☀ SUMMER LEARNING ADVENTURE ☀

Summer Packet 2026

Brooklyn School of Excellence

Read • Explore • Create • Think • Grow

Student Name: _____

Grade Level: _____

Keep your mind active. Challenge yourself. Return ready to shine!

SUMMER BOOKS

Recommended Reads for Grades 2–3

Pick a book. Start an adventure!

1



Sideways Stories from Wayside School

Hilarious stories about a 30-story school where every floor has a class with the silliest problems and solutions.

2



The Wild Robot

A robot washed up on an island learns to survive in the wild and discovers what it means to be part of a family.

3



Frindle

When a boy invents a new word, it spreads far beyond his classroom in ways he never expected.

4



The Tale of Despereaux

A small mouse with big courage goes on a journey that will change his life and the lives of others.

5



The One and Only Ivan

Ivan is a gorilla who lives in a shopping mall. He has memories, friends, and dreams of a different life.

6



My Father's Dragon

A boy sails away to find a baby dragon and has an adventure filled with clever plans and new friends.

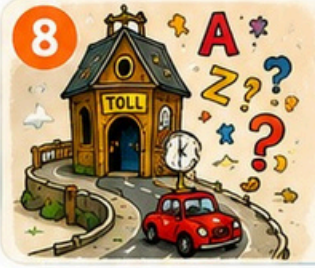
7



The Lemonade War

Brother and sister go head-to-head in a lemonade business competition to see who can earn the most money.

8



The Phantom Tollbooth

A boy named Milo takes a magical trip through a world of wordplay, math, and surprising adventures.

Best for advanced Grade 3 readers.

9



The Mouse and the Motorcycle

A curious mouse discovers a toy motorcycle and embarks on fast-paced and exciting adventures.

10



Mrs. Frisby and the Rats of NIMH

Mrs. Frisby, a brave mouse, seeks help from intelligent rats to save her family in this thrilling and thoughtful story.

My Summer Reading Goal

Color a star for each book you finish!

Books I Plan to Read

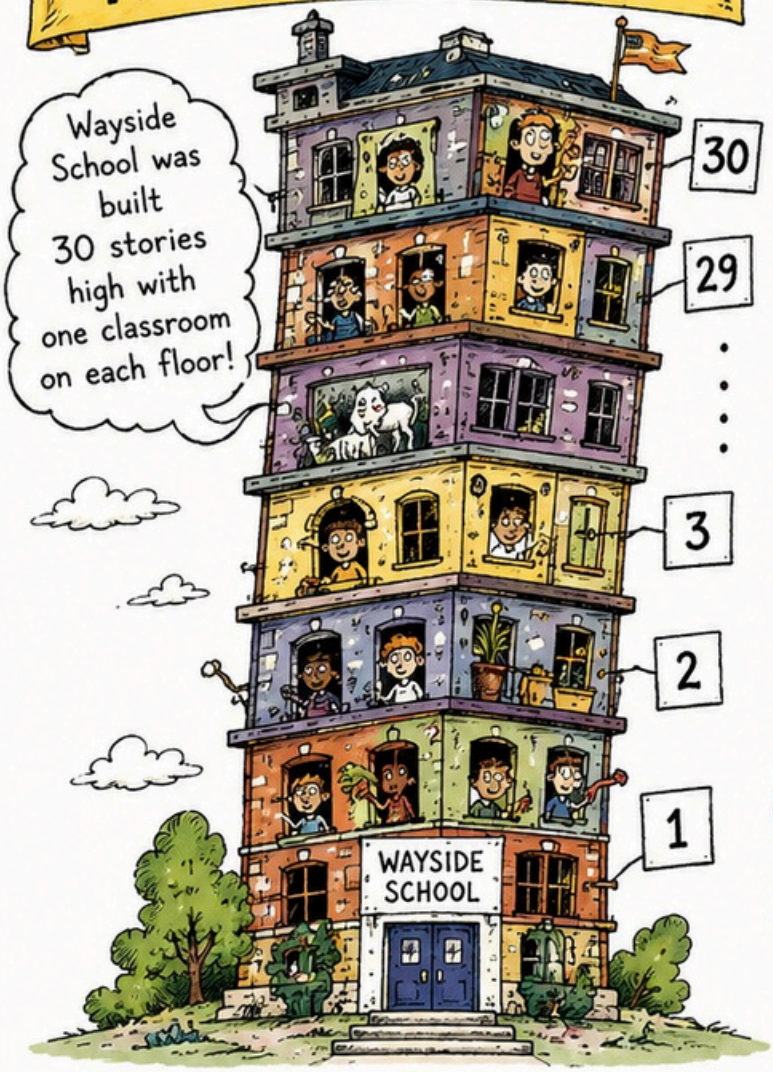
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

SIDEWAYS STORIES FROM WAYSIDE SCHOOL

BEFORE YOU READ

PART 1

WELCOME TO WAYSIDE SCHOOL!



1. What is unusual about this school?

2. If your school had 30 floors, what would be on the top floor?



3. Draw your dream classroom.

My dream classroom has...

- fun things
- cool places
- what I love to learn
- anything you imagine!





SIDEWAYS STORIES FROM WAYSIDE SCHOOL

PART 2



MEET THE CHARACTERS!

Choose 3 characters from the book.
Draw each character and fill in the information below.

1

Character's Name: _____

Three describing words:

★ _____

★ _____

★ _____

What makes this character unusual?

_____

_____

_____

_____



2

Character's Name: _____

Three describing words:

★ _____

★ _____

★ _____

What makes this character unusual?

_____

_____

_____

_____



3

Character's Name: _____

Three describing words:

★ _____

★ _____

★ _____

What makes this character unusual?

_____

_____

_____

_____





SIDEWAYS STORIES FROM WAYSIDE SCHOOL

PART 2



MEET THE CHARACTERS!

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Draw each character and fill in the information below.

1

Character's Name: _____

Three describing words:

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What makes this character unusual?

_____

_____

_____

_____



2

Character's Name: _____

Three describing words:

★ _____

★ _____

★ _____

What makes this character unusual?

_____

_____

_____

_____



3

Character's Name: _____

Three describing words:

★ _____

★ _____

★ _____

What makes this character unusual?

_____

_____

_____

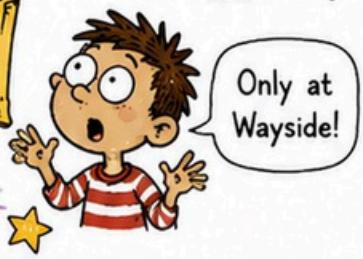
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SIDEWAYS STORIES FROM WAYSIDE SCHOOL

PART 3



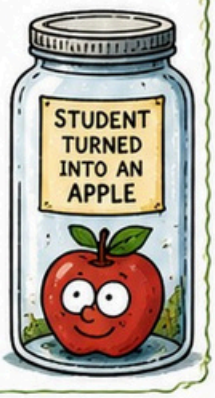
WEIRD SCHOOL PROBLEMS

Many stories at Wayside School begin with a strange problem.
After reading several chapters, fill in the chart below.

	THE WEIRD PROBLEM What was the strange problem?	THE CRAZY SOLUTION How was the problem solved?
1		
2		
3		
4		
5		



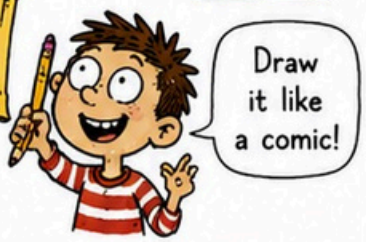
WHICH PROBLEM WAS THE FUNNIEST? WHY?





SIDEWAYS STORIES FROM WAYSIDE SCHOOL

PART 4



★ COMIC CREATOR! ★

Choose your favorite chapter from the book.
Create a comic strip showing what happens.
Draw and add words to tell the story.

BEGINNING

What happens at the start of the story?



MIDDLE

What happens in the middle?



END

How does the story end?



★ **Bonus Challenge:** Add sound effects, funny faces, or silly details to make your comic awesome!



SIDEWAYS STORIES FROM WAYSIDE SCHOOL

PART 5



CREATE THE 31ST FLOOR!

Wayside School only has 30 stories... but **YOU** get to design the brand-new 31st floor! Use your imagination!

DRAW YOUR 31ST FLOOR

My 31st floor looks like this!



WHO TEACHES THERE?

Draw or describe your teacher.



WHO ARE THE STUDENTS?

Who are the students on this floor?

WHAT STRANGE THING HAPPENS THERE?

What makes this floor totally unique?



WHAT RULE DOES EVERYONE FOLLOW?

What is the most important rule on this floor?



WHY IS THIS FLOOR SO FUNNY AND AWESOME?

Explain why your 31st floor would be the best (and weirdest) place in the whole school!





SIDEWAYS STORIES FROM WAYSIDE SCHOOL

PART 6



WRITE YOUR OWN WAYSIDE STORY!

Create a funny, silly, and strange story that could happen at Wayside School.
Use the ideas below to plan your story, then write it on the lines.

1 TITLE

What is the name of your story?

_____

2 CHARACTERS

Who is in your story? (Students, teachers, animals, robots, aliens?)

3 STRANGE PROBLEM

What weird or surprising problem happens?

4 FUNNY SOLUTION

How is the problem solved? In a silly or unexpected way, of course!

5 ENDING

How does your story end? What happens at the very end?

NOW WRITE YOUR STORY!







SIDEWAYS STORIES FROM WAYSIDE SCHOOL

PART 7



★ WOULD YOU ATTEND WAYSIDE SCHOOL? ★

Think about what you've read! Then answer the questions below.

1. WOULD YOU WANT TO GO TO WAYSIDE SCHOOL?

Why or why not? Write your ideas.



2. CHOOSE A TEACHER!



Which teacher would you choose?

Which teacher would you avoid?

★ Why?

★ Why?

3. RATE THE BOOK!

Color the number of stars you'd give this book.

1 2 3 4 5



4. MY FAVORITES

Favorite Character

Draw and name.

Favorite Chapter

Which chapter did you like best? Why?

Favorite Quote

Write your favorite quote from the book.

5. WHAT DID YOU THINK?

Write a few sentences about what you liked most (or least) about *Sideways Stories from Wayside School*.



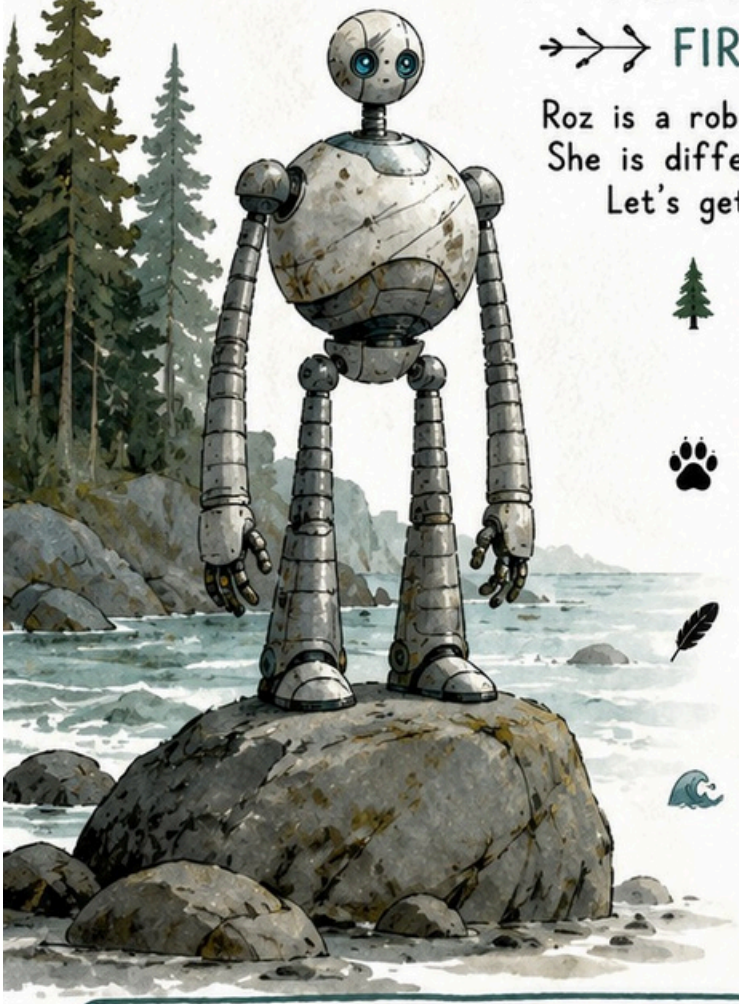


★ THANK YOU, LOUIS SACHAR, FOR THE MOST SIDEWAYS SCHOOL EVER! ★

PART 1

MEET ROZ

FIRST IMPRESSIONS



Roz is a robot who wakes up on a remote island.
She is different from everything around her.
Let's get to know her a little better.

What do you notice about Roz?

How is Roz different from the animals?

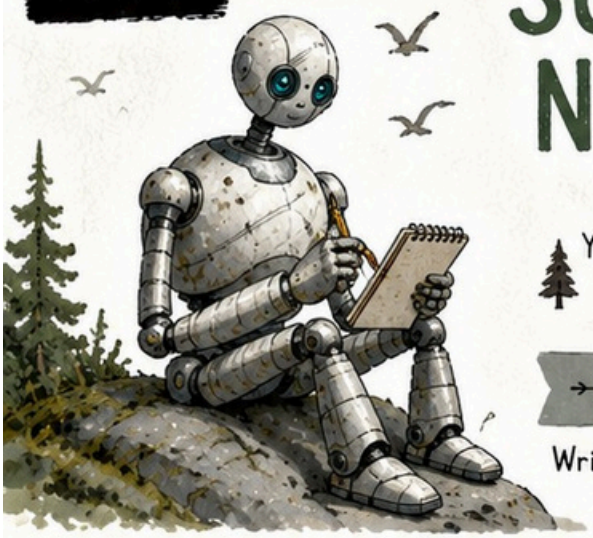
How is Roz similar to the animals?

Predict: What challenges will Roz face on this island?

DRAW ROZ ARRIVING ON THE ISLAND.

What does she see? How do the animals react?

PART 2



SURVIVAL NOTEBOOK

Pretend you are Roz.
You've landed on a wild island.
You need to survive!



SURVIVAL LOG

Write how Roz faced each challenge and how she solved it.

CHALLENGE	HOW ROZ SOLVED IT
 Finding shelter	
 Finding food	
 Staying safe	
 Making friends	



What survival skill impressed you most?
Why? _____

_____

_____

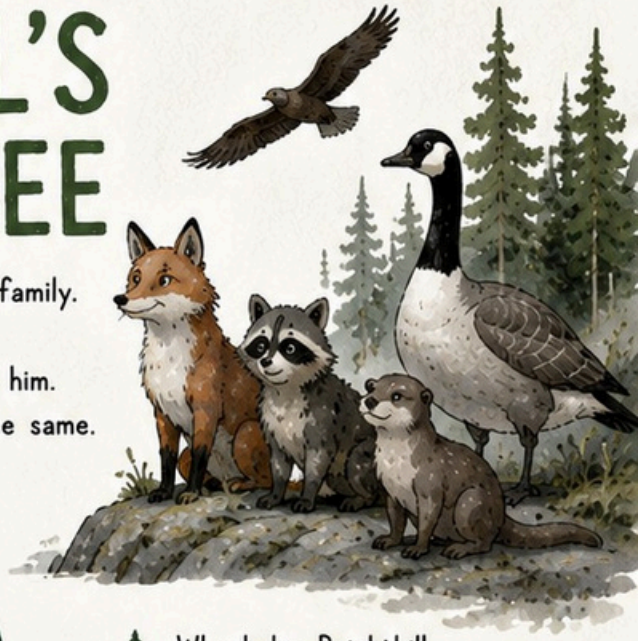


PART 3

BRIGHTBILL'S FAMILY TREE



Roz becomes part of Brightbill's family.
She is not like the others,
but she loves him and protects him.
Family is more than just being the same.



Look at the story.
Write the names (or roles) of the important members of Brightbill's family.



Who helps Brightbill grow and stay safe?
List them in the circles below.

ROZ

_____ _____

_____ _____

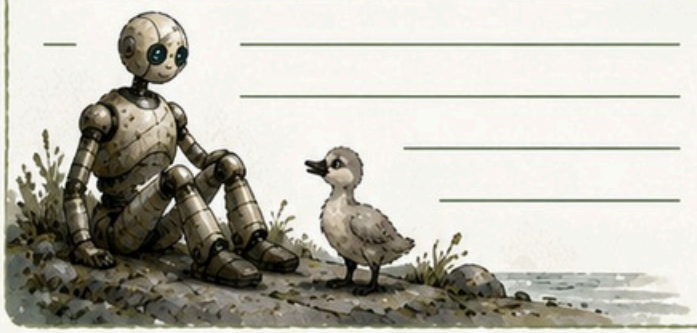
_____ _____

_____ _____

_____ _____

WHAT MAKES A FAMILY? ♥

What things make Brightbill's family special?
Write your ideas.



FAMILY IS...

Does family always mean related by blood?
Why or why not?

_____

_____

_____

_____

_____

_____

If you were part of Brightbill's family, how would you help him? What would you do together?

_____

_____

_____

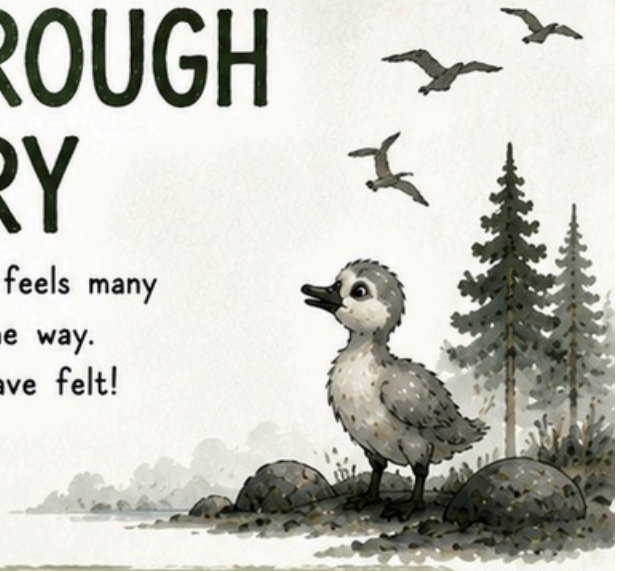


PART 4

FEELINGS THROUGH THE STORY



Roz goes on a big journey. She feels many different emotions along the way. Let's track how she might have felt!



Look at each part of the story. Color the faces that show how Roz might have felt during that part.

BEGINNING

Roz wakes up on the island and everything is new and strange.



Why do you think Roz felt this way?

_____

_____

_____

MIDDLE

Roz faces challenges, learns new things, and makes friends.



Why do you think Roz felt this way?

_____

_____

_____

END

Roz and Brightbill face big changes together.



Why do you think Roz felt this way?

_____

_____

_____



WHICH EMOTION APPEARED MOST OFTEN?

_____

Why do you think this emotion was the most common?

