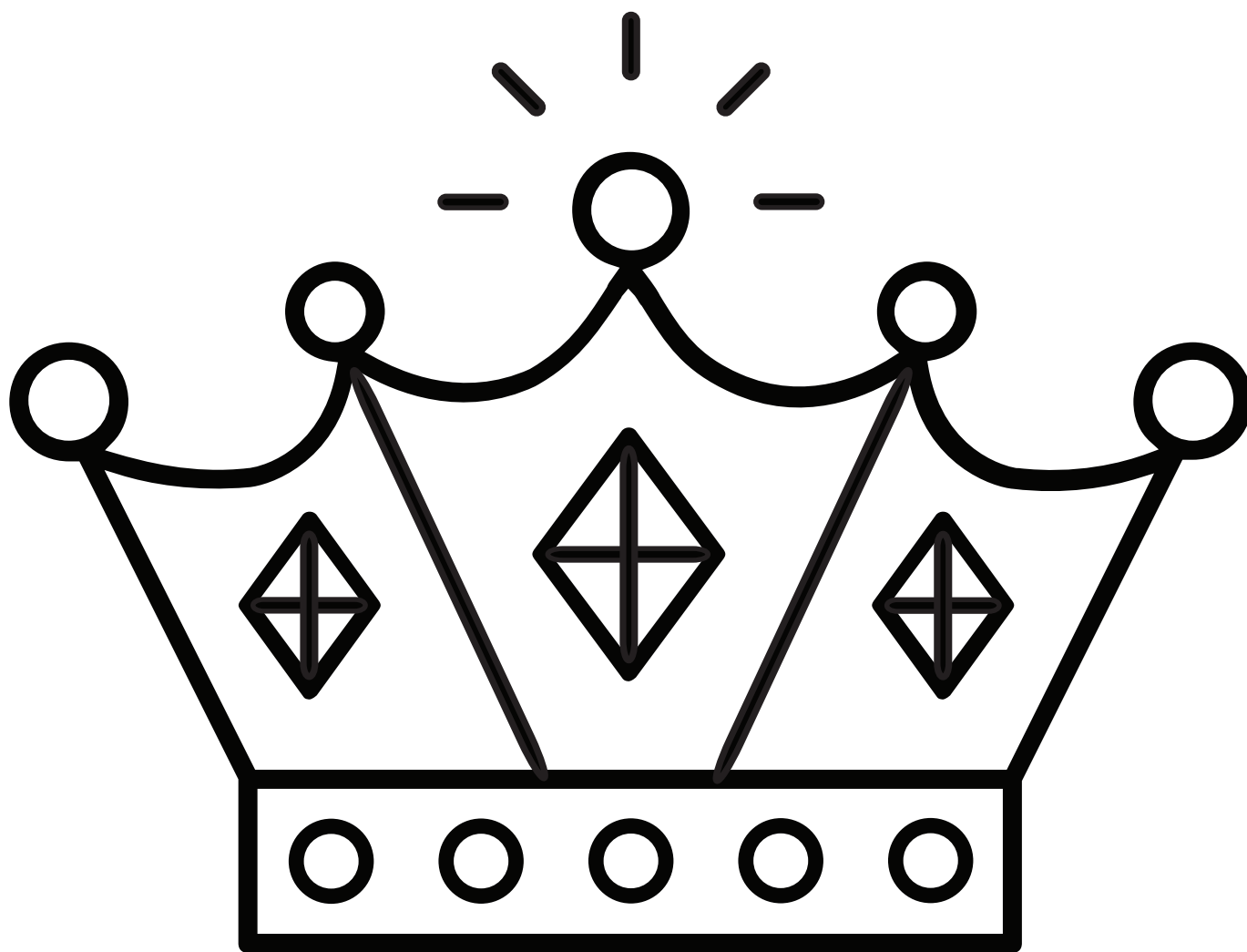
Morris is different from all the other moles. But just because he's small doesn't mean he can't do great things! Design your own award ribbon and write what's special and unique about you on it. For example, "Fastest Runner," "Best Big Sister," or "Amazing Artist."

