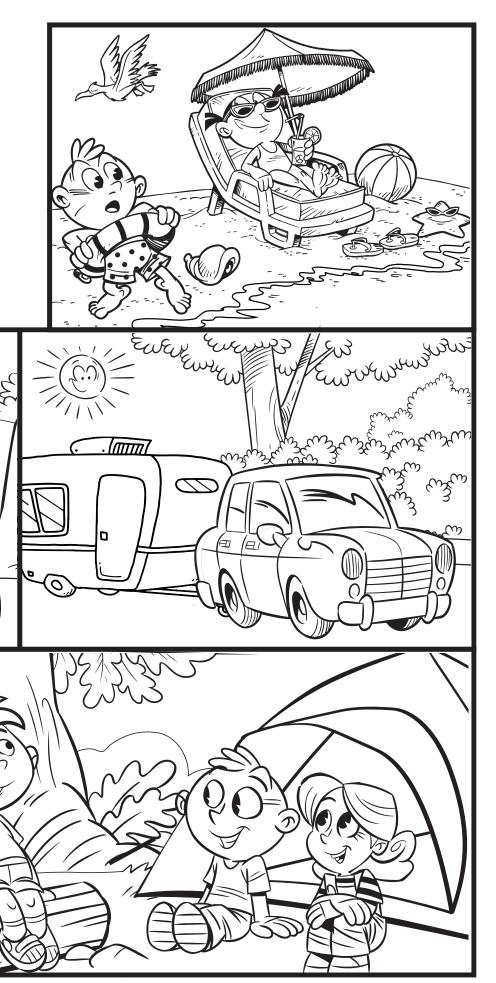


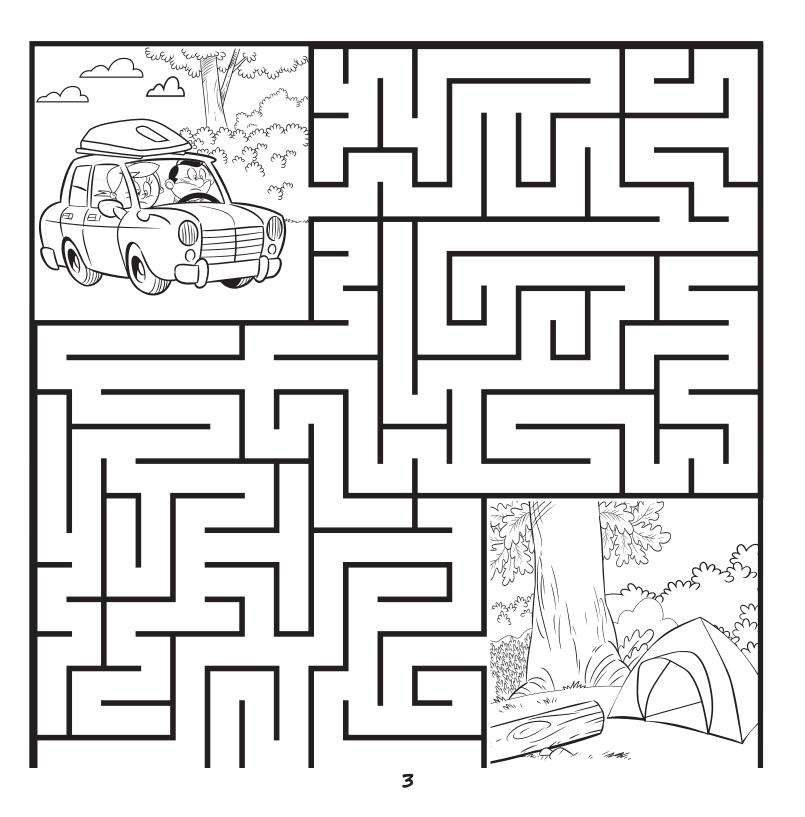


SUMMER HOLIDAYS
BRING ALL SORTS OF
FUN ACTIVITIES LIKE
TRAVELING, CAMPING,
SWIMMING AND BIKE
RIDING!