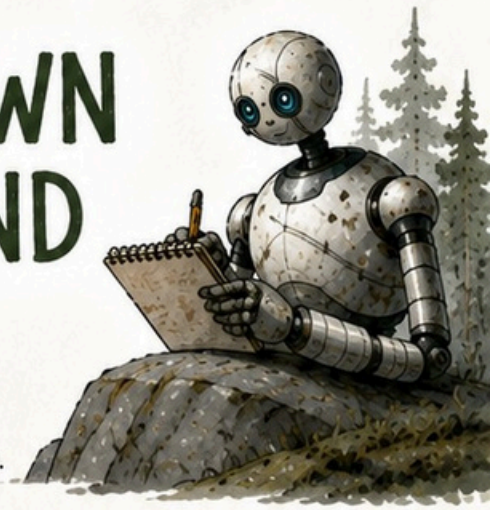
_____

_____

PART 5

DESIGN YOUR OWN SURVIVAL ISLAND





If you were dropped on an island like Roz,
what would you need to survive?
Design your own survival island below.
Label the important things you would include.

Draw your island here!

DON'T FORGET...

SHELTER



Where would you live?

☐

WATER



Where would you get water?

☐

FOOD



Where would you get food?

☐

FRIENDS



Which animals would be your friends?

☐

TOOLS



What tools would you make or find?

☐

What is the most important thing you would bring with you to help you survive? Why?

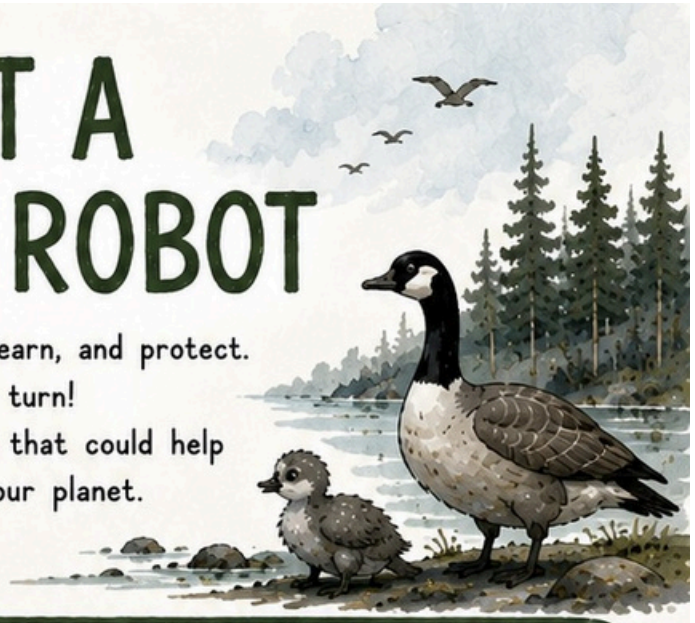


PART 6

INVENT A HELPFUL ROBOT



Roz was built to help, learn, and protect.
Now it's your turn!
Design your own robot that could help animals, people, or our planet.



NAME YOUR ROBOT

_____

WHAT ARE ITS SPECIAL POWERS?

What can your robot do?
List 3 special powers.

1. _____
2. _____
3. _____

WHAT PROBLEM DOES IT SOLVE?

What problem will your robot help with?

_____

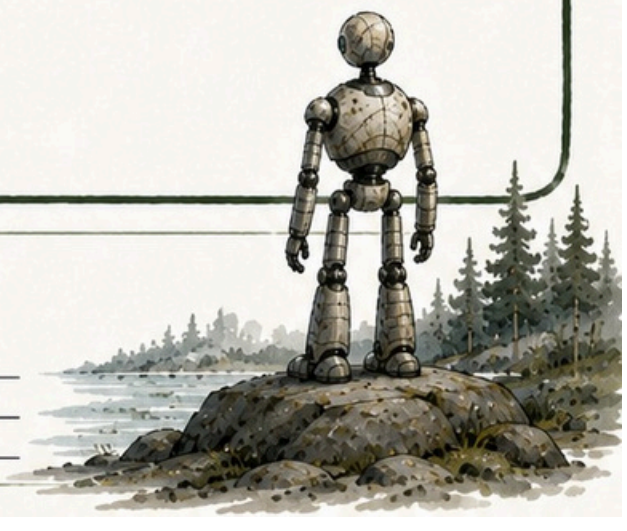
_____

WHO WILL IT HELP?

Will it help animals, people, the environment, or all of these?

_____

DRAW YOUR ROBOT HERE!



HOW DOES IT HELP THE WORLD?

Explain how your robot makes the world a better place.

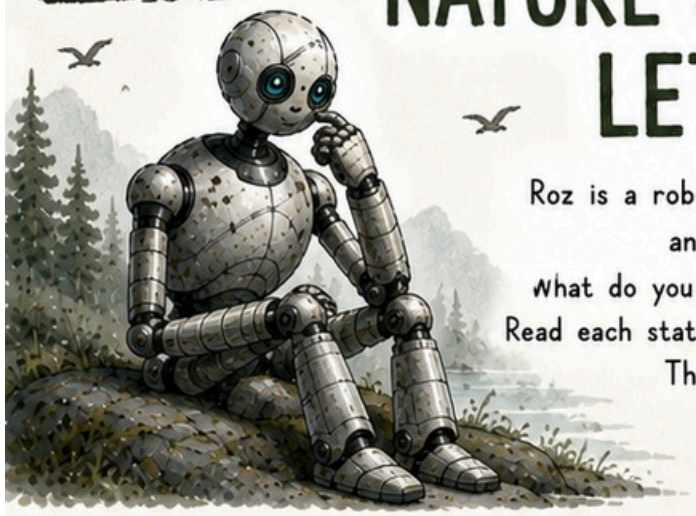
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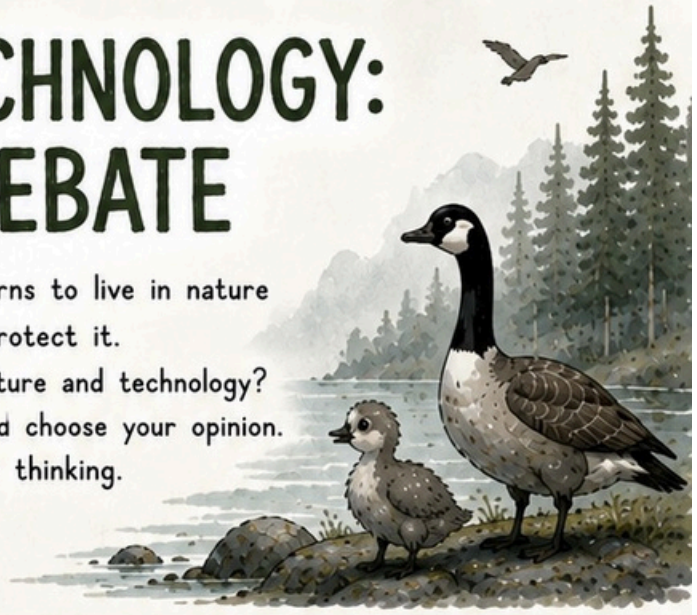
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PART 7

NATURE & TECHNOLOGY: LET'S DEBATE



Roz is a robot, but she learns to live in nature and even helps protect it.
What do you think about nature and technology?
Read each statement below and choose your opinion.
Then explain your thinking.



1 Robots can be kind and help animals and nature.

☐ AGREE
☐ DISAGREE
☐ NOT SURE

Why do you think that?

_____
_____
_____
_____

2 Technology can help protect the environment.

☐ AGREE
☐ DISAGREE
☐ NOT SURE

Why do you think that?

_____
_____
_____
_____

3 Humans should use technology carefully in wild places.

☐ AGREE
☐ DISAGREE
☐ NOT SURE

Why do you think that?

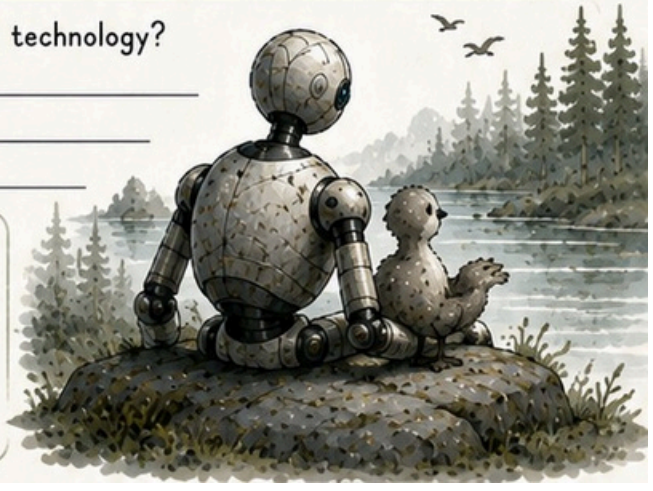
_____
_____
_____
_____

What do you think is the best balance between nature and technology?

_____
_____
_____

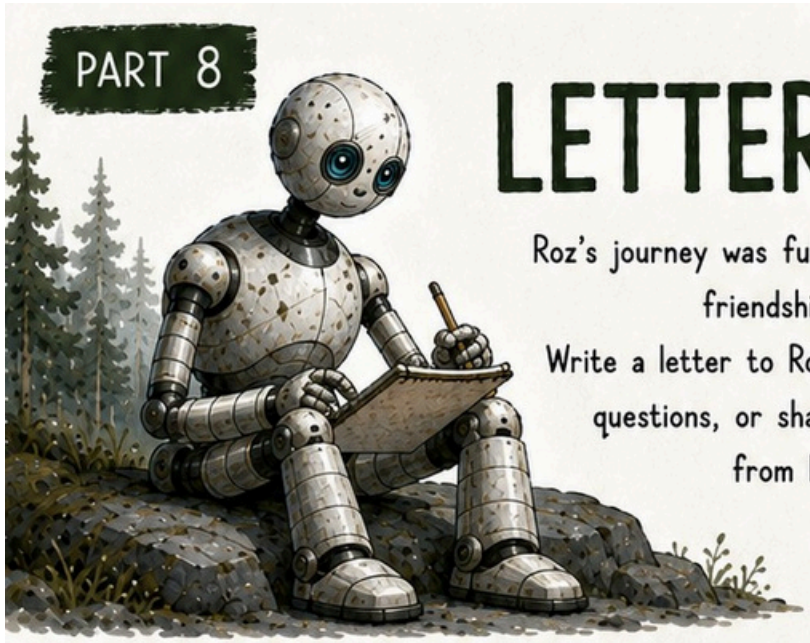
What would you like to see more of in the world—technology, nature, or both working together? Why?

_____
_____
_____

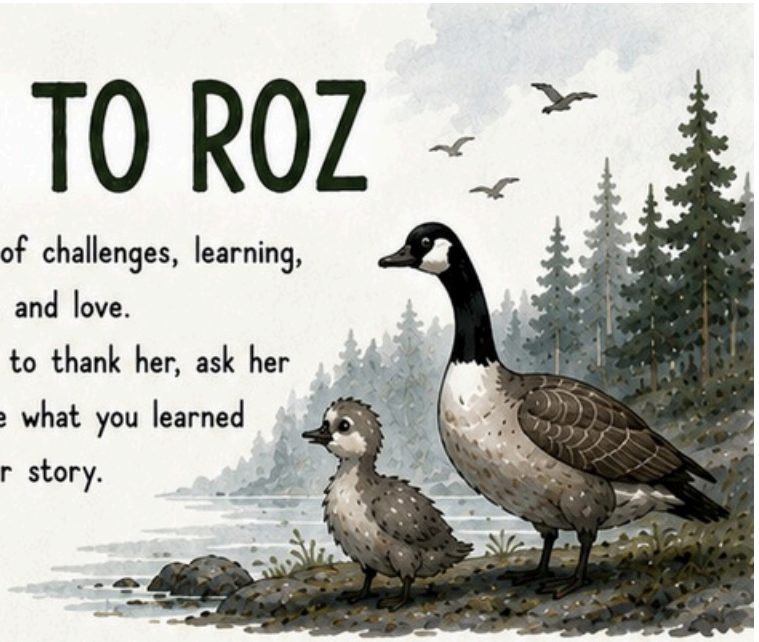


PART 8

LETTER TO ROZ



Roz's journey was full of challenges, learning, friendship, and love.
Write a letter to Roz to thank her, ask her questions, or share what you learned from her story.



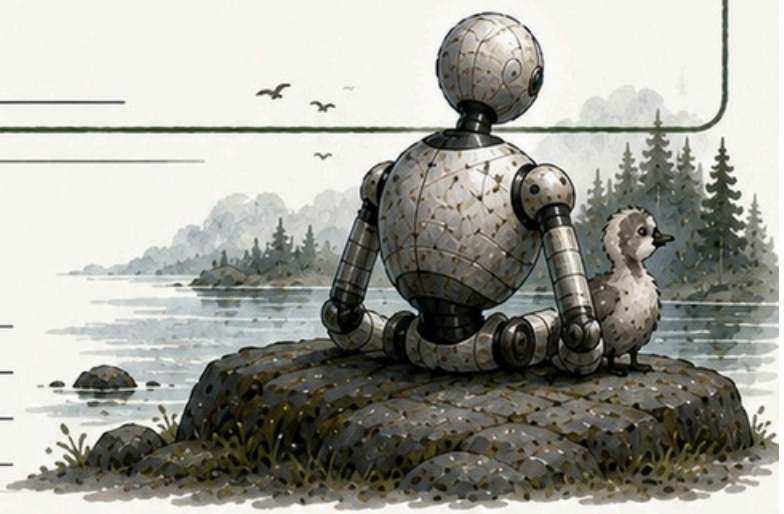
YOU CAN WRITE ABOUT:

- What you admire most about Roz.
- What you learned from her. from her story.
- Questions you would like to ask her.
- Advice you would give her for the future.
- Your favorite memory or moment from the story.

Dear Roz,

Sincerely,

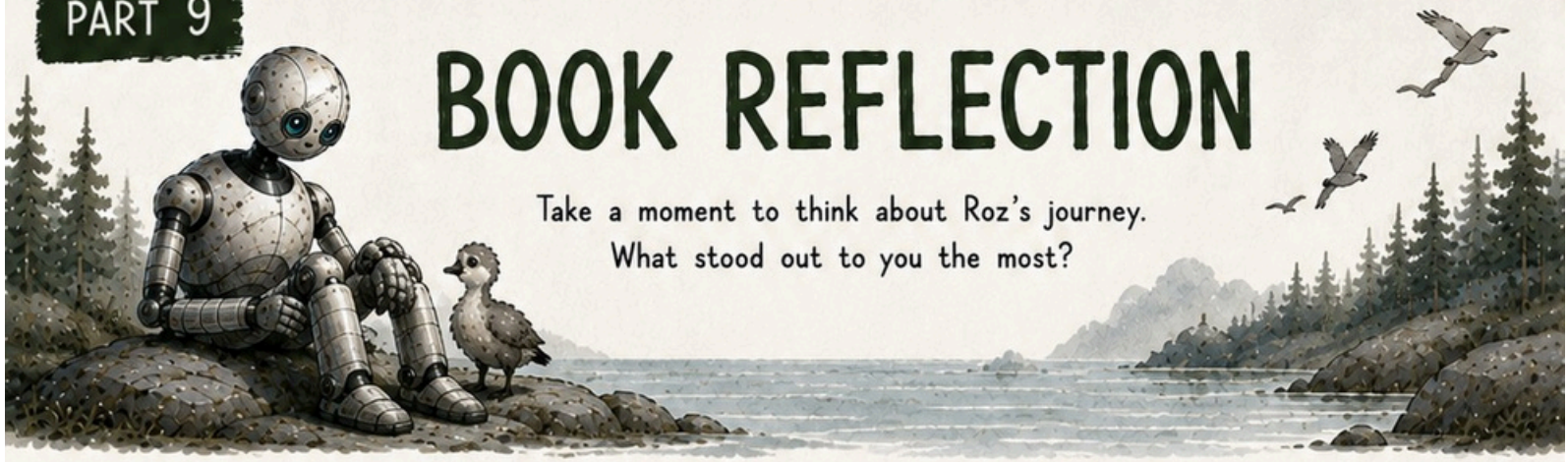
IF ROZ WERE TO REPLY TO YOUR LETTER, WHAT DO YOU THINK SHE WOULD SAY?



PART 9

BOOK REFLECTION

Take a moment to think about Roz's journey.
What stood out to you the most?



FAVORITE CHARACTER

Who was your favorite character? Why?

FAVORITE SCENE

What was your favorite part of the story? Draw a picture of it.

FAVORITE QUOTE

Write your favorite quote from the book.

"

"

BIGGEST LESSON

What is the most important lesson you learned from this book?

HOW WOULD YOU RATE THIS BOOK?

Color in the number of stars.

☆ ☆ ☆ ☆ ☆

ONE THING THIS BOOK TAUGHT ME ABOUT LIFE IS...



WOULD YOU RECOMMEND THIS BOOK TO A FRIEND?

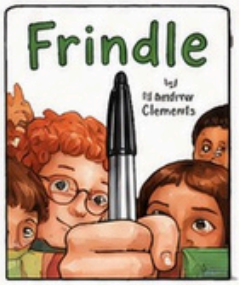
☐ YES! ☐ MAYBE ☐ NOT REALLY

WHY OR WHY NOT?

PART 1

MEET NICK

FIRST IMPRESSIONS



In the beginning of the story, we meet Nick Allen. Let's learn more about him!

1 WHAT KIND OF STUDENT IS NICK?

What clues from the beginning of the story tell you how Nick acts or thinks?

2 WHAT MAKES HIM DIFFERENT?

What makes Nick stand out from other students?

3 WOULD YOU WANT HIM IN YOUR CLASS?

☐ YES, I WOULD! ☐ NO, I WOULDN'T!

Would you want Nick in your class? Why or why not? Give at least two reasons.



4 DRAW NICK'S MOST CREATIVE IDEA

What is the most creative idea Nick thinks of in the beginning of the story? Draw a picture of it below.

PART 2

BECOME A WORD DETECTIVE!

Every word started somewhere.

Many of the things we use and do every day were invented or named by someone a long time ago. Let's investigate!

WORD DETECTIVE TIP

Good detectives look for clues! You can find answers in books, online, or by asking a grown-up.



1 INVESTIGATE THESE WORDS. Use books, the internet, or ask someone to help you.

	BICYCLE 	HAMBURGER 	ROBOT 	ASTRONAUT 
What does it mean?				
Where does it come from?				
Did someone invent it?				
Anything else interesting?				

2 THINK ABOUT IT!

Every word we use today was a new idea once.
What does that tell you about words?

SOMEONE THOUGHT OF IT FIRST... JUST LIKE NICK DID WITH "FRINDLE"!

3 YOUR TURN TO DISCOVER!

Write the name of one more everyday thing. Try to find out where its name came from.



Word: _____

What does it mean? _____

Where does it come from? _____

_____

Draw it here!

PART 3

INVENT YOUR OWN WORD!



You can invent a brand-new word—just like Nick did!

Be creative! Your word can be silly, smart, serious, or something totally new.

1 YOUR NEW WORD

Write your new word below.

_____



2 HOW DO YOU SAY IT?

Write how your word is pronounced.

(_____)

3 WHAT DOES IT MEAN?

Write the meaning of your word.

_____

_____

_____

_____

4 USE IT IN A SENTENCE

Write a sentence that uses your new word.



_____

_____

5 DRAW IT!

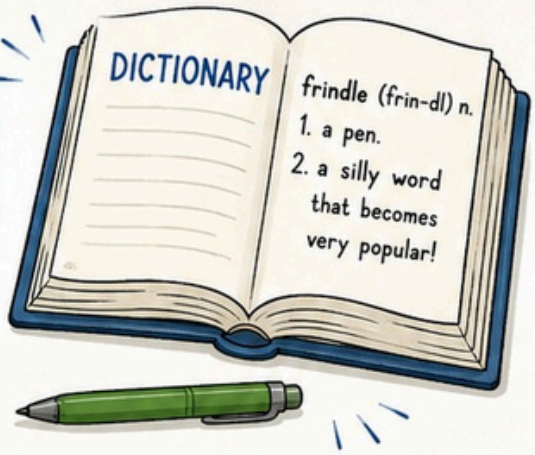
Draw a picture that shows what your word means.