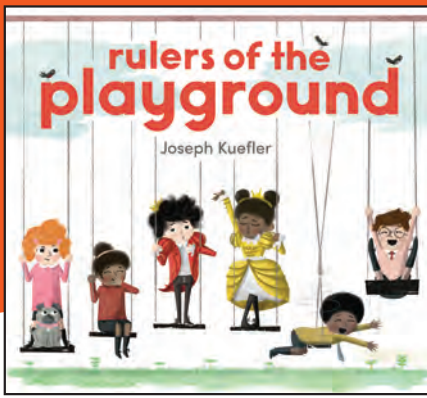




# KINGS AND QUEENS

In *Rulers of the Playground*, Jonah and Lennox decide they want to become king and queen. You and your friends can become (kindhearted!) rulers of your own playground! Use crayons, colored pencils, or markers to decorate and color in the crown below.





# ROYAL CHARACTER

In *Rulers of the Playground*, the author says Jonah was skilled and mostly generous, while Lennox was wise, and mostly patient. Which character traits best describe you? Make a list and write them on the lines below.



1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

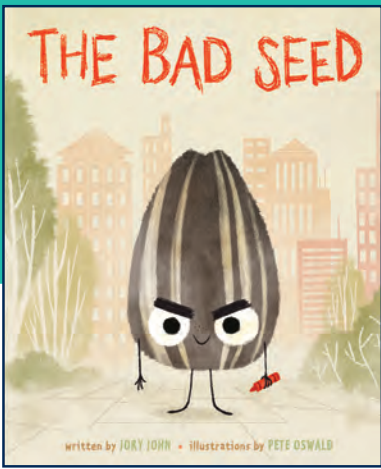
4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_



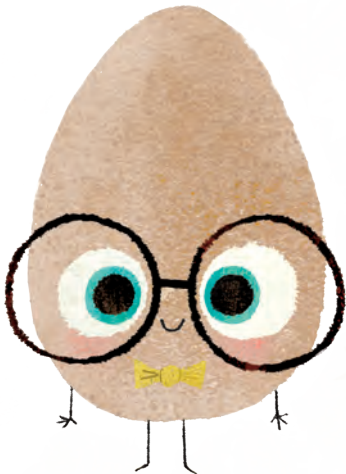




# Good vs. Bad

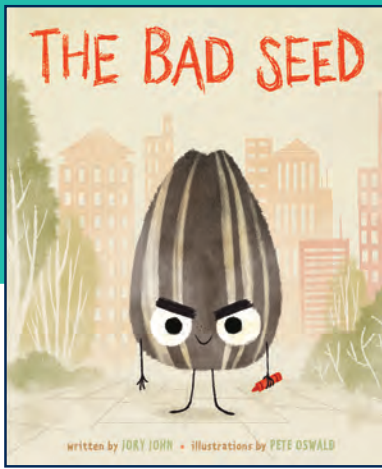
Everyone has good moments, like cheering up a sad friend, but they also have bad moments too, like fighting with a sibling. Draw a picture of yourself being a Good Egg in the left column and a picture of yourself being a Bad Seed in the right column.

## GOOD



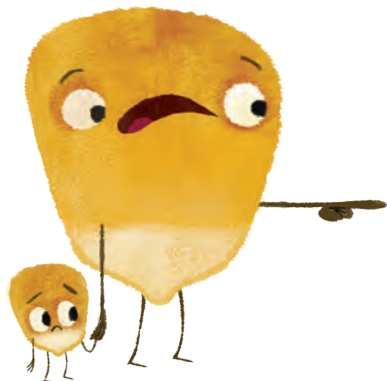
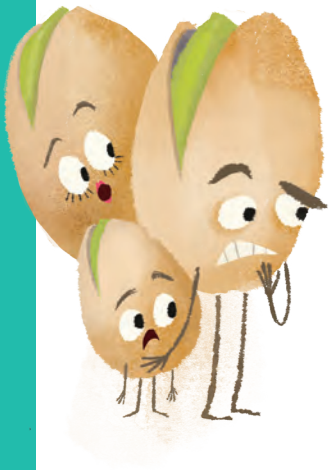
## BAD

