

Click's Everyday Magic

Click's Everyday Activity Book

— Book Two —
Explore, Play, Learn



Strangewoven

— ★ —
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Ready for another adventure?

Explore, Play, Learn - Activity Book Two

This book belongs to:

Join Click and June for activities inspired by their bicycle, camping, swimming, soccer, and classroom adventures. You do not need the storybooks to enjoy these pages.

MAKE YOUR OWN CHOICES

Use crayons, pencils, or your imagination.

ASK FOR A LITTLE HELP

A grown-up can read the directions with you.

TAKE YOUR TIME

Try any page you like. Answers begin on page 21.

Ready to roll

Color Click and June getting ready for a bicycle ride.



A night outside

Add your favorite colors to their quiet campsite.



A friendly game

Color the park. What colors will you give the cones?



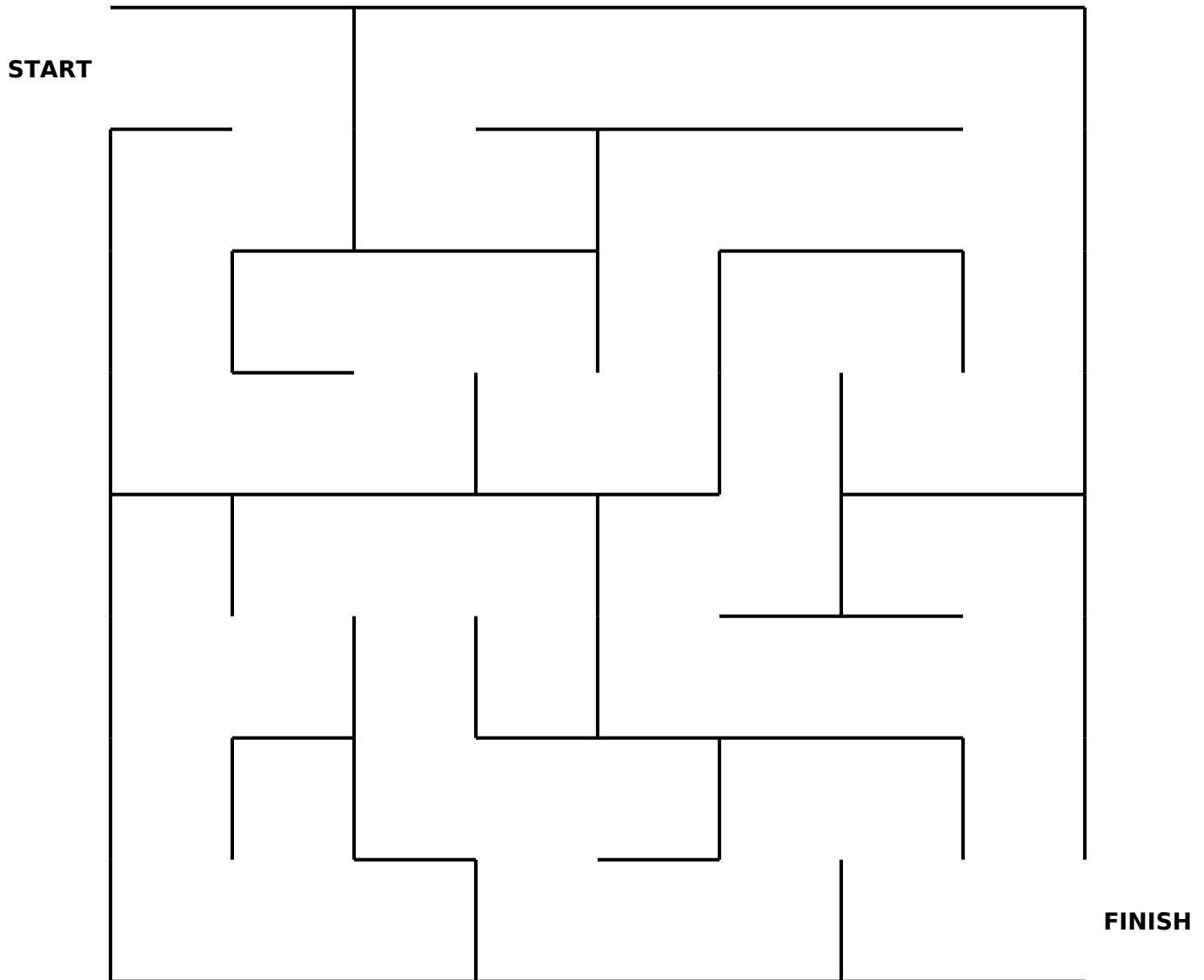
Build together

Color the classroom and the tower the friends are building.