Your word.
Your idea.
Your world!

PART 4

DESIGN A DICTIONARY PAGE!



Every word in the dictionary has a page. Let's design one for YOUR word!

Use the space below to create a dictionary entry for the word you invented in Part 3.

WORD: Write your word.	_____
PART OF SPEECH: Is it a noun, verb, adjective, or something else?	_____
DEFINITION: Write the meaning of your word.	_____ _____ _____
EXAMPLE SENTENCE: Use your word in a sentence.	_____ _____
ILLUSTRATION: Draw a picture that helps show what your word means.	

Great dictionaries help others understand new words.
You just created a page that could exist in a real dictionary!

PART 5

HOW IDEAS SPREAD!

One idea can start small, but it can go far!



Nick's word "frindle" spread from his desk to the whole country!
Create your own story of how YOUR word spreads.
Draw a picture and write what happens at each step.

1 YOU INVENT A WORD



What happens:

2 A FRIEND USES IT



What happens:

3 THE CLASS USES IT



What happens:

4 THE SCHOOL USES IT



What happens:

5 THE WORLD USES IT!



What happens:

THINK ABOUT IT!

Why do you think some ideas or words spread and some do not?
Write your thoughts below.



PART 6

CREATE A SCHOOL TREND!



Nick started a trend with "frindle." What trend could YOU start?

Imagine you start a new trend at school.
It can be anything—a word, a game, a handshake, a challenge, or even a good habit!

1 WHAT IS YOUR TREND?

Describe your trend.



2 HOW DID IT START?

How did your trend begin?
Who started using it first?

Draw the beginning of your trend.

3 HOW DID IT SPREAD?

How did more people start joining in? What helped it spread?

Draw your trend spreading.

4 WHY DID PEOPLE JOIN?

Why do you think people liked it and wanted to be part of your trend?

Draw people enjoying your trend.

5 WOULD EVERYONE LIKE IT?

Would everyone like your trend?
Why or why not?
What might be a challenge?



Draw a challenge you might face.



You have the power to start something amazing!
Even one small idea can make a big difference.

PART 7

NICK vs. MRS. GRANGER



It's a debate about words!



Nick thinks language changes and new words are okay.
Mrs. Granger thinks words have rules and should stay the same.
Who do YOU agree with?

Read what each person believes. Then choose a side and explain your thinking.

TEAM NICK



Nick believes...

- ★ New words are creative and fun.
- ★ Words change all the time.
- ★ If enough people use a word, it can become real.
- ★ Language should be made by people, not just rules.
- ★ It's okay to question the way things are.

VS.

TEAM MRS. GRANGER

Mrs. Granger believes...

- ★ Words have meanings for a reason.
- ★ Rules help everyone understand each other.
- ★ If people make up too many words, there will be confusion.
- ★ Dictionaries and rules keep language strong.
- ★ Students should learn the rules before trying to change them.



1 CHOOSE YOUR SIDE

Which side do you agree with more? Check one.

☐ I'm on TEAM NICK! (Language changes!)

☐ I'm on TEAM MRS. GRANGER! (Words have rules!)

2 WHY DO YOU AGREE?

Write 2–3 reasons why you chose this side.



1. _____
2. _____
3. _____

3 THINK MORE!

Can you think of a time when it was good to follow rules?

Can you think of a time when it was good to try something new?

When was it good to follow rules?

_____
_____
_____

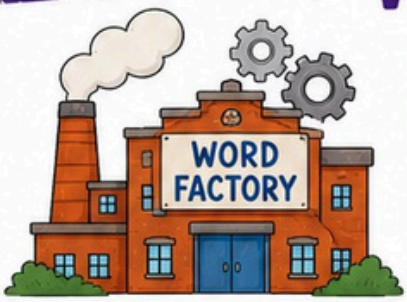
When was it good to try something new?

_____
_____
_____

There's value in BOTH ideas!
Rules help us understand each other. Creativity helps language grow.
We all help shape the words of the future!

PART 8

WORD FACTORY!



Let's invent together!

Nick combined the word "pen" and "handle" to make "frindle."
Now it's your turn!
Mix two ideas together to create 10 brand-new words.



#	MIX THESE TWO IDEAS (Use the example to get started!)	YOUR NEW WORD (What will you call it?)	WHAT IT MEANS (Write the meaning.)	DRAW IT! (Create a picture.)
1	pen + handle	frindle	The new name for a pen.	
2	_____ + _____	_____	_____	
3	_____ + _____	_____	_____	
4	_____ + _____	_____	_____	
5	_____ + _____	_____	_____	
6	_____ + _____	_____	_____	
7	_____ + _____	_____	_____	
8	_____ + _____	_____	_____	
9	_____ + _____	_____	_____	
10	_____ + _____	_____	_____	

Some of these words might be silly. Some might be smart.
All of them are creative—just like YOU!

KEEP INVENTING!

PART 9

LEAVE YOUR MARK!



One idea can change everything.



Nick never thought a simple word could go so far.
But it did—because he had the courage to try.
Now it's your turn to think big!

1. WHAT IDEA WOULD YOU LIKE TO SHARE WITH THE WORLD?

It can be something that helps people, makes life better, or brings more joy, kindness, or creativity.

2. WHAT POSITIVE CHANGE COULD YOU START?

What problem would you like to solve or what would you like to improve?

3. HOW CAN ONE PERSON MAKE A DIFFERENCE?

What could you do today to start making your idea a reality?

MY BIG IDEA

Write about your idea.

Draw a picture of your idea and the difference it could make!

You have the power to start something amazing!
Believe in your idea. Share it. Keep going.
WHO KNOWS HOW FAR IT COULD GO?

PART 1

Meet Despereaux

Every hero has a beginning.



Despereaux is no ordinary mouse. He dreams big, loves stories, and has a brave heart.
Let's get to know him!

1. What makes Despereaux different from other mice?

2. What does Despereaux enjoy or love to do?

3. Why do others think Despereaux is strange?

Draw Despereaux in the castle.



Think About It

If you were a mouse in the castle, what would you think of Despereaux? Would you be his friend? Why or why not?

BEING DIFFERENT TAKES COURAGE.

PART 2

Hero or Ordinary Mouse?



It's not the size of the mouse, but the size of the heart.

Despereaux may be small, but he has the heart of a hero!
Let's look at his character.

1. SORT THE TRAITS

Read each trait below.
Decide if it describes Despereaux.
Write it in the correct column.

brave	curious	kind
selfish	determined	fearful
loyal	clever	reckless
compassionate	nervous	creative

DESPEREAUX DOES!	DESPEREAUX DOES NOT!

2. WHAT MAKES A HERO?

Which traits from above do you think make someone a hero? Choose your top 3 and explain why.

1. _____
2. _____
3. _____

3. MY HERO SHIELD

A hero carries their qualities like a shield.

Draw or write symbols that represent Despereaux's heroic qualities.

Courage. Kindness. Curiosity. These are the weapons of a hero.

PART 3

Map the Kingdom

Despereaux's world is full of secret places and great adventures.

Look at the map below.
Label the important locations from the story.

1. LABEL THE MAP

Use the words in the box to label the locations on the map.

- The Castle
- The Dungeons
- The Kitchen
- The Princess's Room
- The Great Hall
- The Library
- The Secret Tunnel
- The Moat



2. THINK LIKE DESPEREAUX

If you were Despereaux, which place would be your favorite to explore? Why?

_____

_____

_____

_____



A TRUE HERO KNOWS THE WORLD AROUND THEM.

3. CREATE YOUR OWN KINGDOM MAP!

Draw your own map of the kingdom.
Add any places you think should be there!

PART 4

Character Choices

Every choice has a consequence.



In the story, each character makes important choices.
Some choices are brave and kind.
Some choices are selfish or cruel.
Read each scenario below and answer the questions.

		WHAT CHOICE DID THEY MAKE? (Write or describe it.)	WAS IT A GOOD CHOICE OR A BAD CHOICE? (Check one.)	WHAT HAPPENED BECAUSE OF IT? (Write or describe.)
 DESPEREAUX	What choice did Despereaux make that changed everything?		☐ Good Choice ☐ Bad Choice	
 PRINCESS PEA	What choice did Princess Pea make that took courage?		☐ Good Choice ☐ Bad Choice	
 ROSCURO	What choice did Roscuro make that led him into darkness?		☐ Good Choice ☐ Bad Choice	
 MIGGERY SOW	What choice did Miggery Sow make that showed kindness?		☐ Good Choice ☐ Bad Choice	

THINK ABOUT IT

Which character made the best choice? _____

Which character made the worst choice? _____

What did you learn from their choices?

_____

_____

_____

Bravery is not about never being afraid.
It is about doing what is right, even when it is hard.

PART 5

Hero's Quest Journal

Every hero goes on a quest.
Let's follow Despereaux's journey!



Think about Despereaux's adventure in the story.
Fill in each part of his quest.

1. THE MISSION

What was Despereaux's main goal?

Why was it important to him?

2. THE OBSTACLES

What were the biggest challenges Despereaux faced?



3. THE HELPERS

Who helped Despereaux on his quest?
How did they help?



4. THE VILLAINS

Who tried to stop Despereaux?
What did they do?



5. THE OUTCOME

How did Despereaux's quest end?
What changed because of his choices?



What lesson can we learn from Despereaux's quest?
Write your thoughts below.

COURAGE. KINDNESS. HOPE. THESE LIGHT THE WAY OF A TRUE HERO.

PART 6

Design a Castle

Despereaux loves to explore every corner of the castle.
Use your imagination to design your very own!



YOUR CASTLE'S NAME

_____

1. PLAN YOUR CASTLE

Every castle needs special places!
Draw a quick sketch
of your castle below.



2. CASTLE FEATURES

List at least 6 important places or features in your castle.

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

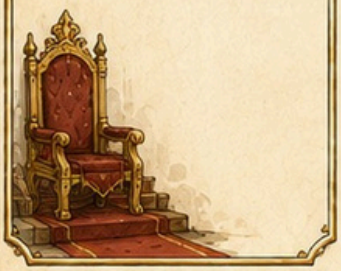
A castle is more than stone and walls. It is a place of stories.



3. DESIGN THE INTERIOR

Draw and label the key rooms and places inside your castle.

THRONE ROOM



THE LIBRARY



THE KITCHEN



SECRET TUNNEL



DUNGEON



FEAST HALL



4. WHAT MAKES YOUR CASTLE SPECIAL?

Write or draw what makes your castle unique.
What secrets might it hold?

_____

_____

_____

_____



EVERY GREAT CASTLE HAS A HEART—WHAT WILL YOURS BE?

PART 7

Courage Challenge



> True courage is not the absence of fear,
> but the choice to do what is right.

Despereaux was brave in many ways.
Now it's your turn to think about courage in your own life.

1. DESPEREAUX'S COURAGE

Think of three times Despereaux showed courage.
Write what happened and why it was courageous.

1

What happened? _____

_____

Why was it courageous? _____

_____

2

What happened? _____

_____

Why was it courageous? _____

_____

3

What happened? _____

_____

Why was it courageous? _____

2. MY COURAGE MOMENTS

Think about a time when you were brave.
It could be big or small!
Write about what happened below.

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

DRAW YOUR COURAGE MOMENT

3. COURAGE IS...

Finish each sentence in your own way.

Courage is _____

Courage looks like _____

Courage sounds like _____

Courage feels like _____

4. COURAGE GOAL

What is one courageous thing you want to try in the future? It might be something new, something hard, or something kind.

_____

_____

5. COURAGE CHECKLIST

Check the ones you want to remember.

- ☐ I will be brave, even when I'm afraid.
- ☐ I will stand up for what is right.
- ☐ I will be kind, even when it's hard.
- ☐ I will try new things.
- ☐ I will be a light for others.

Courage is a choice. Make it. Live it. Share it.

PART 8

Letter from the Dungeon



In the story, Despereaux, Roscuro, and Miggery Sow are all trapped in the dungeon.

What are they thinking? What do they feel? What do they hope will happen?

1. CHOOSE YOUR CHARACTER

Check the character you want to be.

☐ 

DESPEREAUX

A small mouse with a big heart and great courage.

☐ 

ROSCURO

A rat who was once filled with anger and revenge.

☐ 

MIGGERY SOW

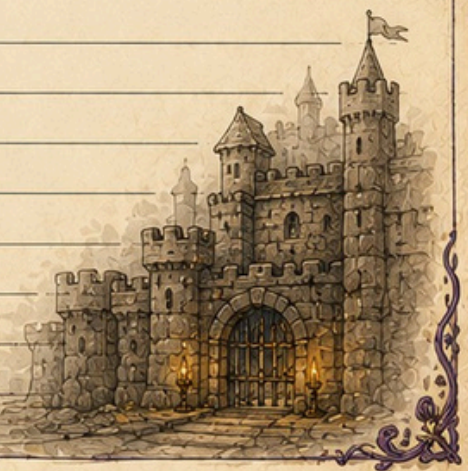
A gentle soul who knows the value of kindness.

2. WRITING TIPS

- Write in first person.
- Tell how you feel.
- Describe where you are.
- Share your hopes or fears.
- Ask a question or share a wish.

3. YOUR LETTER

Dear _____,



4. THINK ABOUT IT

What do you think will happen next?

_____

_____

What do you hope will happen?

_____

_____

"Even in the darkest place, hope can be a light."

PART 9

Light and Darkness



In the story, there is a battle between light and darkness.
Both are choices we see in the characters.

Find examples from the story for each side.
Write or draw them in the spaces below.

DARKNESS

Fear • Revenge • Anger • Cruelty • Greed • Hatred

Examples from the story:

1. _____
2. _____
3. _____
4. _____

LIGHT

Hope • Kindness • Forgiveness • Love • Courage • Mercy

Examples from the story:

1. _____
2. _____
3. _____
4. _____



WHICH SIDE WINS IN THE END?

What happens to Roscuro? _____

What happens to Despereaux? _____

What does the story teach us? _____



"Darkness may be strong, but light has the power to change hearts."

How can you be a light in the world?

_____

_____

_____

Even a small light can chase away the darkest shadows.

CHOOSE LIGHT. SHARE LIGHT. BE THE LIGHT.

PART 10

The True Hero



The greatest heroes are not just strong or brave.
They use their hearts, their choices, and their actions to make the world better.

Think about Despereaux's journey and what it means to be a true hero.
Complete the activities below.

1. HERO TRAITS

What are some traits that make someone a true hero?
List at least 5.

1. _____
2. _____
3. _____
4. _____
5. _____

2. HERO EXAMPLES

Name a hero in the story other than Despereaux.
What did they do that was brave or kind?

_____

_____

_____

_____

3. MY HERO MOMENT

Write about a time when you did something brave, kind, or important.
It can be something big or small!

_____

_____

_____

_____

_____

4. CHOICES MATTER

Despereaux made many choices that changed the story.
Choose one of his important choices and answer below.

★ What choice did he make? _____

★ Why did he make that choice? _____

_____

★ What happened because of that choice? _____

_____

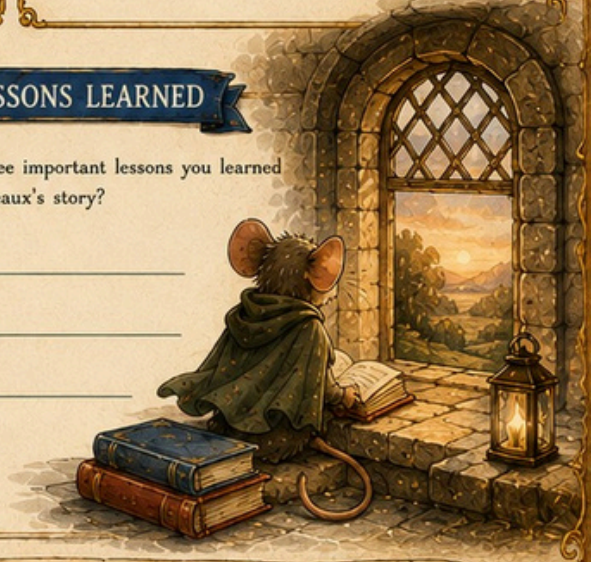
★ Would you make the same choice? Why or why not?

_____

5. LESSONS LEARNED

What are three important lessons you learned from Despereaux's story?

1. _____
2. _____
3. _____



6. MY HERO PLEDGE

What kind of hero will you be?
Write a promise to yourself about how you will use your heart, your choices, and your actions.

_____

_____

_____



A TRUE HERO DOESN'T WAIT FOR ADVENTURE—THEY CHOOSE TO DO GOOD EVERY DAY.

PART 1

MEET IVAN

Every story has a narrator.
This one is told by a gorilla.

"I am Ivan."
That's how our story begins. Get to know the narrator before you continue.



★ WHAT IS IVAN LIKE?

★ WHAT DOES IVAN ENJOY?



★ HOW IS IVAN DIFFERENT FROM OTHER GORILLAS?

THINK ABOUT:

- His home
- His interests
- His way of thinking
- How he sees the world

IVAN SAYS...
"There's more to me than where I live."

DRAW IVAN!

Show what you think he looks like.
Add details that express his personality.

PART 2

THROUGH IVAN'S EYES

Ivan sees the world very differently.
He notices things others might miss.

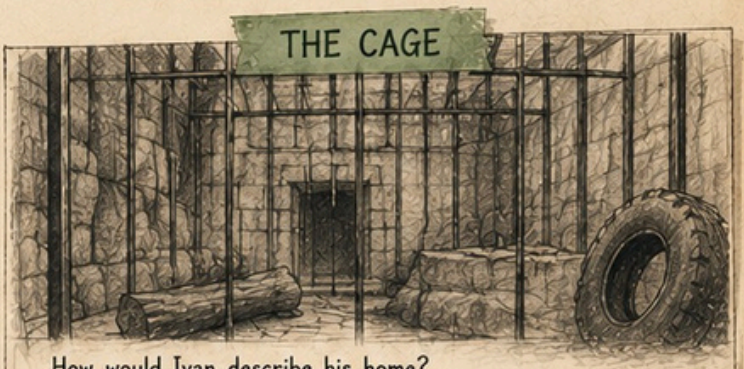
★ LOOK AT THE PLACES AND THINGS IVAN SEES EVERY DAY.
HOW WOULD IVAN DESCRIBE THEM? WRITE IN HIS VOICE.

THE SHOPPING MALL



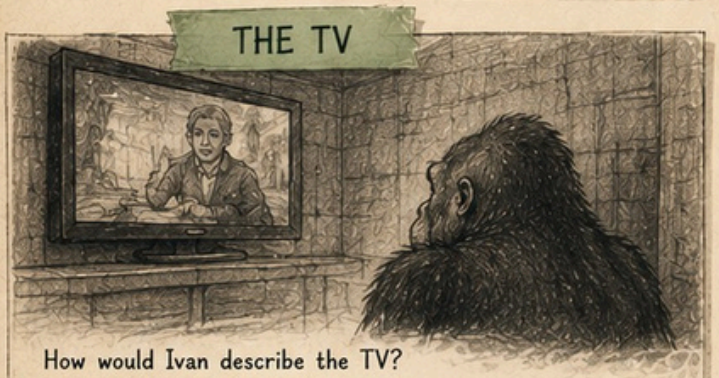
How would Ivan describe the mall?