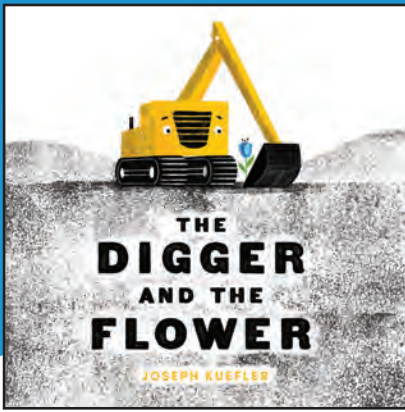




# A Helping Hand

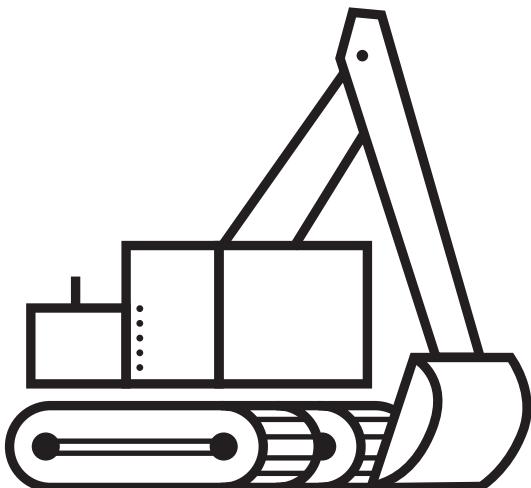
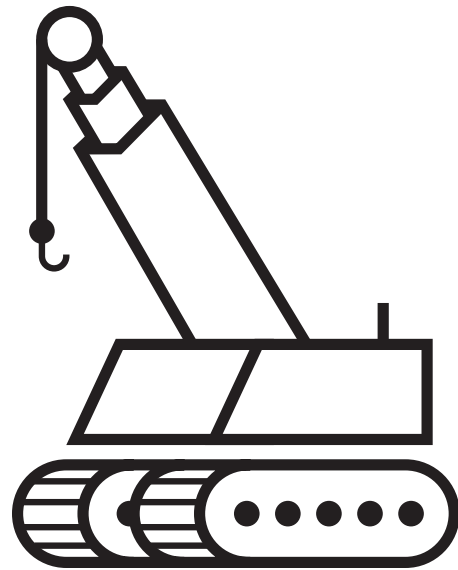
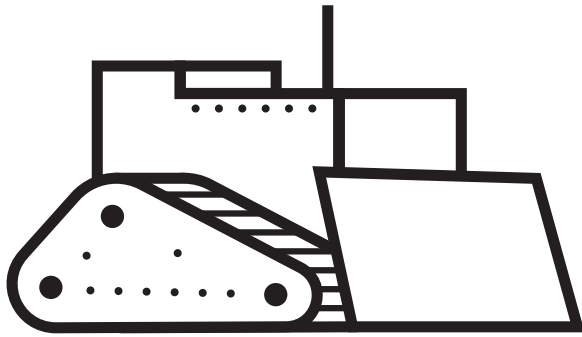
The bad seed says he wasn't always a bad seed. How do you think he felt when he heard others call him a "bad seed"? How could the others have helped him instead? Draw a picture of what you would have done to help the bad seed.

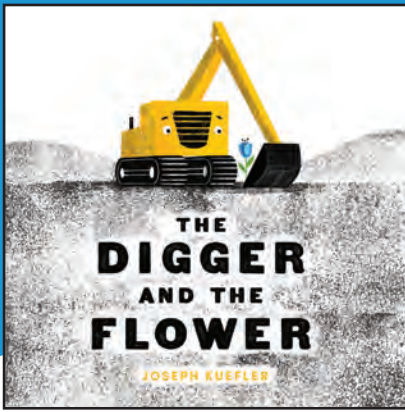




# TRUCK STOP

This story features a crane, a bulldozer, and an excavator/digger.  
There are so many types of construction vehicles!  
Color in the ones below.

