

Not sure what some of the prompts above mean? Kid 1 & 2 – names Verb – action word, the kind that end in "ing" Adjective – descriptive word (colors, size, etc)	Kid 2	Object	Weather Condition	Adjective	ToyPlace 1Place 1	Verb	story and see how it unfolds! Kid 1	Fill in the blanks below with the matching word of your choice (for example, toy = ball). Then, take your words and fit them into the matching blanks in the story. When all the blanks are filled in, read the	Cool story bro!
There once was a kid	named <u>.</u>	Kid	1		Kid 1	1	oved to	h	is
One day whe	n he we	nt to g	o to _		place 1	-	_ there	was a	rivo.
There was	no way	he cou	ld			to	•	•	
badly though, that he ca									
, and tie h	nist	оу	_ to t	he _	object		so that h	ne could cre	ate his
own stationary	By the	e time l	ne and	d his	friend,	ŀ	(id 2	, were done	esetting
it up, theweather condition		stoppe	d! It v	vas a	bumme	er tha	it		

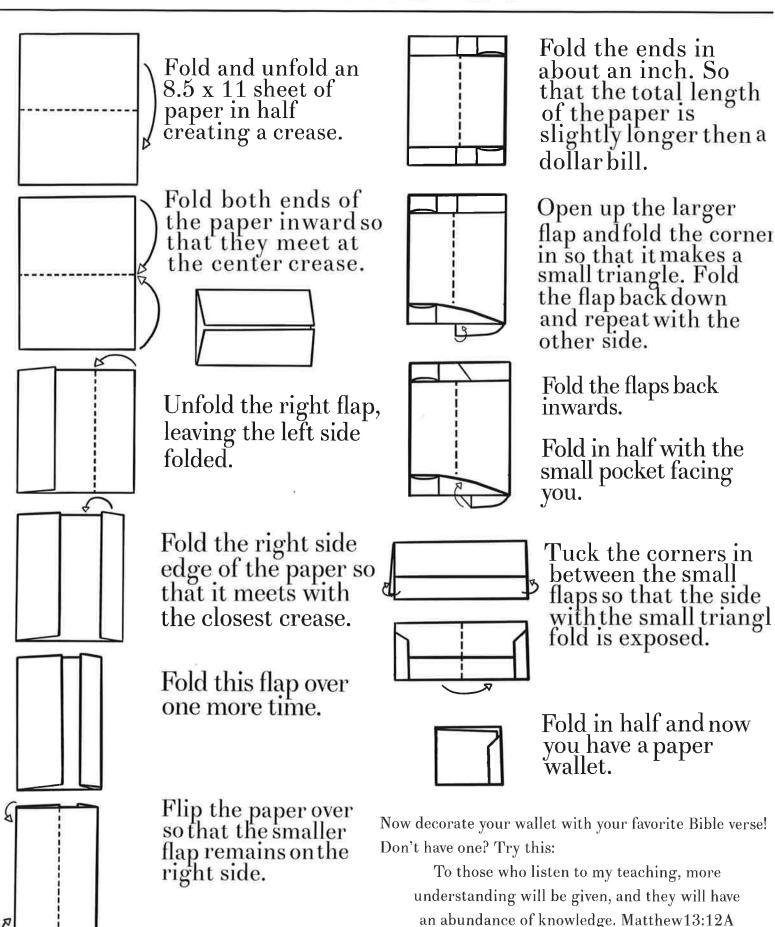
it up, the ______ had stopped! It was a bummer that _____ and ____ Kid 1