THE CAGE



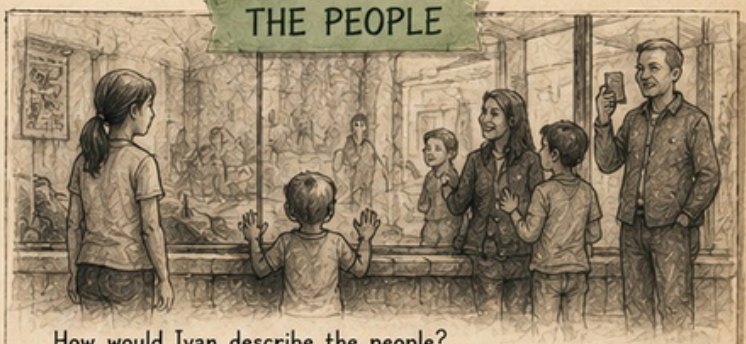
How would Ivan describe his home?

THE TV



How would Ivan describe the TV?

THE PEOPLE



How would Ivan describe the people?

THINK ABOUT IT:

- What surprises Ivan?
- What makes him sad?
- What makes him curious?

★ WHAT IS SOMETHING IVAN WISHES PEOPLE COULD SEE?



PART 3

ARTIST SKETCHBOOK



Ivan is an artist. He paints to understand, to remember, and to share the truth.

Choose a scene from the story to paint in your sketchbook.

★ 1. CHOOSE A SCENE TO PAINT.

Check one and then draw your scene in the box.

- ☐ Ivan watching TV
- ☐ Ruby's arrival
- ☐ Stella's stories
- ☐ A memory of the wild
- ☐ The night Ivan makes his plan
- ☐ The day they leave the mall
- ☐ Another important moment (write your idea): _____

_____

MY SKETCH

★ 2. WHY WOULD IVAN PAINT THIS?

What feelings or thoughts might he want to express?

_____

_____

_____

_____

_____

★ 3. WHAT IS IVAN TRYING TO SAY THROUGH HIS ART?

What message do you think he wants others to understand?

_____

_____

_____

_____

ART TIP

Ivan uses color, shape, and expression to show how he feels inside. Think like an artist!

4. CHOOSE THREE WORDS TO DESCRIBE YOUR SCENE.

Write or draw them below.



PART 4

FREEDOM OR CAPTIVITY?

Ivan has lived in a cage for many years.
He dreams of the wild and what life could be.



"Big Top once told me, 'It's not the cage that keeps us from being free. It's the fear."

★ 1. SORT THE PICTURES.

Look at each picture below.
Decide if it shows FREEDOM or CAPTIVITY.
Cut and glue each picture in the correct column.

FREEDOM Living with choices. Living naturally.	CAPTIVITY Living in captivity. Limited and controlled.

★ 2. THINK AND WRITE.

What does freedom mean to Ivan?

_____
_____
_____

What does captivity mean?

_____
_____
_____

How do you think Ivan feels when he thinks about the wild?

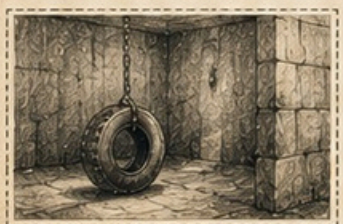
_____
_____
_____

"FREEDOM is more than just a place. It's a way of living.

Cut out the pictures below.










PART 5

RUBY'S STORY

Ruby changes everything.
She helps Ivan see the world—and he helps her find hope.



★ 1. HOW DOES RUBY CHANGE IVAN?

Before Ruby came, Ivan felt...

_____

_____

_____

After Ruby came, Ivan begins to...

_____

_____

_____

_____

★ 2. WHY DOES IVAN CARE SO MUCH ABOUT RUBY?

What makes Ruby special to him?

_____

_____

_____

_____

♥ Give two reasons.

1. _____
2. _____

★ 3. WHAT MAKES THEM FRIENDS?

List at least three things that show Ivan and Ruby are true friends.

1. _____
2. _____
3. _____

4. A FRIEND IS...

Finish the sentence below.

A good friend is someone who...

_____

_____

_____

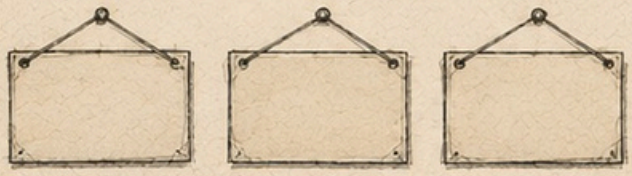
_____

_____



★ 5. HOW WOULD RUBY DESCRIBE IVAN?

Write three words Ruby might use to describe Ivan.



6. PUT YOURSELF IN IVAN'S PLACE.

How would Ivan feel if Ruby had never come to the Big Top? Write your thoughts below.

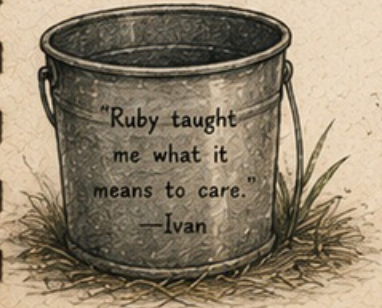
_____

_____

_____

_____

_____



★ ONE LAST THOUGHT: If you could say one thing to Ruby, what would you say?

_____

_____

PART 6

DESIGN A BETTER HABITAT

Every animal deserves a home that meets their needs.

Imagine you are the designer!
Create a perfect habitat for Ivan and his friends.



A good home helps animals be healthy, happy, and safe.

★ 1. DESIGN YOUR HABITAT

Draw your amazing habitat below.
Be creative!

YOUR HABITAT SHOULD INCLUDE:

- ☐ Lots of space
- ☐ Places to climb
- ☐ Places to hide
- ☐ Enrichment toys
- ☐ Fresh food & water
- ☐ Friends (optional!)

THINK ABOUT:

- What would make Ivan happy?
- What would keep him safe?
- What would help him feel fre?

★ 2. TELL US ABOUT YOUR HABITAT

How does your habitat help the animals?
Write 3–4 sentences.

3. WHAT MAKES YOUR HABITAT SPECIAL?

What is your favorite part and why?



★ YOU MADE A DIFFERENCE!

Great designers create safe, kind, and joyful places for animals.

PART 7

ANIMAL VOICES

Ivan tells his story—but what about the others? Choose an animal and write a diary entry from their point of view.



"We all have a story." We all have a voice." —Ivan

★ 1. CHOOSE YOUR ANIMAL

Which animal will you be today?
Check one.

- ☐ Ivan (the gorilla)
- ☐ Ruby (the elephant)
- ☐ Stella (the dog)

★ 2. SETTING THE SCENE

Where are you right now?
What is happening around you?



★ 3. DEAR DIARY...

Write a diary entry from your animal's point of view.

Think about:

- How you feel
- What you see
- What you hear
- What you wish people knew about you

★ 4. DRAW A LITTLE PICTURE

Draw something from your day.



PART 8

PAINT A MESSAGE

Ivan uses his art to speak when words are not enough.
Now it's your turn—use art to share a message that matters to you.



"Art has the power to make people see."
—Ivan

★ 1. CHOOSE YOUR MESSAGE

Pick one important topic that you care about.
Check one.

- ☐ Kindness and friendship
- ☐ Helping animals
- ☐ Protecting nature
- ☐ Respect for all living things
- ☐ Freedom
- ☐ Making the world a better place
- ☐ Standing up for what is right
- ☐ Other: _____

2. PLAN YOUR POSTER

What is your message?

_____

Who is your message for?

_____

What do you want people to do or remember?

_____

_____

_____

★ 3. CREATE YOUR POSTER

Draw and color your poster below.
Use words, pictures, and colors to share your message.

Tips from Ivan:



- Use bold shapes and strong colors.
- Think about what you want people to feel.
- A good message is simple and powerful.
- Art can start conversations.



★ 4. SHARE YOUR MESSAGE

When you're finished, write one sentence about your poster.
What do you hope your poster will do?

_____

_____

PART 9

WHAT IS FREEDOM?

Ivan often thinks about freedom.
It's not just about leaving a cage.
It's about how you live and what matters most.



"A part of me lives in shadows, but some part of me is always looking for the light."
—Ivan

★ 1. CAN SOMEONE BE FREE INSIDE?

Ivan is in a cage for most of his life,
but he is still able to think, feel, and imagine.

Do you think someone can be free even if they cannot leave a place?

Why or why not?

★ 2. WHAT MAKES LIFE MEANINGFUL?



What makes a life rich and full, even if something is missing?

List or write about the things that give life meaning.

★ 3. WHAT WOULD YOU MISS MOST?

Imagine you could not leave one place for the rest of your life.
What would you miss the most?

Why is it important to you?



★ 4. FREEDOM IS...

Complete the sentence in your own words.

Freedom is _____

★ 5. REFLECT LIKE IVAN

Ivan spends a lot of time thinking and observing.
Take a moment to be quiet and think about your life.

What is one thing you are grateful for right now?

Thoughts become actions. Actions can change lives.
Use what you learn. Be kind. Be aware. Be the light.

PART 10 BE THE LIGHT

Ivan has learned that freedom, kindness, and love can light the way—for himself and for others. Now it's your turn to shine.



"The world is big and full of bright things. Be one of them."
—Ivan

★ 1. SPREAD KINDNESS

What are three kind things you can do this week to make someone's day a little brighter?

1. _____
2. _____
3. _____

★ 2. INSPIRE OTHERS

What is something you can say or do that might encourage or inspire someone else?

_____
_____
_____
_____



★ 3. YOUR PROMISE

Write a promise to yourself about how you will live with purpose, kindness, and courage.

_____
_____
_____
_____
_____
_____

★ 4. DREAM BIG

Where do you see yourself in five years?
What do you hope to be doing?
What kind of person do you want to be?

_____
_____
_____
_____

★ 5. ONE LAST THOUGHT

What is the most important lesson you learned from Ivan's story?

_____
_____
_____
_____
_____
_____

You have a voice. You have choices. You have the power to make a difference. Be kind. Be brave. Be the light.

PART 1

MEET ELMER THE EXPLORER

Every great adventure begins with a single brave decision.

Elmer is a brave and kind boy who decides to leave home on an adventure to find Wild Island and rescue a baby dragon. Let's get to know him before his journey begins!

★ 1. THINK ABOUT IT!

What kind of boy is Elmer?
Give examples from the story.

Why does Elmer decide to leave home?

What makes Elmer brave?

Bravery isn't about not being scared. It's about doing what is right, even when it's hard.

★ 2. DRAW IT!

Draw Elmer getting ready for his big adventure.
What does he look like? What is he doing? What might be in his room?

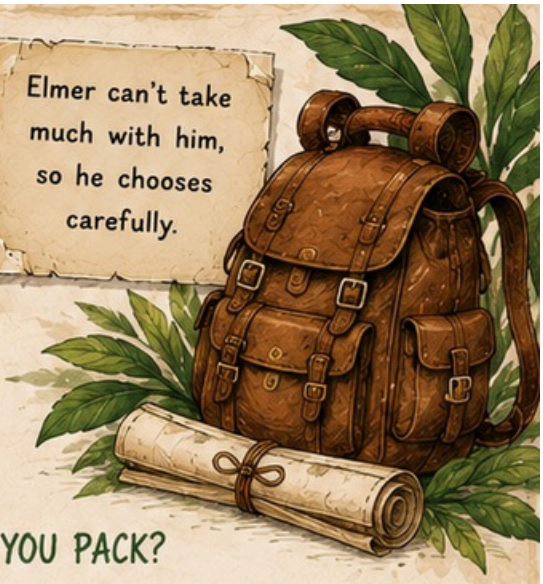
★ 3. WRITE IT!

Write one or two sentences about how you think Elmer feels as he gets ready to leave on his adventure.

PART 2

PACK YOUR ADVENTURE BAG

Elmer can't take much with him, so he chooses carefully.



Elmer is going on a long and dangerous journey to Wild Island. He can't pack everything—he must choose the right things that might help him along the way.

1. ELMER'S BAG

Below are some of the things Elmer packs.
Check the items you think are helpful for his adventure.
Cross out the ones you think are not helpful.



☐ **Chewing gum**
Keeps his mouth busy and helps him think.



☐ **Ribbon**
Useful in many ways—strong and long!



☐ **Lollipops**
A treat for the journey.



☐ **Toothbrush**
Helps him stay clean.



☐ **Magnifying glass**
Helps him see tiny things up close.



☐ **Comb**
Probably not so helpful!



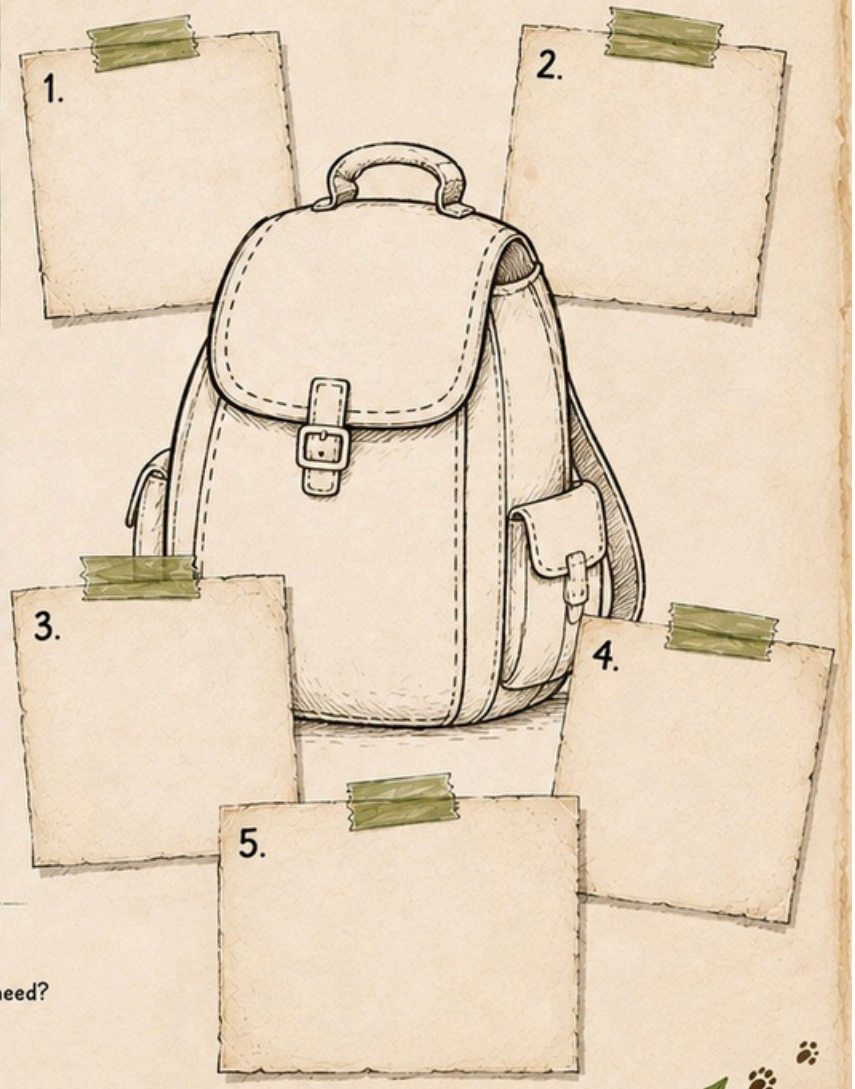
☐ **Frying pan**
Too heavy to carry!



☐ **Big book**
Too heavy to carry!

2. WHAT WOULD YOU PACK?

Imagine you are going on a rescue mission to Wild Island. What would you pack in your bag? Draw 5 things you would bring and explain why you chose them.



★ THINK ABOUT IT!

Why is it important to bring only what you need? What could happen if you pack too much or the wrong things?



Good explorers plan ahead and pack smart!

PART 3

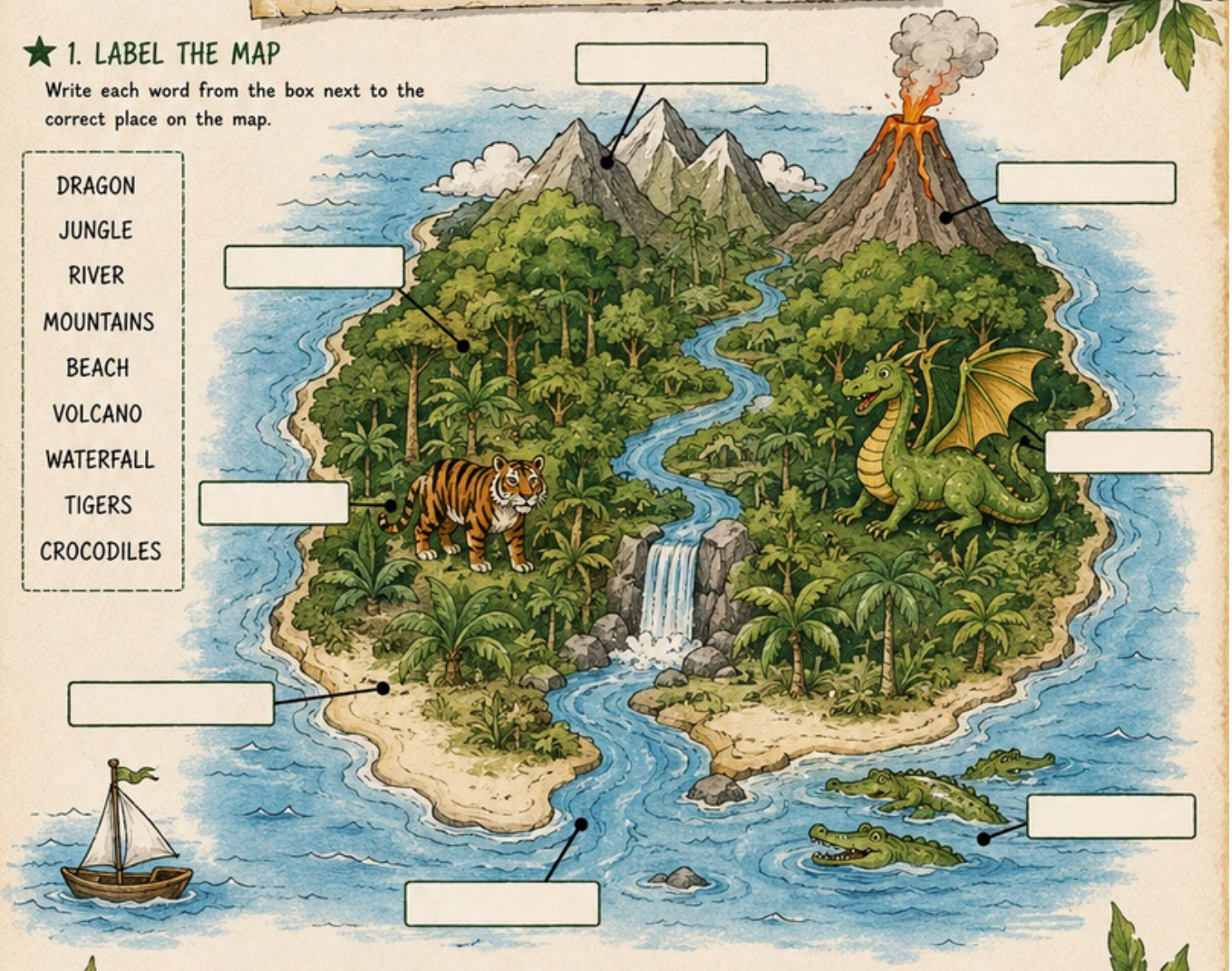
MAP WILD ISLAND

Elmer's adventure takes him to a wild and wonderful island full of animals, rivers, mountains, and dangers. Let's explore the map!