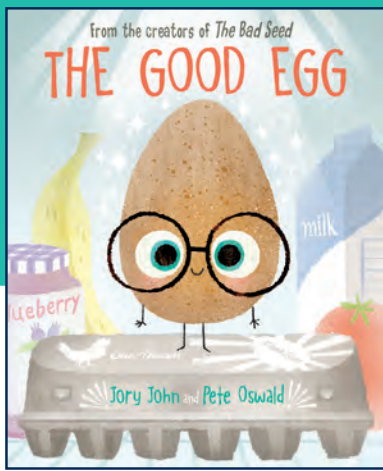




# WE BUILT THIS CITY

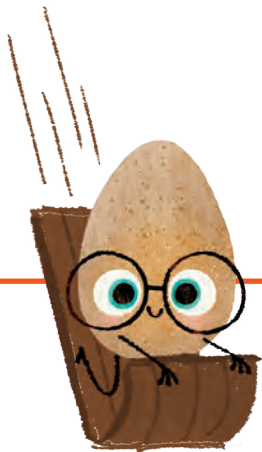
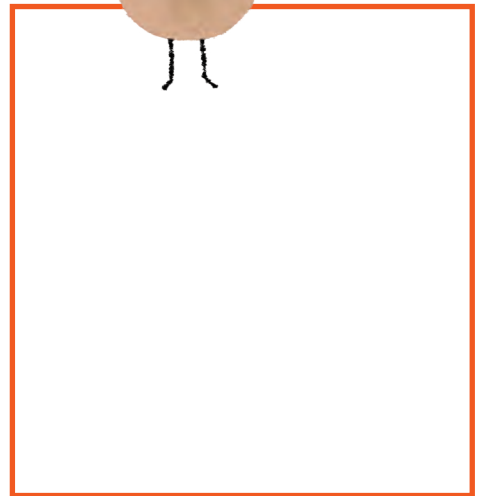
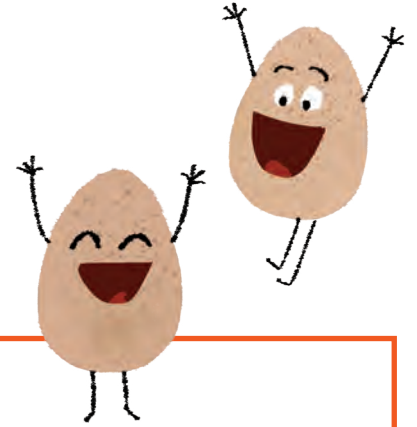
In *The Digger and the Flower*, the trucks build everything in the city. Use the box below to draw your own city, with roads, buildings, and bridges. Don't forget to add some flowers!