The bicycle path

Help Click follow the path from START to FINISH.



Take your time. You can try more than one path.

START

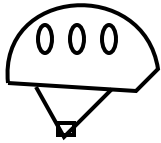


3

Match the adventure

Draw a line from each item to the adventure where it belongs.

1



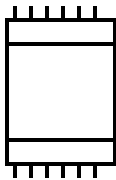
A. Classroom building

2



B. A trip to the pool

3



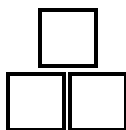
C. A soccer game

4



D. A night camping

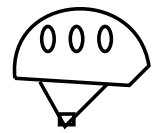
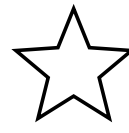
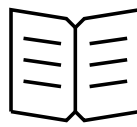
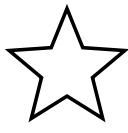
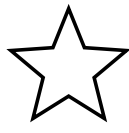
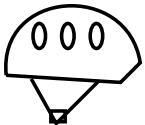
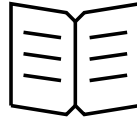
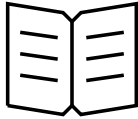
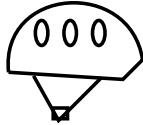
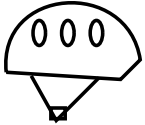
5



E. A bicycle ride

Count the equipment

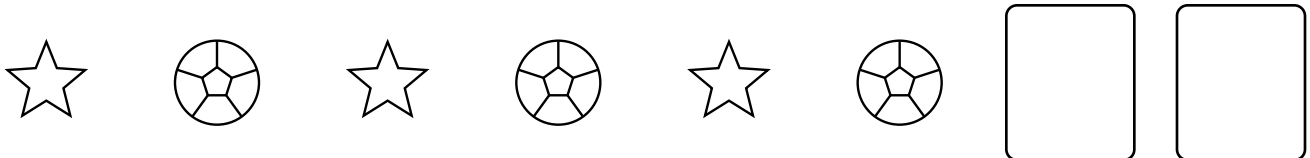
Count only the pictures in the THREE rows. Write the totals in the boxes below.



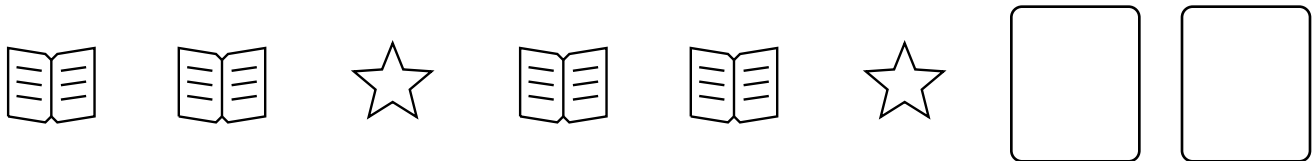
What comes next?

Draw the next TWO pictures in each row. Look for the repeating group.

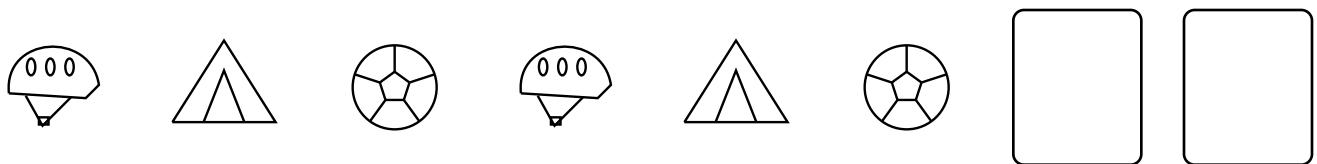
1.