★ 1. LABEL THE MAP

Write each word from the box next to the correct place on the map.

- DRAGON
- JUNGLE
- RIVER
- MOUNTAINS
- BEACH
- VOLCANO
- WATERFALL
- TIGERS
- CROCODILES



★ 2. CREATE YOUR OWN PART OF WILD ISLAND!

Use the space below to draw and design your own special place on Wild Island. What is it like? What animals live there? What is surprising or magical about it?

EXPLORE
DISCOVER
BE BRAVE!

EXPLORER TIP:

A good explorer pays attention to every detail— it could help you on your adventure!

PART 4

PROBLEM SOLVER CHALLENGE

Elmer is clever and thinks of smart ways to solve big problems without using force.

On his journey, Elmer faces many dangers. He uses his wits, kindness, and creativity to solve each problem.

★ 1. LEARN FROM ELMER

Look at the problems Elmer faces on Wild Island. Write how he solved each one.

PROBLEM	ELMER'S SOLUTION
 The hungry tigers come after him.	
 The crocodiles block his way across the river.	
 The fierce lions roar and won't let him pass.	

★ 2. YOUR TURN!

Think of your own obstacle you might face on Wild Island.
Draw the problem and write your clever solution the way Elmer would!

MY OBSTACLE

MY CLEVER SOLUTION

A great explorer uses their brain first.
Think. Plan. Solve. That's the explorer's way!

PART 5

DRAGON RESCUE MISSION

A good plan helps you stay safe and reach your goal!

Elmer had a mission—to rescue a baby dragon!
Now it's your turn to plan your own rescue mission.

★ 1. WHAT IS YOUR MISSION?

What are you trying to rescue, save, find, or protect?

★ 2. WHAT DANGERS MIGHT YOU FACE?

List or draw the problems or dangers you might encounter on your journey.

★ 3. WHO MIGHT HELP YOU?

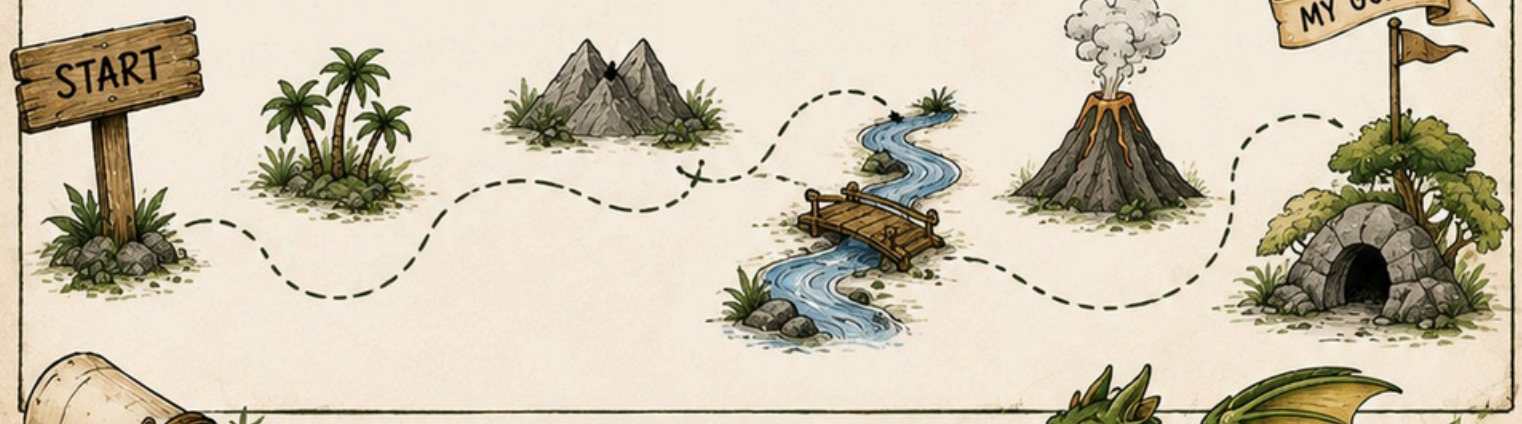
List or draw the animals or friends who could help you.

★ 4. WHAT TOOLS OR ITEMS WILL YOU NEED?

Make a list of the things you will bring to help you succeed.

★ 5. PLAN YOUR ROUTE

Draw the path you will take on your adventure. Where will you start? Where will you go next? Where is your goal?



Great missions don't just happen—
they are planned with courage and care!

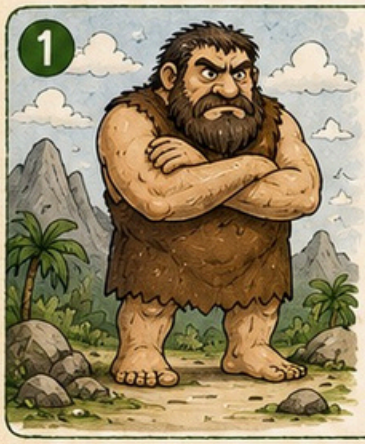
PART 6

INVENT A CLEVER SOLUTION

The best explorers think before they act and always choose clever over force.

Elmer solves problems in clever and peaceful ways.
Read each challenge below and think of a smart solution.
Use your brain, your kindness, and your creativity!

★ **DIRECTIONS:** Read each challenge and write or draw your clever solution.



1 THE GIANT

A giant is blocking the path to the next part of the island. You can't go around him. What will you do?

MY CLEVER SOLUTION:

EXPLAIN YOUR SOLUTION:

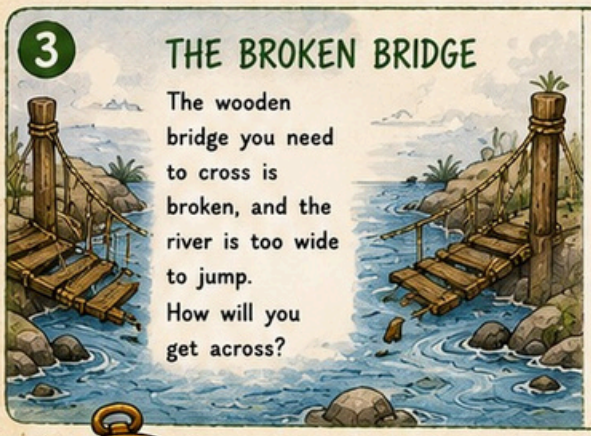


2 THE MONKEY

A mischievous monkey has stolen your map! He's high up in a tree and won't come down. How will you get your map back?

MY CLEVER SOLUTION:

EXPLAIN YOUR SOLUTION:



3 THE BROKEN BRIDGE

The wooden bridge you need to cross is broken, and the river is too wide to jump. How will you get across?

MY CLEVER SOLUTION:

EXPLAIN YOUR SOLUTION:

Great ideas come from a brave heart and a clever mind.

YOU'VE GOT THIS!

PART 7

THE EXPLORER'S JOURNAL



Elmer kept going even when things were hard.
He noticed everything around him.
Write a journal entry about your day on Wild Island.

★ 1. DEAR JOURNAL...

Pretend you are Elmer (or one of his helpers).
Write a journal entry about your adventure on Wild Island today.

Dear Journal, _____

_____

_____

_____

_____

_____

_____

_____

_____

_____

Signed, _____

★ 2. WHAT DID YOU NOTICE?

Use your senses to describe Wild Island.
Write or draw what you:

SAW



HEARD



SMELLED



TOUCHED



TASTED



★ 3. DRAW A SCENE FROM YOUR ADVENTURE

Illustrate your favorite part of today's adventure on Wild Island.



EXPLORER TIP:

The more you notice, the more amazing your adventure!



PART 8

DESIGN YOUR OWN ADVENTURE!

DREAM IT.
PLAN IT.
WRITE IT.
LIVE IT!

Now it's your turn to create an amazing adventure!
Use your imagination to design your very own hero, island, friends, challenges, and happy ending.

1. MY HERO

Hero's Name: _____

Describe your hero:

_____

_____

_____

Three special traits:

1. _____
2. _____
3. _____

2. MY ANIMAL FRIEND

Animal's Name: _____

What kind of animal is it?

_____

How does your friend help you?

_____

_____

_____

_____

3. MY ISLAND

Draw your island below.

4. MY TREASURE OR GOAL

What are you trying to find, save, or achieve?

_____

_____

_____

_____

5. MY BIGGEST CHALLENGE

What is the hardest obstacle you and your friend must face?

_____

_____

_____

_____

_____

6. HOW WILL YOU SOLVE IT?

What clever plan will help you overcome the challenge?

_____

_____

_____

_____

_____

7. MY ADVENTURE STORY – THE HAPPY ENDING

Write (or draw and write) how your adventure ends.
How did you succeed? What happened in the end?

_____

_____

_____

_____

Every great adventure begins with courage, kindness, and a clever idea.

YOU ARE READY FOR ANY ADVENTURE! ♥

PART 1

MEET THE BUSINESS PARTNERS

Every business starts with people who have ideas, strengths, and challenges!

In The Lemonade War, siblings Evan and Jessie compete to see who can run the best business. Let's get to know them!



EVAN

WHAT IS EVAN GOOD AT?

WHAT ARE EVAN'S CHALLENGES?

ONE WAY EVAN HELPS HIS BUSINESS BE SUCCESSFUL IS...

JESSIE



WHAT IS JESSIE GOOD AT?

WHAT ARE JESSIE'S CHALLENGES?

ONE WAY JESSIE HELPS HER BUSINESS BE SUCCESSFUL IS...

WHO WOULD YOU HIRE?

If you were starting a lemonade (or any) business, would you hire Evan, Jessie, or both? Why? Write or draw your answer below!

A great business often combines different strengths and ideas!



DIFFERENT PEOPLE. DIFFERENT IDEAS. BIG POSSIBILITIES!

PART 2

BUILD YOUR BUSINESS!

Every great business starts with an idea.
It's your turn! Create your own amazing product or service and get your business off the ground!

THINK BIG!

- ★ Be original
- ★ Solve a problem
- ★ Make people smile
- ★ Be creative
- ★ Have fun!



1. BUSINESS NAME

What is the name of your business?

_____

Why did you choose this name?

_____

_____

_____

2. DESIGN YOUR LOGO

Draw your logo in the space below.

Make it awesome!

3. WHAT IS YOUR PRODUCT OR SERVICE?

What are you selling or offering? Draw it and describe it!

Describe your product or service:

_____

_____

_____

_____

_____

Be creative! Anything is possible!

4. YOUR SLOGAN

Write a short, catchy slogan that tells people why your business is the best!

5. WHAT MAKES YOUR BUSINESS SPECIAL?

What makes your business different and better than anyone else?

_____

_____

_____

_____

- ✓ Better quality?
- ✓ Lower price?
- ✓ Amazing customer service?
- Something else? Explain!

GREAT BUSINESSES START WITH GREAT IDEAS!

You're one step closer to being a young entrepreneur!

Dream it. Plan it. Do it!

PART 3

ADVERTISING CHALLENGE!

Great ideas need great advertising!
Create ads that will get customers excited about your product or service.

GOOD ADVERTISING:

- ☑ Gets attention
- ☑ Tells what makes your product special
- ☑ Is easy to understand
- ☑ Makes people want to buy!

1. DESIGN A POSTER

Create a colorful poster to advertise your product!



2. DESIGN A FLYER OR BILLBOARD

Create a flyer or billboard that people would see and remember!



3. PLAN A COMMERCIAL

If you had 30 seconds to tell people about your product on TV or online, what would you say? What would people see and hear?



WHAT WOULD YOU SAY? _____

_____

WHAT WOULD PEOPLE SEE? _____

WHAT WOULD PEOPLE HEAR? _____

WHY WOULD PEOPLE BUY? _____

Be creative, be bold, and make them want it!

WHICH AD IS THE BEST?

Look at your three ads above. Which one do you think would get the most customers? Why?

- ☐ POSTER
- ☐ FLYER/BILLBOARD
- ☐ COMMERCIAL

_____

_____

_____

_____

_____

_____

The best advertising turns interest into customers!



A GREAT AD CAN TURN A GOOD IDEA INTO A GREAT BUSINESS!

PART 4

BUSINESS PROBLEMS!

SMART BUSINESS OWNERS:

- ☑ Stay calm
- ☑ Think of choices
- ☑ Pick the best plan
- ☑ Learn and try again!

Running a business is exciting, but problems happen!
Read each situation below.
What would you do? Write or draw your solution!

1. It Starts Raining!



It starts to rain right before the big sale.
What will you do?

My plan: _____

2. Nobody is Buying!



You're not getting many customers.
How will you get people to notice?

My plan: _____

3. Your Competitor Lowers Prices!



The other stand lowers their prices.
What will you do?

My plan: _____

4. You Run Out of Supplies!



You run out of cups and lemons!
What will you do?

My plan: _____

5. Bad Day for Sales!



It's a slow day and you're not making the money you hoped.
What will you try?

My plan: _____

6. A Big Expense!



Something you need costs more than you thought.
What will you do?

My plan: _____

PROBLEMS CREATE STRONG BUSINESSES!

REMEMBER: Every problem is a chance to learn, get creative, and become an even better entrepreneur! ♥



PART 5

CUSTOMER DETECTIVE!

Great businesses listen to their customers!
You need to find out what people want.
Create a survey, ask customers, and use the answers to make smart decisions.

SMART BUSINESS TIP:
The more you learn about your customers, the better your business will grow!



1. WHAT DO YOU NEED TO KNOW?

Think like a detective!
What information do you need to learn from your customers?



1. _____
2. _____
3. _____
4. _____
5. _____

2. CREATE YOUR SURVEY!

Write 3 to 5 questions that will help you learn what your customers want.

1. _____
2. _____
3. _____
4. _____
5. _____



3. COLLECT ANSWERS!

Ask at least 5 people to answer your survey.
Fill in the table below.

Person	Q1	Q2	Q3	Q4	Q5	One thing they told you
1.						
2.						
3.						
4.						
5.						

Who can you ask?

- ☑ Friends
- ☑ Family
- ☑ Neighbors
- ☑ Teachers
- ☑ Classmates



4. WHAT DID YOU LEARN?

Look at your survey answers.
What are the most popular choices?
What surprised you?
How will this help your business?

Most popular choice: _____

Surprising thing I learned: _____

_____

How I will use this information: _____

_____

_____





Great businesses start by listening!



YOU DID IT! YOU'RE BECOMING A CUSTOMER EXPERT!
Listen, learn, and lead your business to success! ♥



PART 6

MONEY DECISIONS!

Smart business owners make good money choices!
Look at the numbers below and solve the problems.
Show your work in the boxes.

BUSINESS TIP:
Know your costs, set a fair price, and keep track of your profits!

1. MY COSTS

These are the things you need to buy to make your product.
Write the cost of each item.

Item	Cost
Lemons	$ _____
Cups	$ _____
Sugar	$ _____
Ice	$ _____
Other (straws, napkins, etc.)	$ _____
TOTAL COSTS	$ _____

2. MY SALES

You sell your product to customers.
Fill in the table.

Item	How Many Sold?	Price Each	Total Earned
Example: Lemonade	10	$1.00	$10.00
		$ _____	$ _____
		$ _____	$ _____
		$ _____	$ _____
TOTAL EARNED			$ _____

3. CALCULATE MY PROFIT

Use the numbers from above to find your profit!

Total Earned (from box 2)	$ _____
Minus Total Costs (from box 1)	-$ _____
Equals **MY PROFIT**	=$ _____

Did you make a profit or a loss?

- ☐ Profit! (Great job!)
- ☐ Loss (Try again next time!)

4. PRICING DECISION

Think before you decide!

You can change your price.
What happens to your sales and profit?
Fill in the table.

Price Each	What Might Happen to Sales?	What Might Happen to Profit?
$1.50		
$1.00		
$0.50		

Which price is the best choice? Why?

_____

_____

_____

SMART BUSINESSES MAKE SMART DECISIONS!

REMEMBER!

- ☑ Know your costs.
- ☑ Set a fair price.
- ☑ Track your sales.
- ☑ Learn and do better next time!

YOU'VE GOT THIS!

KEEP LEARNING. KEEP GROWING!

PART 7

THE LEMONADE WAR CHALLENGE!

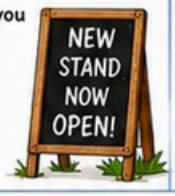


In business, there is always competition.
What will YOU do to come out on top?
Read each challenge below and choose your best strategy.
Then explain your plan!

For each challenge, choose the strategy you would use and explain **WHY.**

1. A NEW STAND OPENS ACROSS THE STREET!

Another kid starts selling the same product as you at lower prices.



WHAT WILL YOU DO?

- ☐ Lower my prices too.
- ☐ Make my product better.
- ☐ Create a special deal or combo.
- ☐ Advertise why my product is the best.
- ☐ Ignore it and hope they go away.

WHY IS THIS YOUR BEST STRATEGY?

2. IT STARTS RAINING!

Fewer people are outside, so sales start to drop.



WHAT WILL YOU DO?

- ☐ Close down for the day.
- ☐ Offer delivery.
- ☐ Move to a covered area.
- ☐ Create a warm drink to sell.
- ☐ Run a "Rainy Day Special."

WHY IS THIS YOUR BEST STRATEGY?

3. YOUR SUPPLIES ARE RUNNING LOW!

You are almost out of lemons and cups, and more will cost money.



WHAT WILL YOU DO?

- ☐ Buy more supplies right away.
- ☐ Use what I have and raise prices.
- ☐ Find a cheaper supplier.
- ☐ Change my product.
- ☐ Ask a friend or family member to help.

WHY IS THIS YOUR BEST STRATEGY?

4. CUSTOMERS AREN'T BUYING AS MUCH!

People seem bored and are walking past your stand.



WHAT WILL YOU DO?

- ☐ Change my sign or make it brighter.
- ☐ Give out samples.
- ☐ Add a new flavor or product.
- ☐ Play music or have a fun game.
- ☐ Ask customers what they want.

WHY IS THIS YOUR BEST STRATEGY?

SMART BUSINESS OWNERS:

- **THINK** before you act.
- **ADAPT** to changes.
- **STAND OUT** from the rest!
- **NEVER GIVE UP** and keep learning!

You've got what it takes to WIN!

PART 8

MY BIG BUSINESS PLAN!

Big ideas.
Smart plans.
Bright futures!



You've learned. You've planned. Now it's time to create your AMAZING business! Fill in your plan below.

1 MY COMPANY NAME



What is the name of your business?

_____

2 MY LOGO

Draw your logo in the box below.



3 MY PRODUCT



What are you selling?
Describe your product or service.

_____

_____

_____

4 MY PRICE



How much will your product cost?

$ _____

5 MY ADVERTISEMENT

Create an ad to let people know about your business!
Draw your poster, billboard, or catchy ad below.



6 WHY CUSTOMERS SHOULD CHOOSE ME



Why is your product the best choice?
What makes your business special?

_____

_____

_____

_____

7 MY PLAN FOR SUCCESS



What will you do to make your business successful?
List 3 things you will do.

1. _____
2. _____
3. _____



YOU DID IT!

You created a plan, solved problems, and thought like a real entrepreneur!
Believe in your ideas, work hard, and have fun!