# Five Ways to Be a Good Egg

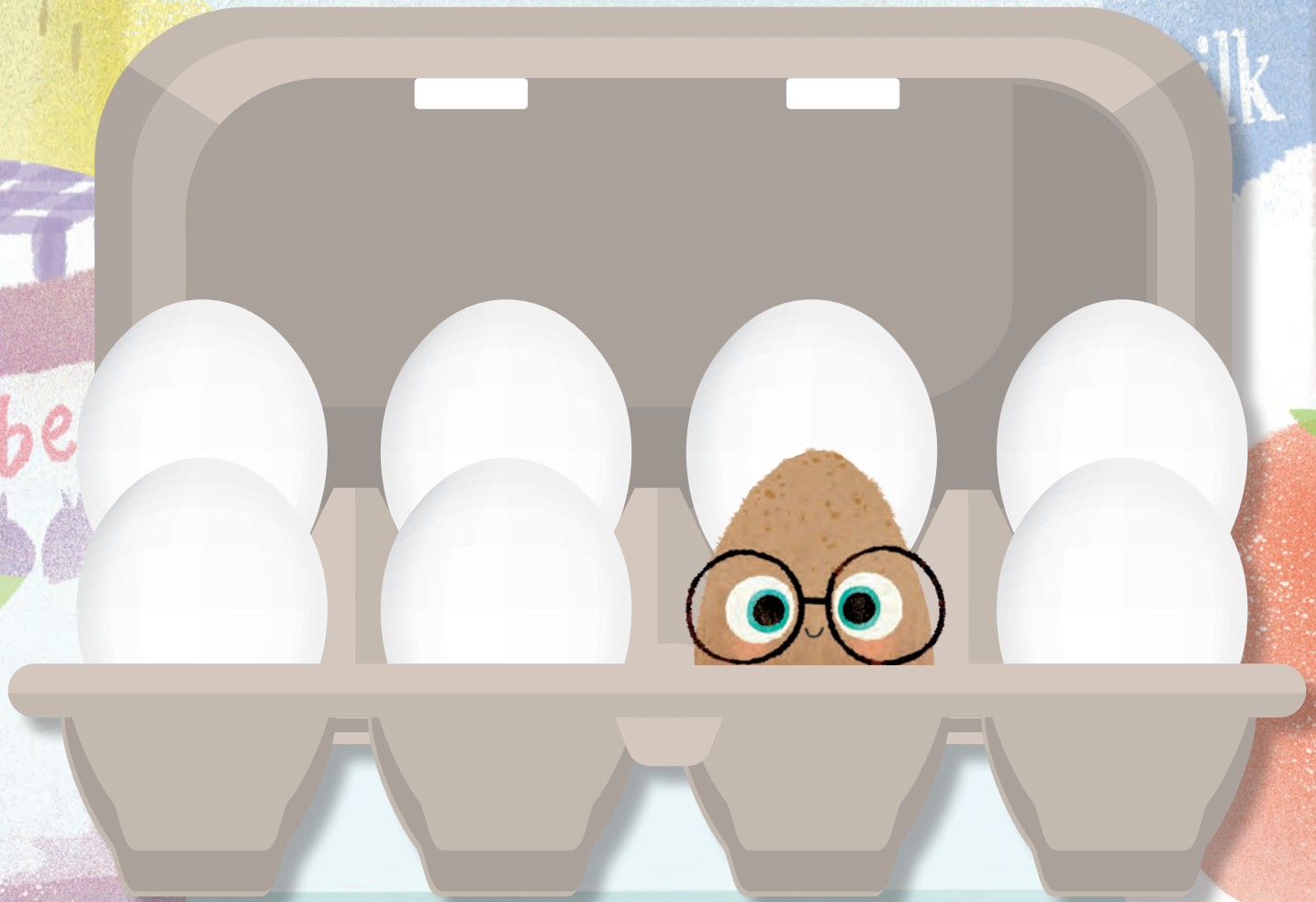
At the beginning of the story, the Good Egg shows how good he is by helping carry groceries, getting a cat down from a tree, and even painting a house. In the boxes below, draw five ways you can be a good egg too!