2.

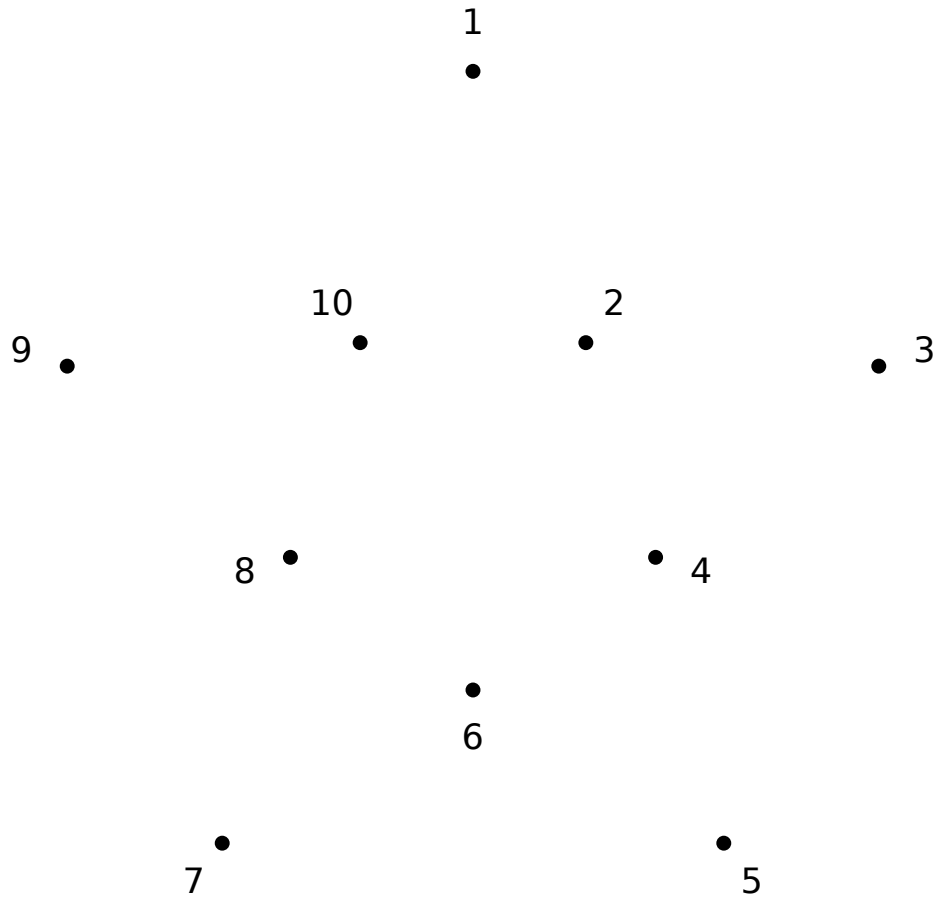


3.



A star for the campsite

Join dots 1 to 10 in order. Then join 10 back to 1. Color the shape.



Draw a tiny tent under your star, or add more stars of your own.

An adventure word hunt

Find eight words. Words go LEFT TO RIGHT or TOP TO BOTTOM.

B	P	K	B	C	A	M	P
A	R	P	S	B	O	O	K
L	G	O	J	U	N	E	B
L	N	O	I	O	N	A	I
Q	B	L	H	E	L	P	K
P	S	C	L	I	C	K	E
R	K	S	G	J	N	G	I
G	O	H	M	B	L	W	X

CLICK

JUNE

BIKE

CAMP

BALL

BOOK

HELP

POOL

Click's secret message

Use A = 1, B = 2, and so on. Write a letter above each number.