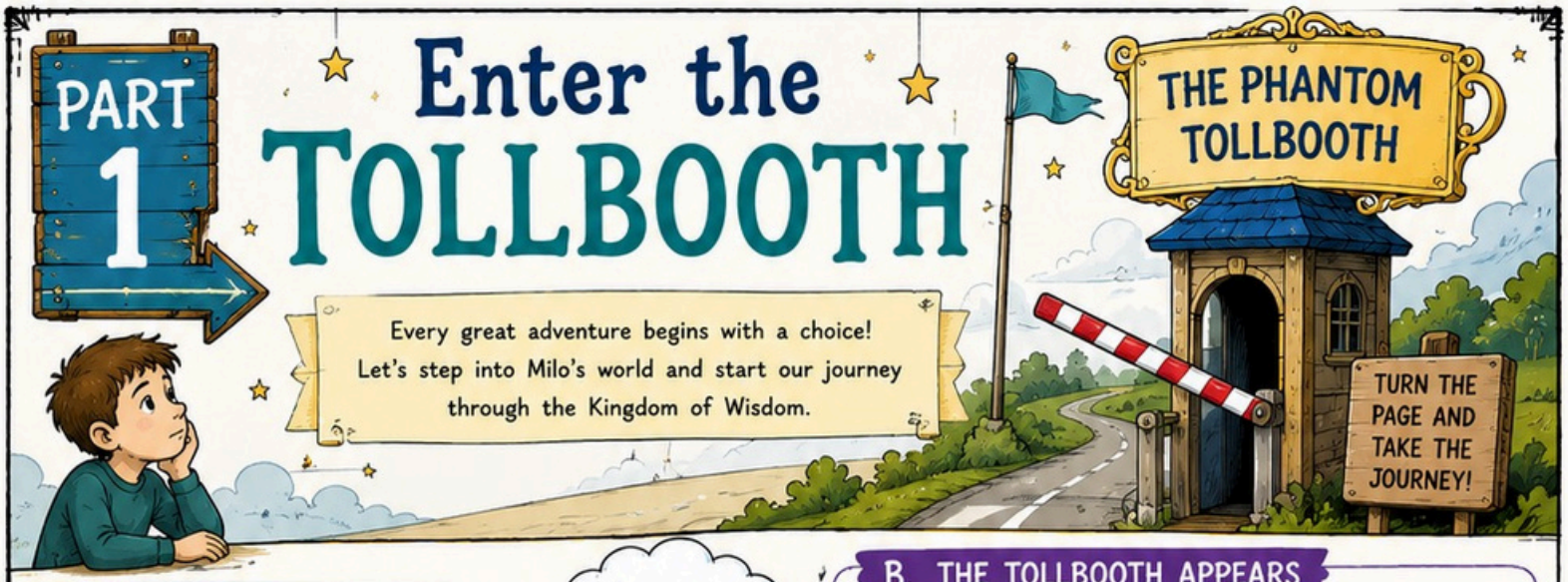
THE FUTURE IS YOURS!



Name: _____ Date: _____

PART 1

Enter the TOLLBOOTH



Every great adventure begins with a choice!
Let's step into Milo's world and start our journey through the Kingdom of Wisdom.

A. BEFORE THE JOURNEY

I wonder... What will I discover?

Milo felt bored and stuck in his everyday life.

What are some things that might make someone feel bored or like everything is "just the same"?

_____

_____

_____

B. THE TOLLBOOTH APPEARS

A mysterious tollbooth appeared out of nowhere!
What do you think it looked like?
Draw it in the box below.

C. SPECIAL CHARACTERS

Milo meets some unforgettable characters on his journey.
Match each character to what makes them special!

The Tollbooth	Keeps time and helps things run in order.
Tock	Guards the tollbooth and looks serious, but has a big heart.
The Watchdog	Collects tolls in the form of questions and helps Milo begin his journey.
The Humbug	Tries to trick Milo with nonsense and confusion.

D. TOLL QUESTIONS

To pass through the tollbooth, Milo must answer questions.
If you were the toll collector, what is a clever question you would ask before letting someone through?

- My question: _____
- Why this question? _____
- What would a great answer sound like? _____

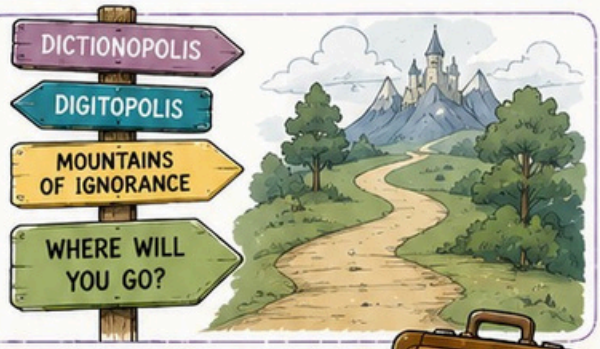
E. MY JOURNEY BEGINS

If you could step through the tollbooth, where would your adventure take you?
Choose a place and tell why you would go there.

I would go to:

☐ Dictionopolis ☐ Digitopolis ☐ The Mountains of Ignorance ☐ Somewhere else: _____

Why I would go there: _____



THINK LIKE A TRAVELER!

Be curious. Ask questions. Stay open to new ideas.

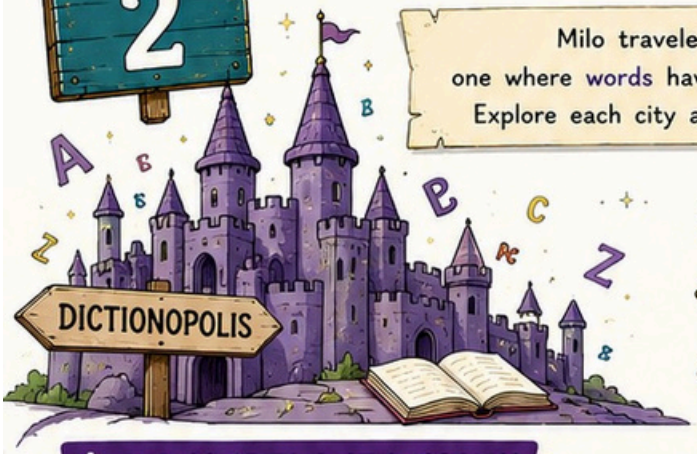
Great journeys begin with a curious mind!



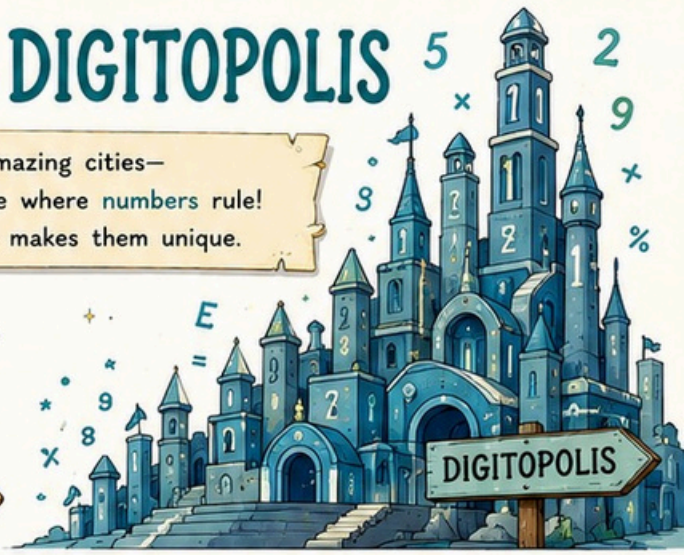
PART 2

DICTIONOPOLIS vs. DIGITOPOLIS

Milo traveled through two amazing cities—
one where words have power, and one where numbers rule!
Explore each city and discover what makes them unique.



LOOK
LISTEN
OBSERVE
LEARN



A. WELCOME TO DICTIONOPOLIS!

This city is full of words, letters, and language magic!
What do you see, hear, and experience?
List at least 3 things that are unique to Dictionopolis.

1. _____
2. _____
3. _____



B. WELCOME TO DIGITOPOLIS!

This city is ruled by numbers, math, and logic!
What do you see, hear, and experience?
List at least 3 things that are unique to Digitopolis.

1. _____
2. _____
3. _____



C. WORD POWER!

The people of Dictionopolis love words.
Match each power to the word that best shows it.

Makes things disappear	INVENT
Makes people laugh	TRUTH
Tells the truth	LAUGHTER
Creates new things	DISAPPEAR

Words can build, heal, hide, and change!

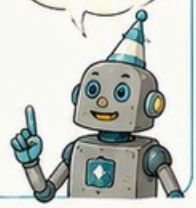


D. NUMBER POWER!

The people of Digitopolis use numbers
to solve problems and build their world.
Match each power to the number that best shows it.

Used in everyday life	2
Shows balance or equality	4
A strong building shape	8
Tells how many items there are	10

Numbers give order, solve problems, and build the future!



E. COMPARE AND CONTRAST

How are the two cities alike? How are they different?

ALIKES	DIFFERENCES
Both cities...	One difference is...
• _____	• _____
• _____	• _____
• _____	• _____

F. THINK LIKE MILO!

If you could live in either Dictionopolis or Digitopolis, which would you choose? Why?

_____
_____
_____

THINK ABOUT:

- Do you love words or numbers more?
- Can the two cities work together?

There is **magic** in words. There is **power** in numbers.
Together, they open the door to endless possibilities!

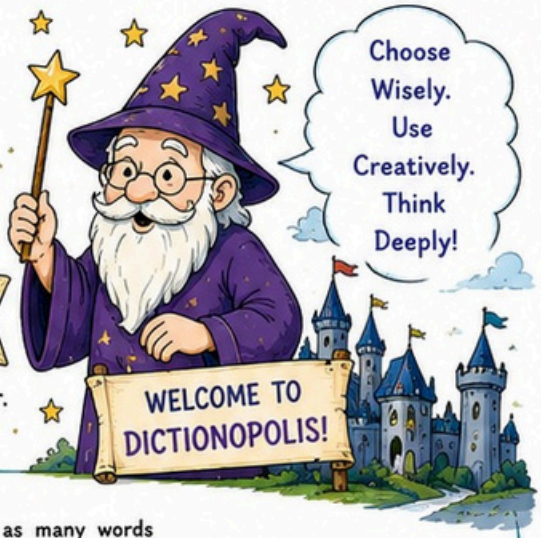
NEXT STOP:
MORE ADVENTURES AHEAD!

PART 3

Word Wizard CHALLENGE!

Words can build worlds, solve problems, and unlock imagination!

Step into the land of words and show off your word power.



A. WORD MEANINGS

Match each vocabulary word from The Phantom Tollbooth to its meaning. Write the correct letter on the line.

1. colossal _____
2. frantic _____
3. dubious _____
4. peculiar _____
5. weary _____
6. immense _____
7. stubborn _____
8. destiny _____

A. very tired
B. very large
C. fate or the path that will happen
D. hard to please or change
E. strange or odd
F. full of doubt or uncertainty
G. huge, gigantic
H. wild, excited, or panicked

B. WORD BUILDERS

Use the letters in each group to build as many words as you can. Each word must be at least 3 letters long!



_____ _____ _____ _____ _____ _____

_____ _____ _____ _____ _____ _____

_____ _____ _____ _____ _____ _____

C. WORD MAGIC

Change the word on the left into a new word by changing just ONE letter!

king → _____
toll → _____
booth → _____
road → _____
mind → _____
time → _____
word → _____
page → _____

D. CREATIVE CHALLENGE

Choose 5 of the words from the list below and write a short, silly, mysterious, or magical sentence for each!

question journey thunder whisper valley chance truth
mirror adventure strange answer shadow wonder think

1. _____
2. _____
3. _____
4. _____
5. _____



WORD WISDOM!

The right word at the right time can change everything.

WHAT IS YOUR POWERFUL WORD? _____



PART 4

Number Kingdom CHALLENGE!

In Digitopolis, numbers rule everything! Use logic, math, and number sense to solve each challenge and become a Number Knight!



Numbers can tell stories, solve problems, and open any door!



A. NUMBER PATTERNS

What comes next? Continue each number pattern.

1. 2, 4, 6, 8, 10, ____, ____, ____
2. 3, 6, 9, 12, 15, ____, ____, ____
3. 1, 4, 9, 16, 25, ____, ____, ____
4. 5, 10, 15, 20, 25, ____, ____, ____
5. 2, 3, 5, 8, 13, ____, ____, ____
6. 100, 90, 80, 70, 60, ____, ____, ____

B. NUMBER RIDDLES

Read each clue and write the number that fits.

THINK LIKE A DIGIT!

1. I am an even number. I am greater than 20 but less than 30. I am the answer to 5 × 5. What number am I? ☐
2. I have 3 tens and 4 ones. What number am I? ☐
3. I am the smallest 3-digit number. ☐
4. I am one more than 999. ☐
5. I am a number that is both a square number and a cube number between 1 and 100. What number am I? ☐

C. MATH MISSION

Solve each problem in the space provided.

1. 248 + 356 = ☐
2. 672 − 289 = ☐
3. 34 × 7 = ☐
4. 864 ÷ 8 = ☐
5. (25 × 4) + 36 = ☐
6. 120 − (42 + 18) = ☐



MATH IS MAGIC!

NUMBER KNIGHT TIPS

- Look carefully.
- Think logically.
- Show your work.
- Check your answer.

Every challenge makes you stronger!

D. CODE BREAKER

Each letter has a number. Use the code to solve the secret message.

A	B	C	D	E	F	G	H	I	J	K	L	M
1	2	3	4	5	6	7	8	9	10	11	12	13

N	O	P	Q	R	S	T	U	V	W	X	Y	Z
14	15	16	17	18	19	20	21	22	23	24	25	26

19 15 18 5 23 9 20 5

___ ___ ___ ___ ___ ___ ___ ___

19 5 20 21 18 5 4 1 20 20 5 !

___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___



E. REAL LIFE CONNECTION

Where might numbers help in everyday life? List 3 examples and explain how.

1. _____
2. _____
3. _____

WELL DONE, NUMBER KNIGHT!

You've proven that numbers are powerful, useful, and full of adventure!

What did you enjoy most about today's Number Kingdom Challenges?

_____

_____

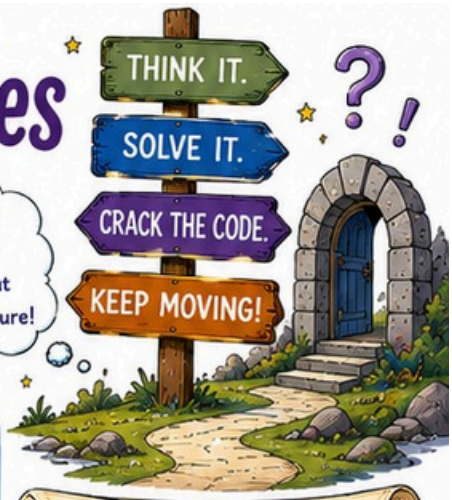
_____

PART 5

Logic Puzzles & Riddles

In The Phantom Tollbooth, Milo used his mind to solve puzzles and move forward. Use your brain-power to solve the riddles below!

Logic is the shortcut to adventure!



A. WHAT COMES NEXT?

Look at the pattern in each row. What number or shape comes next?

1. 2, 6, 12, 20, 30, _____
2. 1, 4, 9, 16, 25, _____
3. 3, 6, 11, 18, 27, _____
4. ▲, ■, ●, ▲, ■, ● _____
5. 2, 3, 5, 8, 13, 21, _____
   (This is a famous number pattern!)

B. WHICH ONE DOESN'T BELONG?

In each row, one item doesn't belong. Cross it out and tell why.

1. 7 14 21 28 16 — Why? _____
2. 2 3 5 7 8 — Why? _____
3. Clock Ruler Stopwatch Calendar Thermometer — Why? _____
4. 12 24 36 48 50 — Why? _____
5. A E I O T — Why? _____

RIDDLE SCROLL

Read each riddle. Write your answer on the line below.

1. I have keys but open no locks. I have space but no room. You can enter, but you can't go inside. What am I? _____
2. The more you take, the more you leave behind. What am I? _____
3. I speak without a mouth and hear without ears. I have no body, but I come alive with wind. What am I? _____
4. What has numbers but isn't math? What has letters but isn't a word? What am I? _____

C. TOLLBOOTH LOGIC GRID



Use the clues to fill in the chart. Each character travels to a different place using a different tool.

CLUES

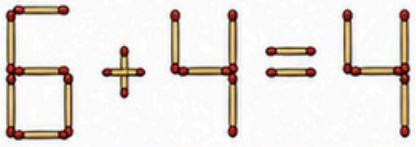
1. Milo did not use the Map.
2. Tock used the Stopwatch.
3. The Humbug went to Dictionopolis.
4. The one who used the Map went to Digitopolis.
5. Watchdog did not use the Ruler.
6. Milo went to the Mountains of Ignorance.

Traveler	Destination			Tool Used		
	Dictionopolis	Digitopolis	Mountains of Ignorance	Map	Stopwatch	Ruler
Milo						
Tock						
Watchdog						
The Humbug						

Once you finish, see if you can explain how you figured it out!

D. BRAIN TEASER!

Move only 2 sticks to make the equation true.



Think outside the box— then erase the box!

E. PUZZLE PATH

Follow the path by solving each problem. Start at the tollbooth and find the correct door to escape!



12 + 5 → 9 × 3 → 20 − 7

4 × 4 → 15 − 6 → 7 × 2

18 − 9 → 3 × 6 → 10 + 8

DOOR A 18

DOOR B 21

DOOR C 30

Which door leads you out? _____



THINKER'S THOUGHT

The greatest adventures begin in the mind.

Great thinkers ask questions, look for patterns, and never stop solving!

What was your favorite puzzle or riddle on this page? Why?

_____

_____



PART 6

BE CREATIVE!

BE A THINKER!

BE AN INVENTOR!

BE YOU!

Design Your Own Magical Land!



Milo's journey took him to amazing places.
Now it's your turn! Create a land of your own.
What is it called? What makes it special?

A. NAME YOUR LAND

What is the name of your magical land?

_____

B. MAP YOUR LAND

Draw a map of your magical land in the space below.
Include mountains, rivers, cities, forests, or anything amazing you can imagine!

Don't forget a compass rose!

C. ABOUT YOUR LAND

Fill in the details about your land.

1. What makes your land special?

_____

_____

2. Who lives in your land?

_____

_____

3. What are the rules or laws of your land?

_____

_____

4. What treasures or secrets can be found there?

_____

_____

5. How can someone travel to your land?

_____

_____

D. INVENT SOMETHING AMAZING!

Every great land has something unique!
Invent a special item, machine, or magic object from your land.

Draw it here!

What is it called? _____

What does it do? _____

_____

Who can use it? _____

What makes it powerful? _____

_____

CREATOR'S CHECKLIST

Did you include...

- ☐ A creative name?
- ☐ A detailed map?
- ☐ Interesting people?
- ☐ Rules or laws?
- ☐ Treasures or secrets?
- ☐ A way to travel there?
- ☐ An amazing invention?

You are a true Thinking Traveler!



THINKER'S QUESTION:

If someone visited your magical land, what would be the first thing they would notice?

_____

_____

_____



PART 7

The Thinking Traveler's REFLECTION

LOOK BACK.
THINK DEEPLY.
LOOK FORWARD.
KEEP GROWING!

Milo's journey through The Phantom Tollbooth changed the way he thought, solved problems, and saw the world. Now it's time to reflect on **your** own adventure!

1. MILESTONE MEMORIES

List 3 of the most memorable places, characters, or moments from The Phantom Tollbooth.

1. _____
2. _____
3. _____

2. BIGGEST TAKEAWAY

What is the most important lesson or idea you learned from this book?



3. THINK DIFFERENTLY

How did The Phantom Tollbooth change the way you think about...