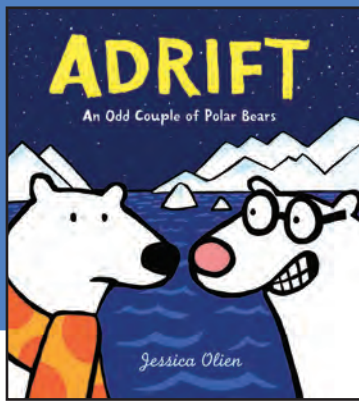




# Eggs to Crack You Up

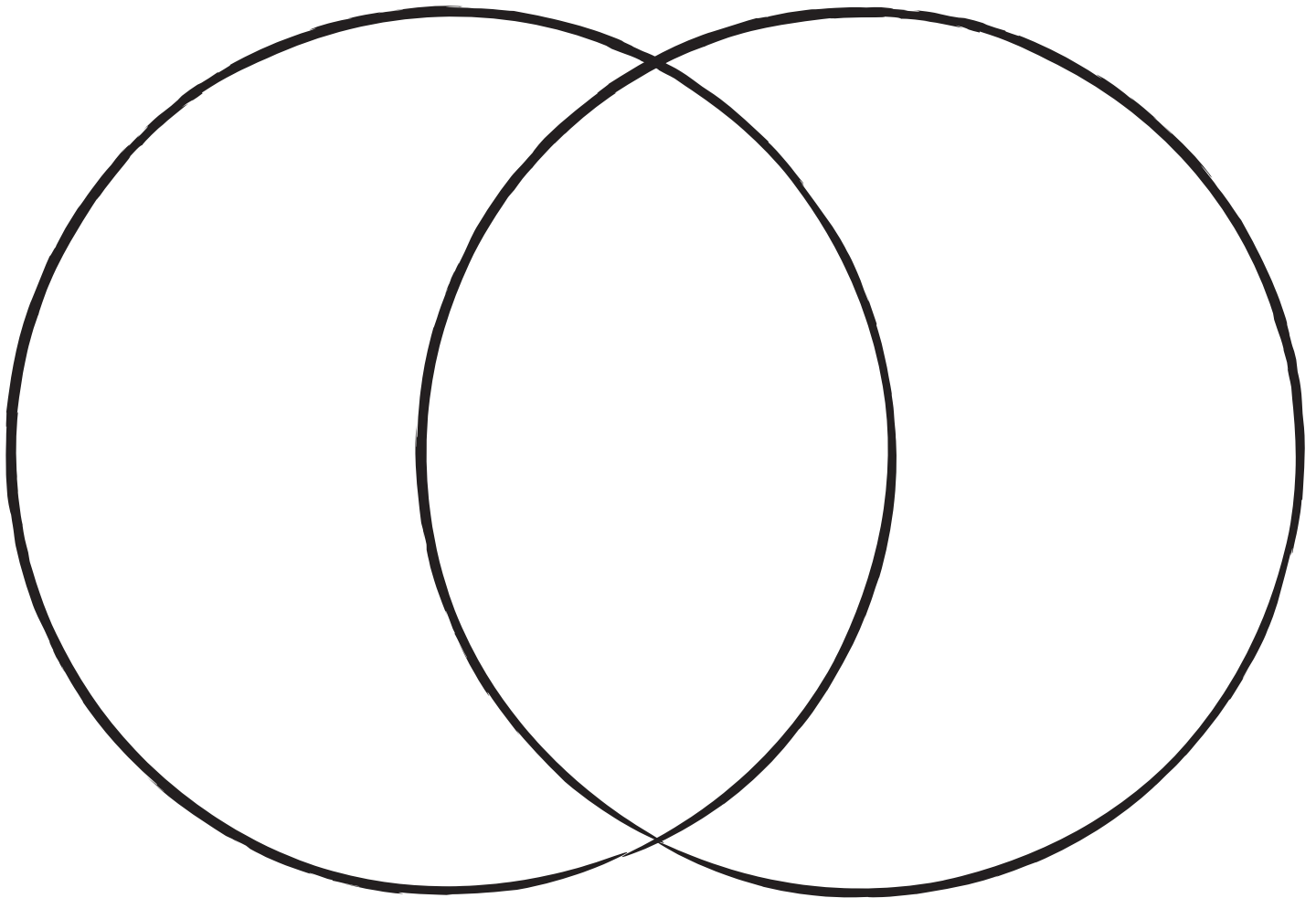
Along with the Good Egg, the other eggs make a great bunch. All of them are silly and funny in their own ways, and they have the best faces. Draw faces on and color the eggs in whatever way you like.





# SAME AND DIFFERENT

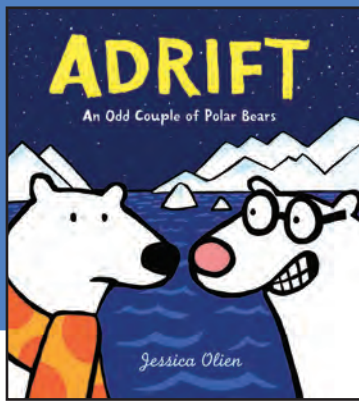
In *Adrift*, Karl and Hazel are unlikely friends because they're so different. What do you have in common with your friends? Write or draw the things you each like in your circles, and the things you and your friend both like in the space where the two circles overlap.