A 1	B 2	C 3	D 4	E 5	F 6	G 7	H 8	I 9	J 10	K 11	L 12	M 13
N 14	O 15	P 16	Q 17	R 18	S 19	T 20	U 21	V 22	W 23	X 24	Y 25	Z 26

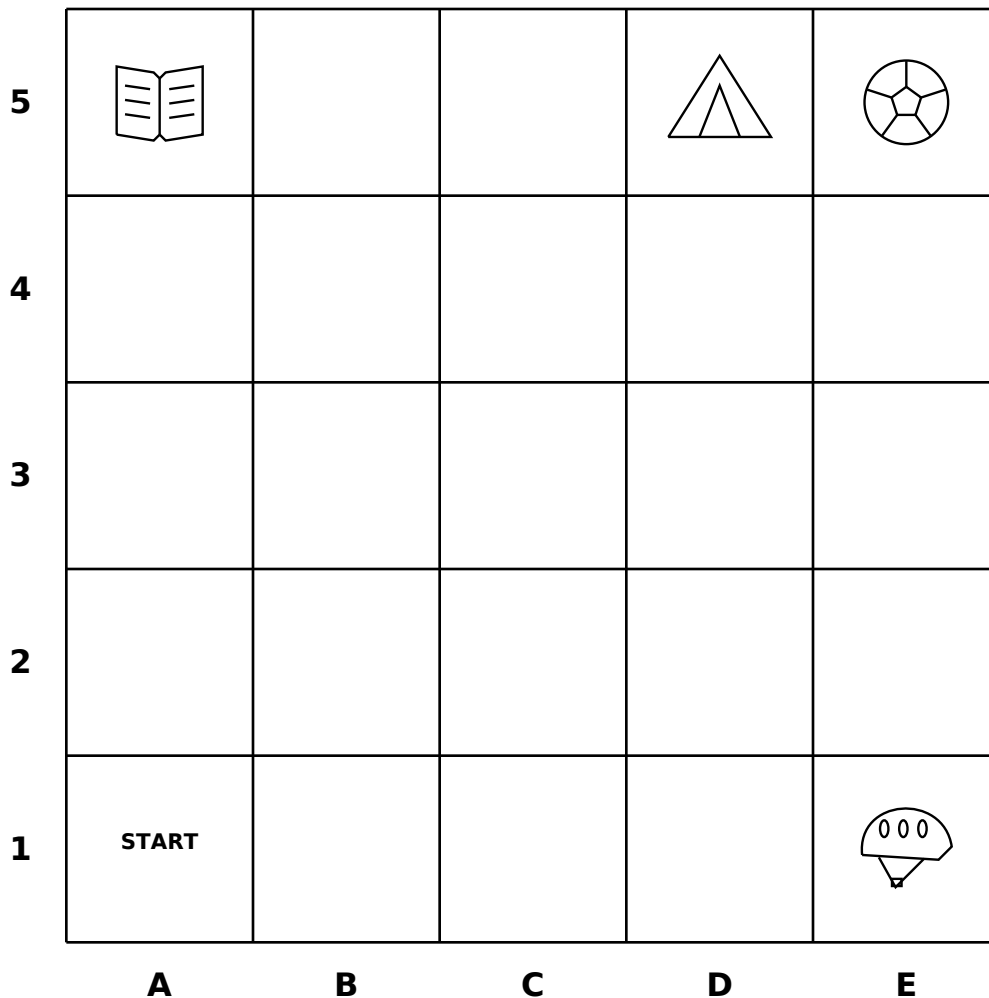
1 19 11

6 15 18

8 5 12 16

Where does the path lead?

Start at A1. Move one square at a time and trace your route.



RIGHT 2 / UP 1 / RIGHT 1
UP 2 / LEFT 1 / UP 1 / RIGHT 1

I arrived at the: _____

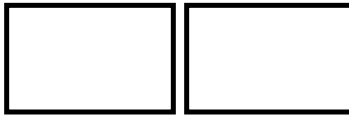
Build a little tower

Number the pictures 1, 2, and 3 to show the building order.