- Words → _____
- Numbers → _____
- Problems → _____
- Imagination → _____
- The World → _____
- Yourself → _____

4. PUZZLE POWER

Write about a puzzle, riddle, or problem from the book that challenged you the most.

What was the challenge?

_____

How did you figure it out?

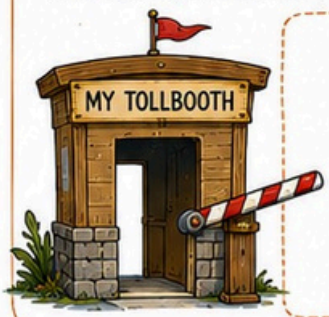
_____

What did it teach you?

_____

5. IF YOU HAD A TOLLBOOTH

If you could build your own tollbooth, what would it look like? What would travelers learn or do when they passed through?



6. CONNECTION STATION

Make a connection! How does something from *The Phantom Tollbooth* connect to your life, school, or the world today?

In My Life

_____

In School

_____

In The World

_____

7. LOOKING AHEAD

Where will your thinking adventures take you now? What new questions will you explore?

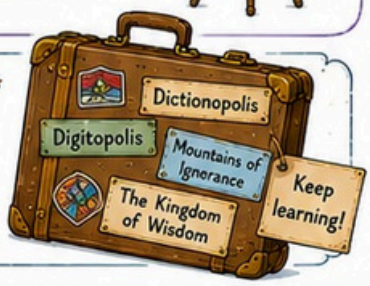
_____



FINAL QUESTION FOR THINKING TRAVELERS:

What is one question from The Phantom Tollbooth that still makes you wonder? →

_____



PART 1

Meet Ralph!

A tiny mouse with a **BIG** spirit and an even **BIGGER** adventure!





Ralph is not an ordinary mouse.
He lives in a tool box.
He dreams of adventure.
And one day, he finds a motorcycle!
Let's get to know Ralph.

A. Character Snapshot

Fill in the chart to describe Ralph.

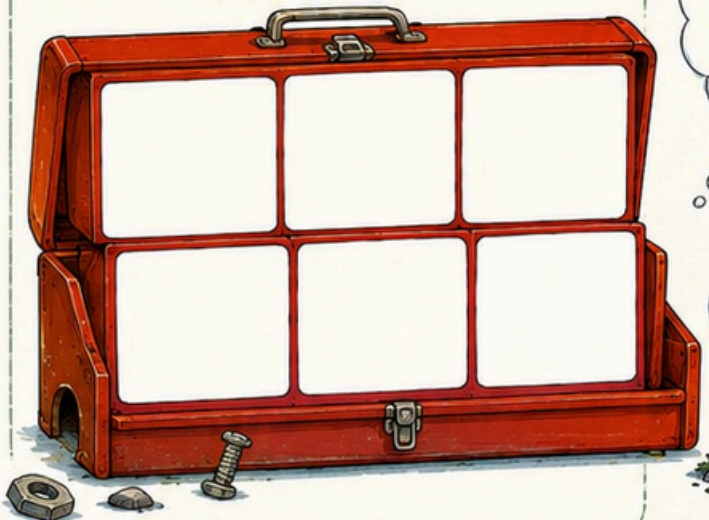
Name:	
Who is he?	
Where does he live?	
What does he love?	
What is he good at?	
What makes him special?	
One word that describes Ralph:	

B. First Impressions

Ralph sees the world in a big way!
What are some of the **THINGS** he sees when he first explores outside?

C. Ralph's Toolbox Home

Ralph lives in a tool box.
What objects might he use or find there?
Draw or write at least 6 things.



Just because I'm small doesn't mean I can't do **big** things!
– Ralph



D. Before the Motorcycle...

Before Ralph finds the motorcycle, what kind of life does he have?
List 3 things.

1. _____
2. _____
3. _____

E. Wonder Time!

What do you think Ralph is dreaming about before he goes on his big adventure?
Write or draw your ideas!

THINK LIKE RALPH!



- ☐ Be curious.
- ☐ Be brave.
- ☐ Believe in yourself.

Which one will you practice on your own adventures?
Why?

_____

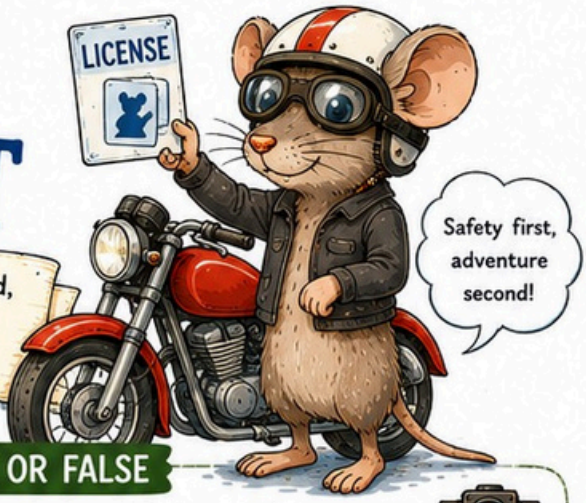
_____



SMALL MOUSE. BIG DREAMS. HUGE ADVENTURES.

PART 2

MOTORCYCLE LICENSE TEST



Ralph is ready to ride! But before he hits the road, he needs to earn his Motorcycle License. Study hard and show what you know!

A. TRAFFIC SIGNS

Match each sign to what it means.
Write the correct letter on the line.

1.		_____	A. Slow down and be ready to stop if needed.
2.		_____	B. Trains may be coming. Look both ways!
3.		_____	C. Stop completely. Look both ways.
4.		_____	D. Traffic moves in this direction only.
5.		_____	E. Road turns to the left ahead.

B. TRUE OR FALSE



Decide if each statement is True or False.
Circle your answer.

1. Ralph should wear a helmet when he rides.
   True False
2. It's okay to ride fast inside the store.
   True False
3. You should check your brakes before a ride.
   True False
4. Motorcycles don't need mirrors.
   True False
5. Always look both ways before crossing a street.
   True False

C. RIDER KNOW-HOW

Fill in the blank with the best word from the box.

brakes • balance • focus • signals • speed
mirror • grip • lane • safe • engine

1. Check your _____ and tires before every ride.
2. Use your turn _____ to let others know your plans.
3. Stay in your _____ and don't weave in and out.
4. Keep your hands on the handlebars and your feet on the pegs for good _____.
5. Ride at a _____ speed that matches the road.
6. A rider must be alert and _____ at all times.
7. The _____ helps you see what's behind you.
8. A strong _____ helps you stay in control.
9. The _____ is the heart of the motorcycle.
10. The most important rule: Always ride _____!

D. SCENARIO CHECK

What should Ralph do in each situation?
Choose the best answer and write the letter on the line.

1. Ralph comes to an intersection with no stop sign. What should he do?
   
   A. Speed through.
   B. Stop, look both ways, then go.
   C. Honk loudly.
   _____

2. A car is backing out of a parking space and doesn't see Ralph. What should he do?
   
   A. Race ahead.
   B. Slow down and be ready to stop.
   C. Swerve into the other lane.
   _____

3. Ralph's brakes feel soft and squishy before a ride. What should he do?
   
   A. Ignore it.
   B. Fix it or tell an adult before he rides.
   C. Ride slowly anyway.
   _____

4. The road is wet from rain. What is the safest choice?
   
   A. Ride faster so he can get home.
   B. Ride in the middle of the lane.
   C. Go slower and leave more space.
   _____



Knowledge keeps you safe. Practice makes you ready!

RIDE SMART. RIDE SAFE. RIDE FREE!



PART 3

ROAD MAP ADVENTURE

Ralph's motorcycle is ready,
and so is his sense of adventure!
Plan the perfect ride and see where it takes you.



A. THE MAP

Look at the map of Ralph's town.
Use it to answer the questions below.



1. If Ralph starts at Main Street and rides north, where will he go first?

   _____

2. How many bridges are on the map? _____

3. If Ralph is at Riverside Park and rides east, where will he end up?

   _____

4. If Ralph goes from Old Mill to Lake View, which direction is he traveling?

   _____

5. If Ralph wants to visit every place on the map once, name the order you would recommend.

   1. _____ 2. _____ 3. _____
   4. _____ 5. _____



B. PLAN YOUR ROUTE

Plan a fun ride for Ralph. Choose a starting place and list the order of places he will visit. Then tell how many miles his trip will be.

Stop	From	To	Miles
Start	Start		
1			
2			
3			
4			
5			

TOTAL MILES OF TRIP: ☐ miles

C. ROAD TRIP CHALLENGES

Ralph might face some surprises on the road!
What should he do in each situation? Write your ideas.



1. Dark clouds roll in and it starts to rain.
   Ralph should _____



2. A bump in the road shakes something loose from his tool box.
   Ralph should _____



3. The road ahead is closed for construction.
   Ralph should _____

D. DISTANCE DETECTIVE

Use the chart to solve the problems.

DISTANCE BETWEEN PLACES (in miles)

	Main Street	New Town	Riverside Park	Mountain View	Old Mill	Lake View
Main Street	–	4	3	7	6	8
New Town	4	–	5	6	7	9
Riverside Park	3	5	–	4	6	5
Mountain View	7	6	4	–	3	4
Old Mill	6	7	6	3	–	2
Lake View	8	9	5	4	2	–

1. How many miles is it from Main Street to Mountain View? _____ miles
2. How many miles is it from Old Mill to Riverside Park? _____ miles
3. If Ralph rides from New Town to Lake View, how many miles will he travel? _____ miles
4. What is the shortest distance from Main Street to Lake View? _____ miles
5. If Ralph rides from Mountain View to Old Mill and then to Main Street, how many miles will he travel in all? _____ miles





ROAD TRIP TIP!
A good plan, a full tank, and a brave heart will take you far!

REFLECTION:
What place on the map would you most like to visit with Ralph? Why?

_____

_____



PART 4

FIX-IT GARAGE

Ralph's Motorcycle Needs Your Help!



Every great rider (and mouse) knows a little about how things work. Let's roll up our sleeves and solve some repair challenges in the Fix-It Garage!

A. PARTS MATCH

Match each motorcycle part to what it does.
Write the correct letter on the line.

1.  _____
2.  _____
3.  _____
4.  _____
5.  _____
6.  _____

A. Helps the rider stop by slowing the wheel.

B. Stores the gas that gives the engine power.

C. Turns the front wheel left or right.

D. Carries the rider and helps balance.

E. Lights the way when it's dark.

F. Carries exhaust fumes away from the engine.

B. TOOLS OF THE TRADE

Match each tool to the job it's best for.
Write the correct letter on the line.

1.  _____
2.  _____
3.  _____
4.  _____
5.  _____

A. Tightens or loosens nuts and bolts of different sizes.

B. Turns screws (like on the gas cap or headlight).

C. Holds, bends, or pulls small parts.

D. Loosens or tightens bolts with hex holes.

E. Turns larger nuts or bolts that are tight.

C. SPOT THE PROBLEM

Look at each picture. What is the problem with Ralph's motorcycle?
Write your answer on the line.

1. 
_____
_____

2. 
_____
_____

3. 
_____
_____

D. REPAIR PLAN

Ralph has a big ride ahead! Choose ONE of the problems from section C and create a repair plan.
What will you do first, next, and last to fix it?

FIRST _____

NEXT _____

LAST _____

Will you need any tools or parts? List them here.

_____

GARAGE RULES

- ☑ Check your work.
- ☑ Be safe.
- ☑ Use the right tool.
- ☑ Ask for help if you need it.
- ☑ Keep learning and never give up!

There's nothing more satisfying than fixing something with your own two (tiny!) hands.
— Ralph



★ GARAGE CHALLENGE!

Invent a brand-new tool that would make repairs faster or easier.
Draw it and explain what it does.

PART 5

EMERGENCY MISSION!

Can Ralph Save the Day?



Sometimes adventures come with surprises! Ralph and his motorcycle must solve problems and think fast. Are you ready for the mission?

A. QUICK THINKING

Ralph has to solve these problems fast!
Show your work or explain your thinking.



1. Ralph's gas tank holds 3 gallons.
   He has $1\frac{1}{2}$ gallons left.
   He needs $2\frac{1}{4}$ gallons to reach his next stop.
   Does he have enough gas?

   _____

2. Ralph packed 24 peanuts for the trip.
   He eats 6 along the way.
   He wants to share the rest equally with 3 friends he meets. How many peanuts does each friend get?



   _____

3. The road to Mountain View is 36 miles long. Ralph rides 14 miles, stops for a break, then rides 17 more miles. How many miles does he have left to go?



   _____

B. CHOOSE THE BEST SOLUTION

Read each situation below. Choose the BEST solution.
Write the letter of your choice.

1. Ralph's headlight stops working at night.
   What should he do?



   A. Keep riding fast so he can get there quicker.
   B. Use his flashlight or stop and fix it before continuing.
   C. Close his eyes and hope for the best.

   Answer: ____

2. Ralph sees a small animal stuck in the road.
   What should he do?



   A. Speed up and go around it.
   B. Stop safely and help it get out of the road.
   C. Honk loudly until it runs away.

   Answer: ____

3. Ralph's chain comes off while he's far from town.
   What should he do?



   A. Ignore it and keep riding.
   B. Fix it carefully using his tools.
   C. Push the motorcycle the rest of the way.

   Answer: ____

C. SEQUENCE THE RESCUE

Ralph has to fix a flat tire. Put the steps in the correct order.
Write 1–6 in the boxes.

☐		Tighten the bolts and check the tire.
☐		Put the new (or spare) tire on.
☐		Use a pump to add the right amount of air.
☐		Use the jack to lift the motorcycle.
☐		Loosen the bolts on the flat tire.
☐		Find the problem (a nail in the tire!).

D. DECISION TIME!

You are riding with Ralph! What would YOU do?
Choose one of the situations below and write your plan.

1. A storm is coming, and the clouds are getting dark. You can't see the road clearly.
   What will you do?



   _____

   _____

2. The road ahead is closed.
   There is a long detour that adds 20 miles to your trip.
   What will you do?



   _____

   _____



MISSION COMPLETE CHALLENGE!

Design a mission patch for Ralph's Emergency Team.
Your patch should show what the team stands for and the skills they use.
Draw your patch in the circle and write a motto for the team!

Our Motto:

_____

_____

_____



☆ STAY CALM. THINK SMART. WORK TOGETHER. NEVER GIVE UP!

PART 6

DESIGN a VEHICLE!

What would YOU build for Ralph's next adventure?

Ralph's motorcycle is amazing, but every adventure could use a different kind of vehicle!
Design your own and get ready to hit the road!



A. MY VEHICLE DESIGN

Draw your vehicle in the space below. Be as creative as you want!

B. VEHICLE DETAILS

Fill in the details about your vehicle.

- Name of Vehicle: _____
- Type of Vehicle: _____
- How many wheels? _____
- What is it made of? _____
- How fast can it go? _____
- What makes it special? _____
- What is it used for? _____
- Who will ride it? _____

C. SPECIAL FEATURES

Check the boxes that describe your vehicle.

- ☐ Goes on land
- ☐ Goes in water
- ☐ Goes in the air
- ☐ Goes off-road
- ☐ Can carry passengers
- ☐ Has a storage area
- ☐ Uses electricity
- ☐ Has a super-strong frame
- ☐ Can climb steep hills
- ☐ Is quiet
- ☐ Is super fast
- ☐ Has tools built in
- ☐ Can transform or change
- ☐ Other: _____

D. DESIGN CHALLENGE

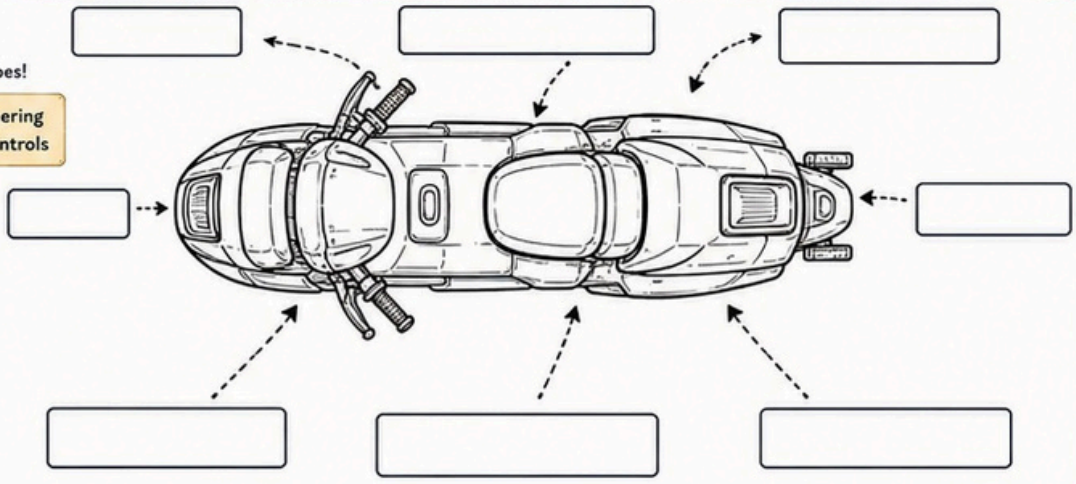
What problem does your vehicle solve?
Write or draw about it!



E. BUILDER'S BLUEPRINT

Label the important parts of your vehicle.
Use arrows and words to show what each part does!

Some ideas: engine • wheels • seat • steering
brakes • lights • cargo area • tools • controls



F. TEST DRIVE REVIEW

If you could test drive your vehicle, how would it perform?
Rate it by coloring the stars!

- Speed: ☆ ☆ ☆ ☆ ☆
- Safety: ☆ ☆ ☆ ☆ ☆
- Comfort: ☆ ☆ ☆ ☆ ☆
- Adventure Ready: ☆ ☆ ☆ ☆ ☆
- Overall: ☆ ☆ ☆ ☆ ☆

DREAM IT. DESIGN IT. DRIVE IT. Your adventure. Your vehicle. Your story!

PART 7

RALPH'S RIDER JOURNAL

Every ride teaches something new.
Take time to think about your adventure!



Ralph's adventures are full of surprises, challenges, and important lessons. Let's reflect on what you've learned!

A. ADVENTURE REFLECTION

Answer the questions about your journey with Ralph.

1. What was your favorite part of Ralph's adventure so far? Why?

2. What was the biggest challenge Ralph faced? How did he handle it?

3. What did Ralph learn about himself during his journey?

4. What is one lesson YOU learned from Ralph's story?

B. ROAD WISDOM

Read each situation. What advice would you give Ralph?
Write your advice on the lines.

1. Ralph is tempted to take a shortcut through a busy parking lot to save time.
What should he remember?



2. Ralph's motorcycle makes a strange noise during his trip.
What should he do?



3. Ralph wants to help a friend in need, but he's running late for an important event.
How can he make a good choice?



C. GRATITUDE PIT STOP

Think about the people (or animals!) who help Ralph along the way.
Write or draw to show your thanks to one of them.



D. GOALS FOR MY NEXT ADVENTURE

Every great rider has goals. What are three goals you want to achieve on your next adventure?

1. _____
2. _____
3. _____



E. MEMORY MILESTONE

Draw your favorite memory from your adventure with Ralph in the space.



F. FINAL CHECKPOINT

Finish each sentence:

- I was proud of myself when _____.
- I would like to learn more about _____.
- Next time, I will _____.
- My adventure motto is:



KEEP EXPLORING. KEEP LEARNING. KEEP RIDING TOWARD YOUR DREAMS!

PART 1

THE MYSTERY BEGINS

Meet Mrs. Frisby

Mrs. Frisby is a brave little mouse with a big problem. Her family is in danger, and she must find help—fast!