YOUR NAME

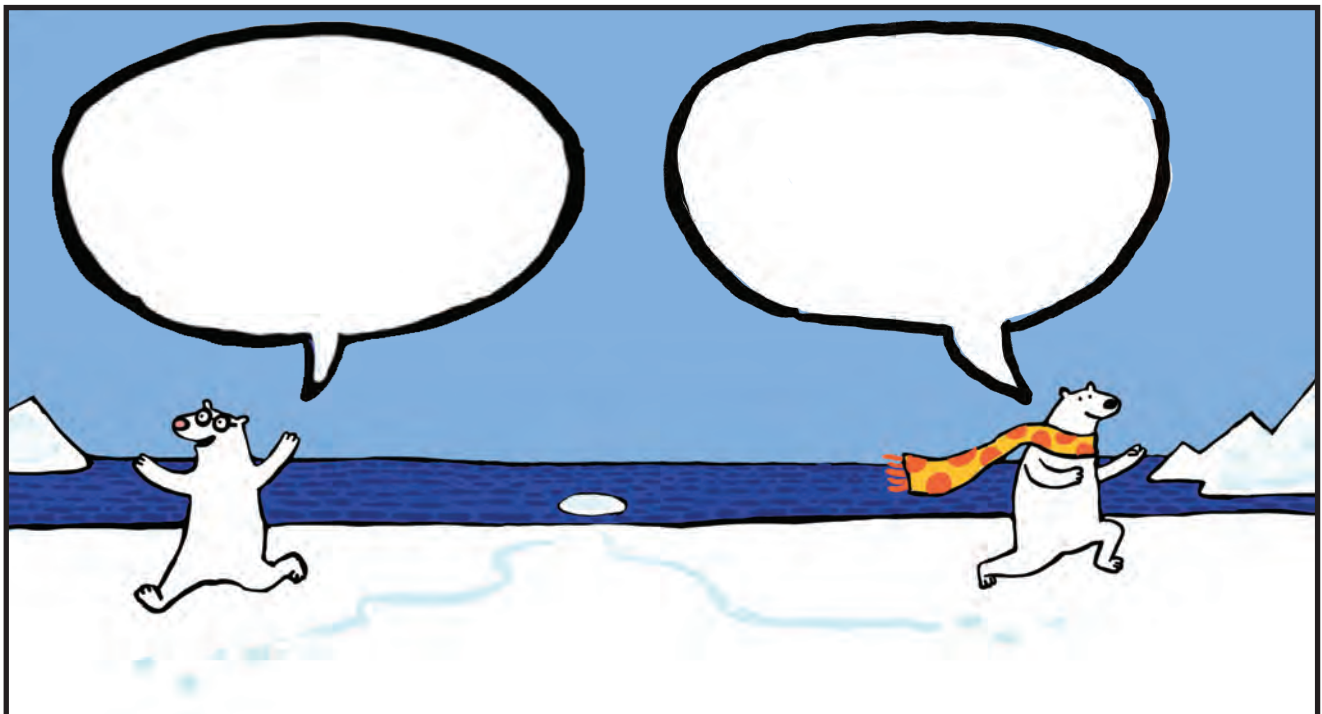
YOUR FRIEND'S NAME



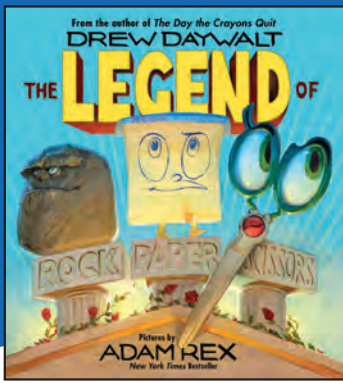


# BUBBLING OVER

In *Adrift*, the author often shows Karl and Hazel talking to each other using speech bubbles. If you wrote the story, what would they say? Write your own dialogue in the speech bubbles below!