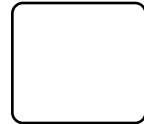
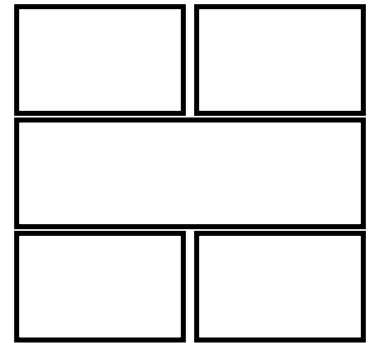
A



B



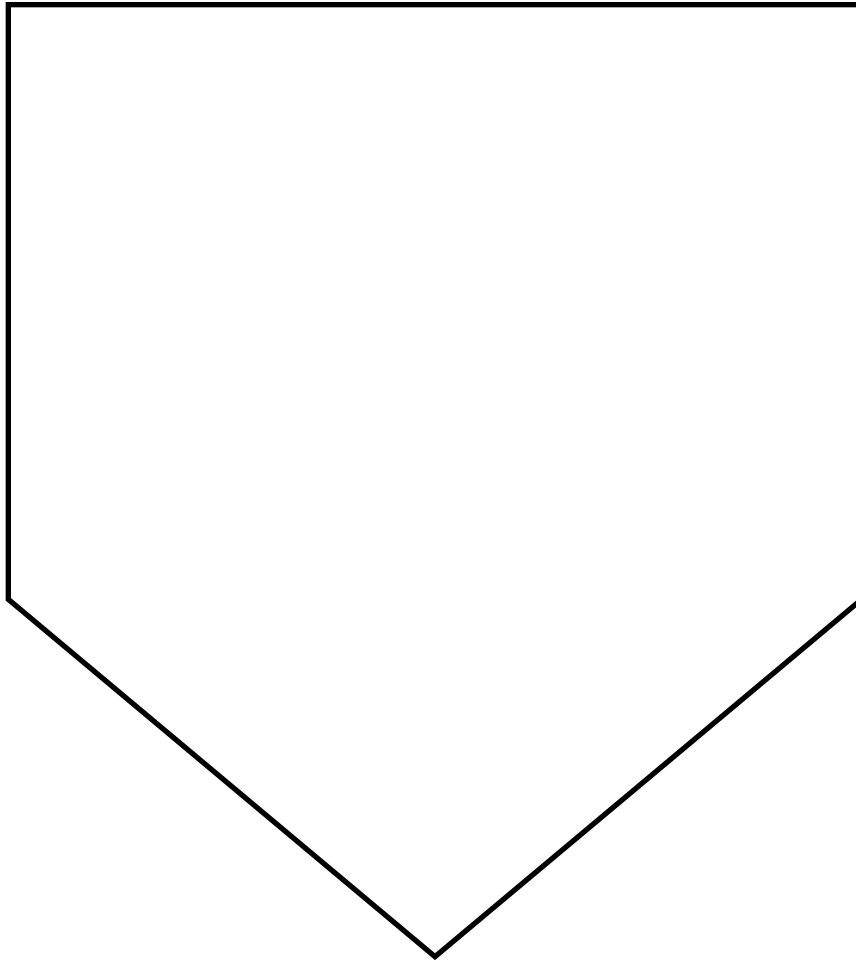
C



Which picture shows the beginning? Which one has the most blocks? Try building your own tower with a grown-up.

Design your team badge

Choose a name and a symbol for a team that makes room for everyone.



Our team is called: _____

A helpful word for our team: _____

Your own Click adventure

Draw a beginning, a middle, and an ending. Tell the story to someone.

1. Something new to try

2. Someone offers help

3. What happens next?

Everyday kindness bingo

Choose a square to try. Mark three in a row, column, or diagonal.