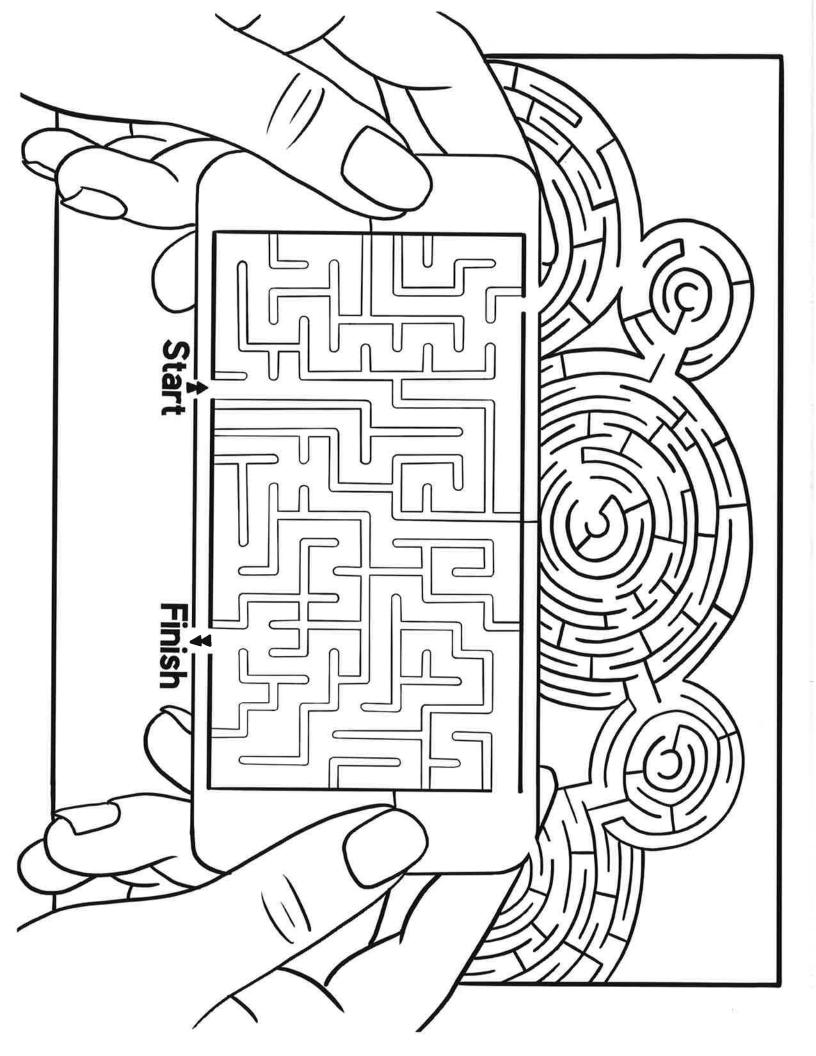
_____ had put all that effort into their invention, but now he was able to _____ verb

his _____ like he wanted to. When he got home, _____ was so happy that he _____ plopped on the couch and ate _____.

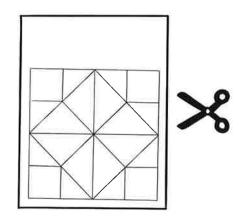
Favorite Food

DIY PAPER WALLET

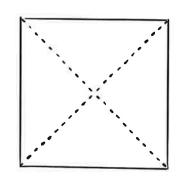




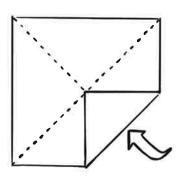
COOTIE CATCHER INSTRUCTIONS



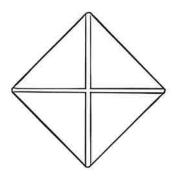
FIRST CUT OUT THE SQUARE.



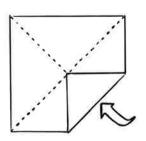
PLACE YOUR SQUARE PRINT SIDE DOWN.



FOLD ALL FOUR CORNERS SO THE POINTS MEET IN THE MIDDLE.



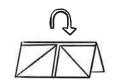
IT SHOULD NOW LOOK LIKE THIS.



FOLD ALL FOUR CORNERS SO THE POINTS MEET IN THE MIDDLE.



IT SHOULD NOW LOOK LIKE THIS.



NOW FOLD THE TOP BACK.



WORK YOUR FINGERS INTO THE CORNERS FROM THE FOLDED SIDE - WORK TO FORM FOUR POINTS.

HOW TO PLAY:

1. HAVE A FRIEND PICK A COLOR AND SPELL IT OUT WHILE MOVING THE POINTS OPEN AND CLOSED IN OPPOSITE DIRECTIONS PER LETTER.

COOTIE CATCHER CUT AND FOLD

2. HAVE A FRIEND PICK A NUMBER, COUNT IT OUT WHILE MOVING THE POINTS OPEN AND CLOSED IN OPPOSITE DIRECTIONS.

3. HAVE A FRIEND PICK A NEW NUMBER, COUNT IT OUT WHILE MOVING THE POINTS OPEN AND CLOSED IN OPPOSITE DIRECTIONS.

4. HAVE A FRIEND PICK A THIRD NUMBER. OPEN THE FLAP AND TELL THE JOKE UNDER THAT NUMBER!