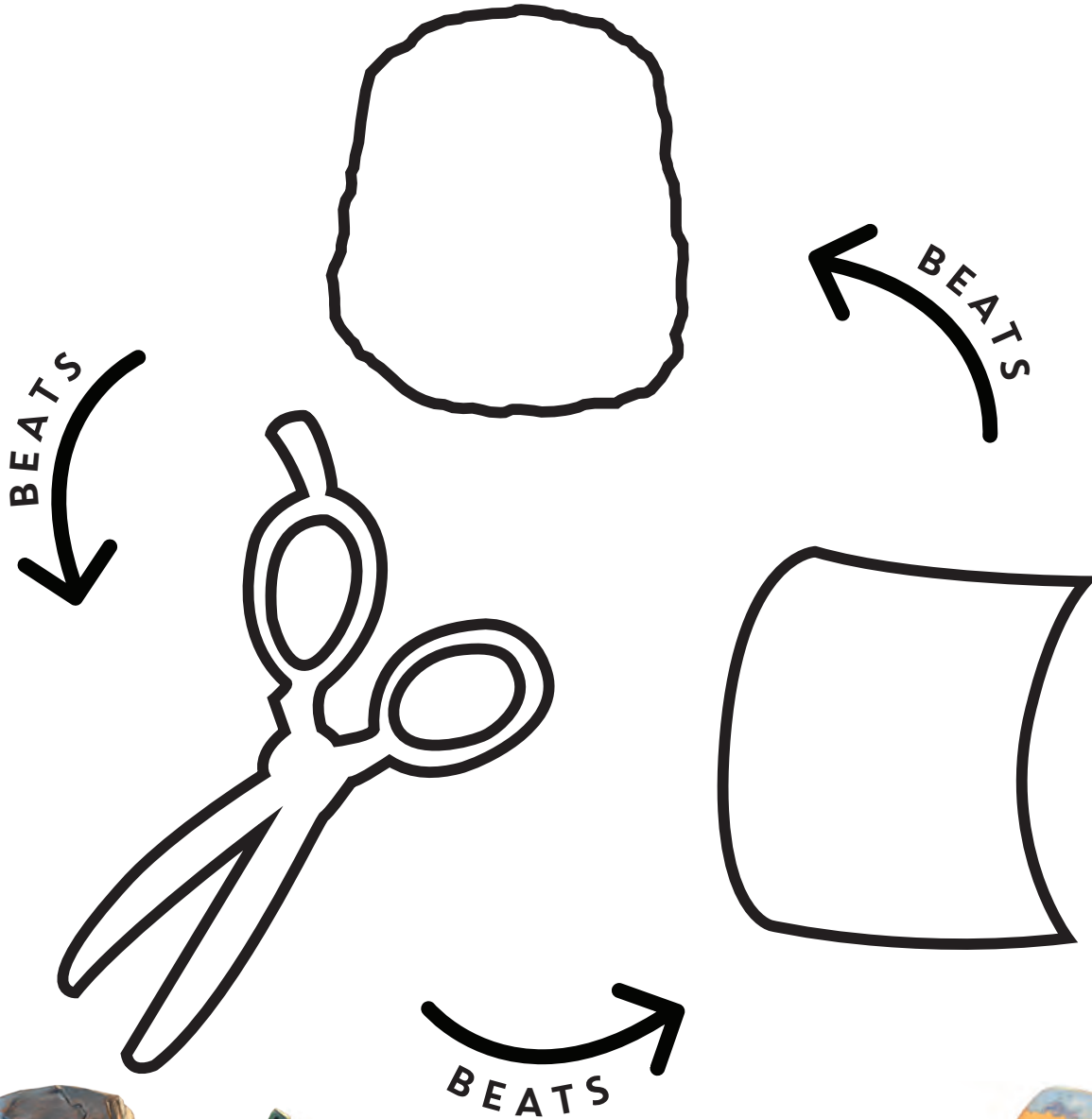


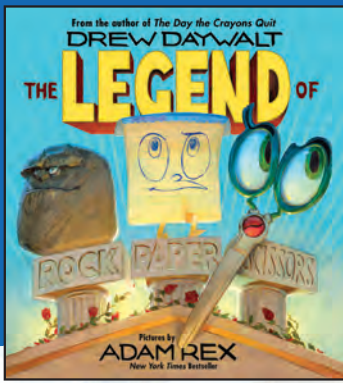




# PUT ON YOUR BATTLE PANTS!

*The Legend of Rock, Paper, Scissors* is the story of the game of Rock, Paper, Scissors. Do you know how to play? Color in the graphic below and learn the rules of the game!





# LEGENDARY

A *legend* is a story that is considered historical but may or may not be true. If you could write a legend for anything, what would it be? Write your story below and draw a picture of it in the box.

THE LEGEND OF \_\_\_\_\_

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