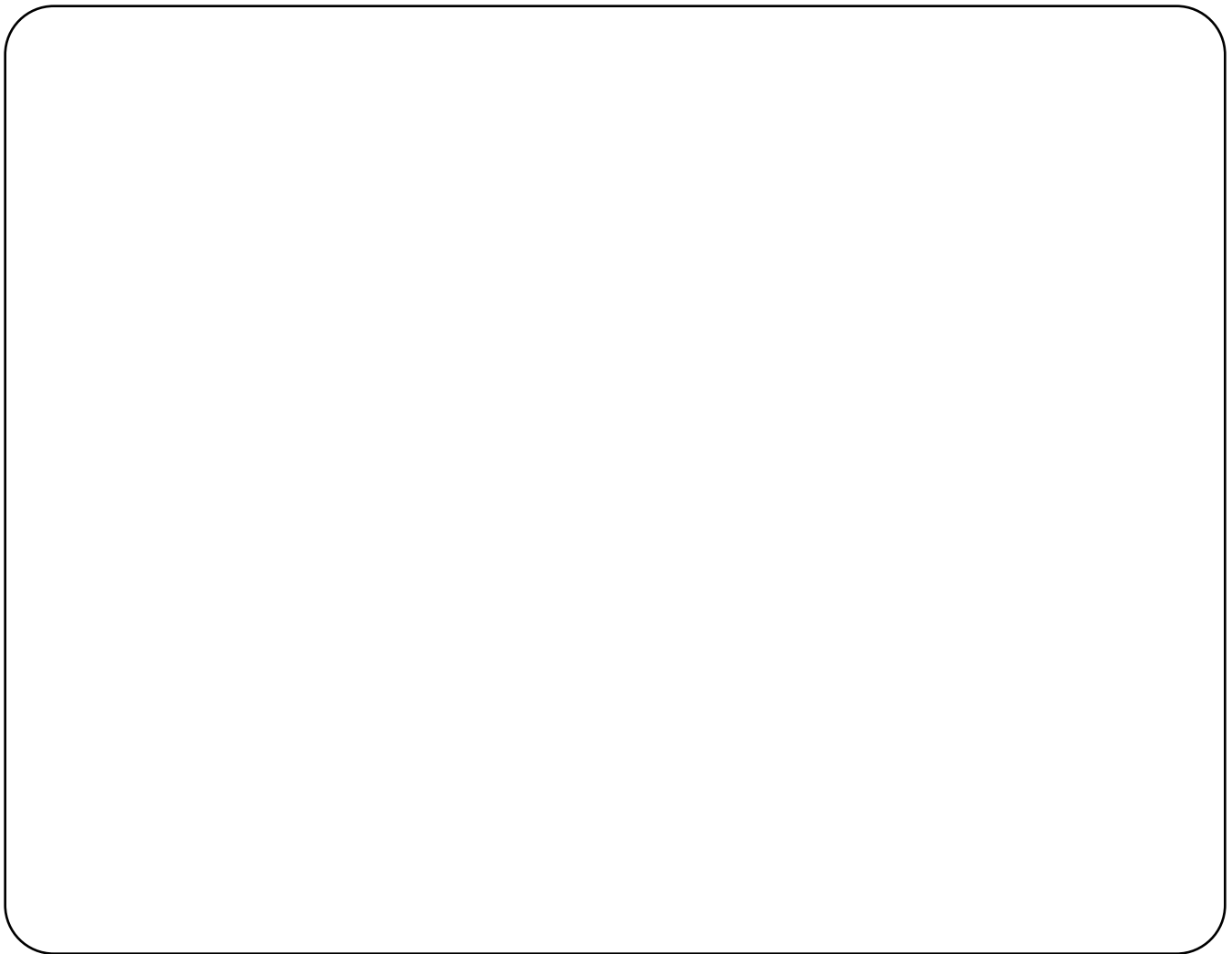
Invite someone to join in ○	Thank someone for their help ○	Take a break when you need one ○
Share an idea ○	Ask for help ○	Cheer for a friend ○
Listen to someone's plan ○	Offer a turn ○	Help tidy up ○

There is no deadline. You can ask a grown-up to help you choose a kind action.

Pack for a new adventure

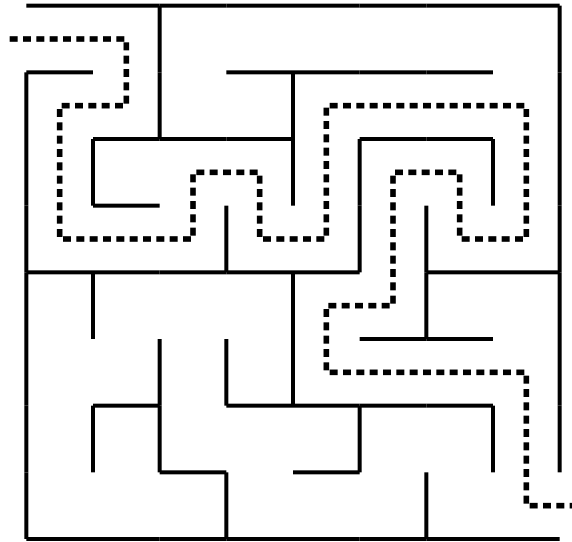
Choose where Click and June will go. Draw what they might take.