Read, think, and investigate the beginning of her story. You are now an official member of the Secret Society of Problem Solvers!



Investigator's Note: Pay close attention to the details!

A. MEET MRS. FRISBY

Answer the questions about Mrs. Frisby and her situation at the beginning of the story.



1. Who is Mrs. Frisby?

   _____

   _____

2. What is the problem she must solve?

   _____

   _____

3. Why is this problem so dangerous?

   _____

   _____

4. Who are her children? How many does she have?

   _____

5. How would you describe Mrs. Frisby?

   - ☐ Careful and worried
   - ☐ Brave and determined
   - ☐ Lazy and silly
   - ☐ Scared and helpless
   - ☐ Other: _____

B. THE DANGER AHEAD

The story begins with a big threat.
What will happen if Mrs. Frisby does nothing?
Write or draw what you think could happen.

DANGER
Something terrible could happen!



C. WHAT WOULD YOU DO?

If you were Mrs. Frisby, what would you do first?
Think about your choices.
Write your plan in the order you would do them.

MY PLAN

1. _____

   _____

2. _____

   _____

3. _____

   _____

4. _____

   _____

Good thinkers make good choices!

D. DETECTIVE'S OBSERVATIONS

A good detective notices important details.
What clues do we learn in the first few pages?
List at least four clues.

1. _____
2. _____
3. _____
4. _____

Think Like a Detective!

- ☑ Look carefully.
- ☑ Ask questions.
- ☑ Think about what might happen next.
- ☑ Put the clues together.

REFLECTION

After reading the beginning, how do you feel about Mrs. Frisby's journey?
Circle or write your feelings.

Worried Excited Curious Nervous Inspired Hopeful Other: _____

Every great journey starts with a brave first step.

CLUE + COURAGE + CARE = A SOLVER'S BEST TOOLS!

PART 2

SECRET CLUE HUNT

Follow the clues. Solve the mystery.

Mrs. Frisby discovers many secrets and clues about NIMH.
Read carefully and collect the clues like a real investigator!
Record what each clue tells us about the story.

Detective Tip:
Good detectives look for details, ask questions, and never stop thinking!

A. COLLECT THE CLUES

Find these clues in the story.
Write where you found each one (chapter or page number if you know).

CLUE	WHAT IS THE CLUE?	WHERE I FOUND IT
1. The tractor in the field		
2. The old house with secrets		
3. The Great Owl and his message		
4. The rats of NIMH		
5. The experiments at NIMH		
6. The secret underground rooms		

WORD BANK

Use these words to help describe the clues.

- mysterious
- important
- dangerous
- hidden
- exciting
- helpful
- powerful
- secret
- strange
- surprising

B. WHAT DOES EACH CLUE TELL US?

Choose ONE of the clues from section A.
Write what it tells us about the story or the characters.

C. PUT THE CLUES IN ORDER

Number the clues from the order they happen in the story.
(1 = first, 6 = last)

- ( ) The tractor in the field
- ( ) The old house with secrets
- ( ) The Great Owl and his message
- ( ) The rats of NIMH
- ( ) The experiments at NIMH
- ( ) The secret underground rooms

Remember:
Every clue brings us closer to the truth!

A GOOD DETECTIVE NOTICES EVERYTHING!

PART 3

RAT INTELLIGENCE LAB

Knowledge is Power

The rats of NIMH are very smart! They read, study, remember, solve problems, and work together. Let's explore what intelligence really means.

Lab Note: Smart is not just knowing a lot. It's knowing what to do with it!

A. WHAT IS INTELLIGENCE?

Circle the choices that show different kinds of intelligence. Add your own ideas!

- ○ Remembering facts
- ○ Solving problems
- ○ Reading and learning
- ○ Being kind
- ○ Thinking ahead
- ○ Being brave
- ○ Listening carefully
- ○ Observing things
- ○ Working with others
- ○ Staying curious
- ○ Being fast
- ○ Using tools
- ○ Being strong
- ○ Planning
- ○ Other: _____
- ○ Other: _____

B. HOW DO WE BECOME SMARTER?

Write or draw ways people (and rats!) can become smarter every day.

- Read _____
- Observe _____
- Ask questions _____
- Practice _____
- Work with others _____

Other ways: _____

C. CAN KNOWLEDGE BE DANGEROUS?

The secrets of NIMH were hidden for a reason. Powerful knowledge can help... or harm. Think about these situations. What do you think?

1. Someone discovers a secret that could help many animals, but decides to keep it only for themselves.

What could happen?



_____

_____

2. A scientist learns something powerful, but uses it in a way that hurts living things.

What could happen?



_____

_____

3. A group works together and uses their knowledge to help others and make things better.

What could happen?



_____

_____

Think Carefully. Knowledge is a big responsibility.



What do you think is the best way to use knowledge? Explain.

_____

_____

_____

D. WHAT HAVE YOU LEARNED?

Finish the sentences.

- Intelligence means _____.
- I can become smarter by _____.
- Something new I learned today is _____.
- I think the rats of NIMH are intelligent because _____
- One thing I will try to do every day is _____.

Lab Reflection

How will you use your knowledge to make good choices?

LEARN. THINK. SHARE. WORK TOGETHER. THAT'S TRUE INTELLIGENCE!

PART 4

BLUEPRINT CHALLENGE

Design a Secret Rat Colony

The rats of NIMH live in a safe, hidden colony with everything they need.
You are an engineer! Design your own secret colony that would keep the rats safe and help them thrive.



Engineer's Tip:
Good plans keep everyone safe and well prepared!

A. DRAW YOUR COLONY

Draw your secret rat colony using the legend on the right.
Include tunnels, rooms, and important places.

Remember:
- Use tunnels to stay hidden.
- Plan for food, safety, and working together!

B. IMPORTANT PLACES TO INCLUDE

Use the legend to help you plan and label your colony.
Check ✓ the places you included in your design.

Homes (Sleeping Rooms)	What makes it safe and cozy?	☐ _____
Food Storage	How will the food be kept safe?	☐ _____
Library / Study Room	What will the rats learn here?	☐ _____
Meeting Room (Council Chamber)	Why is this room important?	☐ _____
Infirmary (Sick Bay)	How will sick rats get help?	☐ _____
Workshop (Tools & Repairs)	What kinds of tools will be here?	☐ _____
Escape Tunnel / Hidden Exit	Where does this tunnel lead?	☐ _____
Water Supply	Where does the water come from?	☐ _____
Guard Post (Lookout)	How will the colony stay safe?	☐ _____

C. PLAN LIKE AN ENGINEER

Answer the questions about your colony.

1. Where is the safest place for your colony to be located?

   _____

   _____

2. What are three things your colony needs to survive?

   a. _____ b. _____ c. _____

3. How will your colony get food without being seen?

   _____

   _____

4. What makes your colony different or special?

   _____

   _____



D. CHALLENGE EXTENSION

Add one special feature that makes your colony EXTRA amazing.
Draw and explain it here.

How does this feature help the rats?

_____

_____

GOOD ENGINEERS THINK AHEAD, SOLVE PROBLEMS, AND BUILD A BETTER FUTURE!

PART 5

PROBLEM SOLVER'S NOTEBOOK

Solve Problems. Find Solutions.

Mrs. Frisby faced many problems during her journey. She didn't give up—she thought, planned, and acted. Great problem solvers do the same!

Think Like Mrs. Frisby!

- ✓ Understand the problem.
- ✓ Think of options.
- ✓ Choose the best solution.
- ✓ Take action!

A. MRS. FRISBY'S PROBLEMS

List the problems Mrs. Frisby faced in the story. Write them in the order they happened.

1. _____ Chapter / Page _____
2. _____ Chapter / Page _____
3. _____ Chapter / Page _____
4. _____ Chapter / Page _____
5. _____ Chapter / Page _____

B. PROBLEM → SOLUTION

Choose each problem from section A and write how Mrs. Frisby (or someone who helped her) solved it.

PROBLEM (Write the number from section A)	HOW WAS IT SOLVED?
1.	
2.	
3.	
4.	
5.	







C. YOUR TURN! SOLVE A NEW CHALLENGE

Create your own problem that Mrs. Frisby and the rats might face next. Then think of at least two solutions.

OUR NEW PROBLEM

What challenge does the colony face?

_____

_____

_____

_____

_____

POSSIBLE SOLUTIONS

1. _____

_____

_____

2. _____

_____

_____

Which solution do you think is the best? Why?

_____

_____

_____

_____

D. PROBLEM SOLVER CHECKLIST

Check the boxes when you use these problem solving skills.

- ☐ I understand the problem.
- ☐ I gathered information.
- ☐ I thought of different ideas.
- ☐ I considered the good and bad of each idea.
- ☐ I chose the best solution.
- ☐ I took action.
- ☐ I learned from the results.



Great problem solvers help others and never give up!

EVERY PROBLEM HAS A SOLUTION. EVERY SOLVER MAKES A DIFFERENCE!

PART 6

THE COUNCIL MEETING

Leaders Listen. Teams Decide.

The rats of NIMH work together and make important decisions. They listen to each other and choose the best plan for everyone.
Now it's your turn to be on the council!



Council Tip:
- ✓ Listen carefully.
- ✓ Respect every idea.
- ✓ Think about what is best for the colony.

A. THE COLONY'S CHALLENGE

The colony has a big problem and must decide what to do.
Read the challenge below.

Winter is coming early. Food is running low.
The nearby fields are dangerous because of the Farmers.
The water tunnel is partly blocked.
The colony must choose a plan to survive the winter.

What is the main problem?

_____

_____

_____

B. IDEAS FROM THE COUNCIL

Each member of the council has a different idea.
Write each idea in the speech bubbles.



Brutus



Jeremy



Alder



Sophie



The Great Owl



Mrs. Frisby

C. DISCUSS AND DECIDE

Think about all the ideas above. Talk (or pretend to talk!) with your team or class.
Then decide on the best plan as a council.

THINGS TO THINK ABOUT

- Will the plan keep everyone safe?
- Will the plan give the colony enough food and water?
- Can the colony work together to make the plan succeed?
- Can the plan be done in time?
- Will the plan help the colony both now and in the future?

OUR COUNCIL'S DECISION

What plan did the council choose? Write or draw the plan here.

Why do you think this is the best plan for the colony?

_____

_____

_____

Good Leaders remember to:
- ★ Listen
- ★ Think
- ★ Respect
- ★ Decide
- ★ Work together



D. YOUR LEADERSHIP

If you were the leader of the colony, what would you do during the council meeting?
Write two things.

1. I would _____

_____

_____

_____

2. I would _____

_____

_____

_____



Leadership Reflection

A good leader helps others share ideas and makes choices that help the whole team.

When have you helped make a good decision with others?

_____

_____

TOGETHER, WE DECIDE. TOGETHER, WE THRIVE!

PART 7

BUILD A BETTER COMMUNITY

Strong Communities Work Together

The rats of NIMH have a wonderful community because everyone has a job and works together.

Now it's your turn! Design a community that is safe, happy, and successful.



Community Tip:
- ✓ Everyone has an important role.
- ✓ Working together helps everyone.
- ✓ Respect makes a community strong!

A. COMMUNITY RULES

Every community needs rules so everyone is safe and happy.
Write 5 rules for your community.

1. _____
2. _____
3. _____
4. _____
5. _____

Good rules help everyone get along!

B. JOBS AND RESPONSIBILITIES

Many paws make light work!

Everyone in the rat colony has a job.
Choose or think of jobs your community needs.
Write what each job does.

JOB (ROLE)	RESPONSIBILITIES
Builders	
Food Gatherers	
Teachers / Learners	
Guards / Protectors	
Water Keepers	
Messengers	
Other: _____	

C. HOW WE WORK TOGETHER

How will your community work together to solve problems and help each other? Write or draw your ideas.



Think About:
- Sharing
- Helping
- Listening
- Respect
- Teamwork

D. WHAT MAKES OUR COMMUNITY SPECIAL?

What makes your community unique and awesome?
Write three things.

★ 1. _____

★ 2. _____

★ 3. _____



A special community is a happy community!

E. COMMUNITY REFLECTION

Answer the questions.

1. Why is it important for everyone to have a job?
2. How will your community help members who are in trouble?
3. What will you do if someone in your community has a problem?
4. How will you make sure your community stays strong?

Remember:
A strong community is built with trust, kindness, and teamwork!

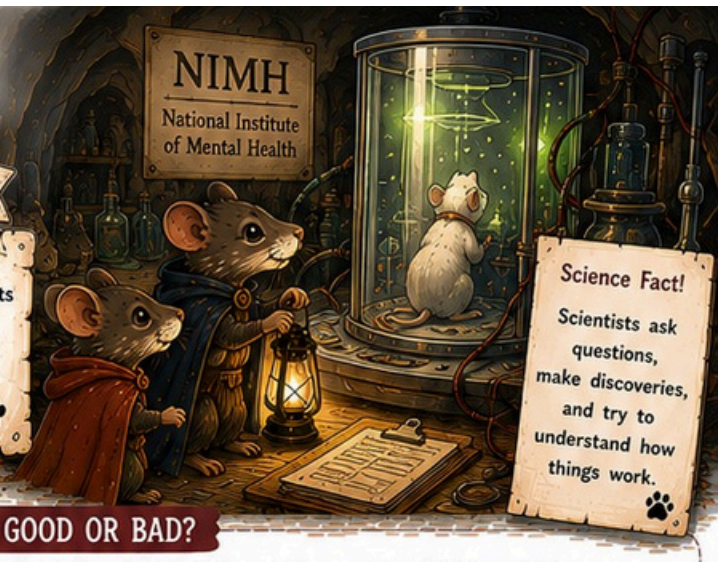
TOGETHER, WE BUILD. TOGETHER, WE GROW. TOGETHER, WE THRIVE!



SECRETS OF NIMH

Knowledge is Powerful. How We Use It Matters.

The rats discovered a place called NIMH where scientists were doing experiments. They learned that knowledge can help... but it can also hurt. Let's explore science, discovery, and making good choices!



Science Fact!
Scientists ask questions, make discoveries, and try to understand how things work.

A. WHAT DID THE RATS DISCOVER?

List three important things the rats learned about NIMH.

1. _____
_____

2. _____
_____

3. _____
_____

B. SCIENCE: GOOD OR BAD?

Look at each situation below. Decide if it could be used for GOOD or BAD. Circle your choice and write why.

SITUATION	GOOD or BAD?	WHY?
Scientists find a medicine that can cure a disease.	GOOD / BAD	_____ _____
Scientists discover how to make animals smarter.	GOOD / BAD	_____ _____
Scientists build a machine to control the minds of animals.	GOOD / BAD	_____ _____
Scientists learn more about how the brain works.	GOOD / BAD	_____ _____
Scientists make a chemical that could harm living things.	GOOD / BAD	_____ _____

What does this table teach us about science? _____
_____

C. THINK LIKE A SCIENTIST!

Scientists follow steps to discover the truth.
Fill in the missing steps in the scientific process.

1. ASK A QUESTION
What do I want to find out? _____

2. _____
What do I think will happen? (My guess)
_____

3. _____
What will I do to find out?
_____

4. _____
What happened? (Record my results)
_____

5. _____
What did I learn?
_____

D. BIG QUESTIONS

Think about the ideas in the story. Write your thoughts.

1. Should all knowledge be shared with everyone?
_____
_____

2. Can knowledge ever be too powerful?
_____
_____

3. Who should decide how knowledge is used—scientists, leaders, or everyone?
_____
_____

4. How can we make sure knowledge is used to help, not to harm?
_____
_____
_____

Good choices create a better future for everyone.

DISCOVER. THINK. CHOOSE WISELY. KNOWLEDGE IS A GIFT—USE IT FOR GOOD!



MRS. FRISBY'S COURAGE



Brave Hearts Make a Difference

Mrs. Frisby is small, but her courage is big! She faces danger many times to save her family and help the rats. Let's explore her bravery and think about our own.

Courage means:

- ✓ Facing your fears
- ✓ Doing what is right
- ✓ Helping others
- ✓ Never giving up

A. MOMENTS OF COURAGE

Look at the events below from the story.
Write how Mrs. Frisby showed courage in each one.



1. Mrs. Frisby goes to the rat council for help. _____



2. She agrees to move her family to safety. _____



3. She goes to the garage to find help from the rats. _____



4. She returns to NIMH to ask for help, even though it's dangerous. _____



5. She helps the rats escape and saves her family. _____

B. COURAGE IN ACTION

Mrs. Frisby was brave in many ways.
Check the boxes that show her courage.

- ☐ She was afraid, but she acted anyway.
- ☐ She thought of only herself.
- ☐ She asked for help when she needed it.
- ☐ She faced danger to help others.
- ☐ She gave up when things got hard.
- ☐ She kept trying until she found a way.
- ☐ She believed in the rats and trusted them.
- ☐ She never stopped fighting for her family.

Brave Fact

Mrs. Frisby was not the strongest, the fastest, or the biggest—but she was brave and smart!

C. HOW DID SHE FEEL?



Mrs. Frisby had many feelings during her journey. Write how you think she felt at each part of the story.

PART OF THE STORY	HOW MRS. FRISBY FELT AND WHY
At the beginning, when the farmer is coming.	
When she first meets the rat council.	
When she learns about NIMH.	
When the rats help her and her family.	
At the end, when they are all safe.	

D. YOUR COURAGE

Everyone can show courage! Think about a time when you were brave.

1. Write about a time you were brave.





2. What made it hard? What helped you be brave?

You are braver than you think!

Remember:

- ✓ Believe in yourself
- ✓ Help others
- ✓ Keep trying
- ✓ Be kind
- ✓ Be brave!

E. COURAGE PROMISE

Write a promise to yourself. How will you show courage in the future?

I promise _____

because _____.



COURAGE IS NOT BEING AFRAID. COURAGE IS DOING WHAT'S RIGHT ANYWAY.



A BRIGHTER FUTURE

Every Little Action Builds a Better Tomorrow.

The rats of NIMH worked together, learned, and showed courage to overcome challenges. They built a safer, stronger colony—and inspired hope for the future!



Bright Future Tips:

- ✓ Dream big.
- ✓ Work together.
- ✓ Keep learning.
- ✓ Care for others.
- ✓ Never stop trying!

A. LESSONS LEARNED

What were the most important lessons the rats learned? Write three lessons and explain why each one matters.

1. Lesson: _____
   Why it matters: _____
2. Lesson: _____
   Why it matters: _____
3. Lesson: _____
   Why it matters: _____

B. A BETTER COLONY

What changes will make the colony even better in the future? Think about safety, teamwork, learning, and caring for others. Write or draw your ideas in the spaces below.

Safety

Teamwork



Learning

Caring for Others

C. MY ACTION PLAN

What will you do to help make your community, school, or world a better place? Write three actions you can take.

1. Action: _____
   How it helps: _____
2. Action: _____
   How it helps: _____
3. Action: _____
   How it helps: _____



D. REFLECTION TIME

Check the boxes that best describe how you feel now.

- ☐ I understand the story better.
- ☐ I learned something new.
- ☐ I can think of better solutions to problems.
- ☐ I feel more confident to help others.
- ☐ I want to make a difference in my community.
- ☐ I plan to keep learning.
- ☐ I know I can be brave like Mrs. Frisby.

What is one thing you are most proud of from this journey?

_____

_____



E. FINAL MESSAGE

Write a message or draw a picture to share hope and encouragement for the future. What would you say to others to inspire them?





YOUR STORY ISN'T OVER—KEEP LEARNING, KEEP CARING, AND KEEP MAKING A DIFFERENCE!