We are going to: _____

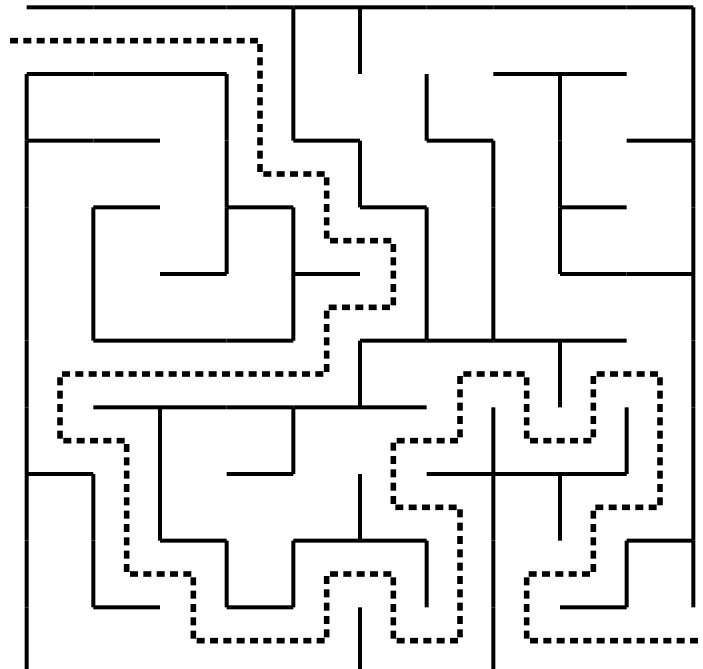


One person who can help us get ready:

Page 7: The bicycle path



Page 8: Back to the campsite



Answers: match, count, create

Open-ended drawing and coloring pages have no single right answer.

Page 9: Match the adventure

1-E: helmet / bicycle ride

2-D: tent / camping

3-B: towel / pool

4-C: ball / soccer

5-A: blocks / classroom

Page 10: Count

Helmets: 4

Stars: 6

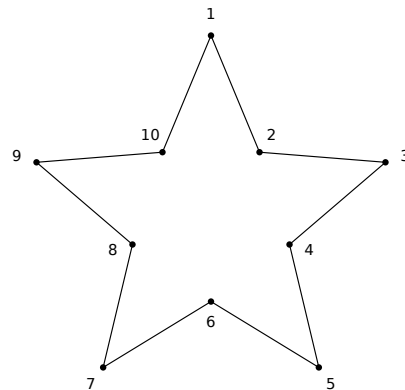
Balls: 5

Books: 3

Page 11: Next two pictures

1.  
2.  
3.  

Page 12: Dot-to-dot



Page 14: Secret message

ASK FOR HELP

A little help is always welcome. Drawing pages, your badge, bingo, and packing choices are yours to make.

Answers: words and building

Compare your discoveries with the answers below.

Page 13: Word hunt

B	P	K	B	C	A	M	P
A	R	P	S	B	O	O	K
L	G	O	J	U	N	E	B
L	N	O	I	O	N	A	I
Q	B	L	H	E	L	P	K
P	S	C	L	I	C	K	E
R	K	S	G	J	N	G	I
G	O	H	M	B	L	W	X

Page 15: Follow the directions

The path ends at the TENT in D5.

Page 16: Tower order

A = 2 B = 1 C = 3

The wide base comes first. The two-level tower comes next. The three-level tower comes last.

Everyday Explorer Award



Presented to

For exploring, practicing, asking for help,
and making room for others.

Click and June are cheering for you!

Date: _____

From: _____

Explore. Play. Learn.