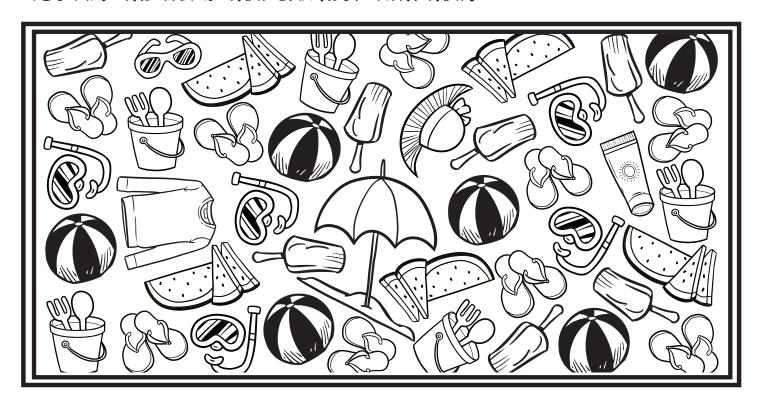


TRAVELING CAN BE STRESSFUL FOR YOUR PARENTS, SO TRY NOT TO DISTRACT THEM WHEN THEY'RE DRIVING.

THIS FAMILY IS LOST ON THEIR WAY TO THE CAMPSITE. CAN YOU HELP THEM FIND THE WAY?



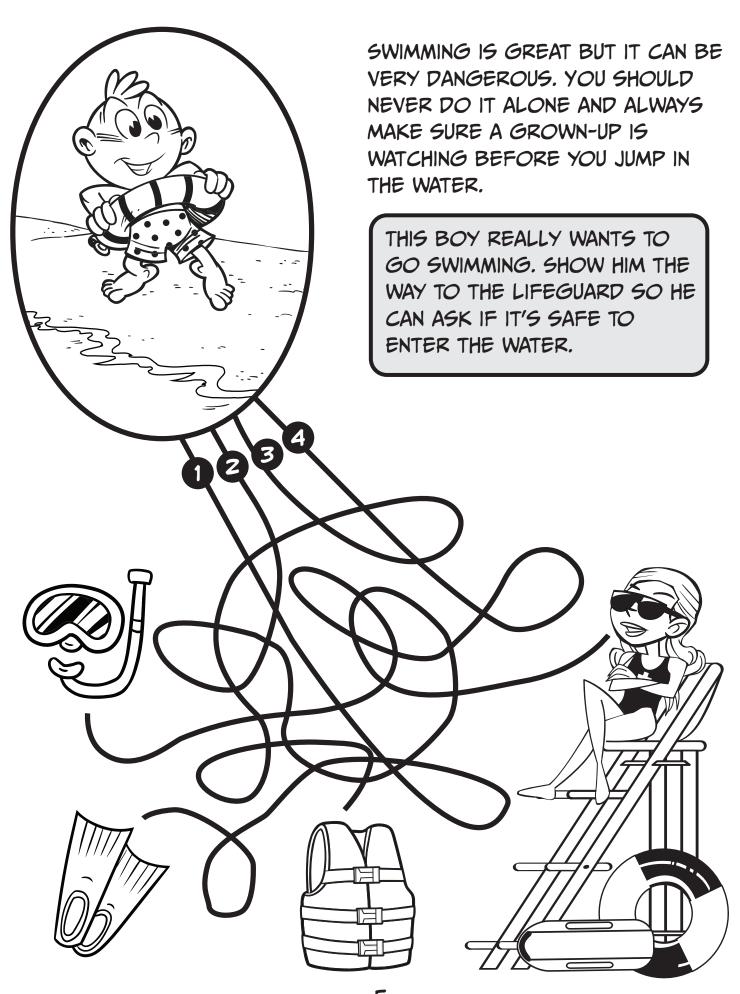
THE SUN CAN EASILY BURN OUR SKIN AND HURT OUR EYES, SO PEOPLE NEED TO PROTECT THEMSELVES WHEN THEY SPEND TIME IN DIRECT SUNLIGHT. CAN YOU FIND THE ITEMS THAT CAN HELP WITH THAT?



## CAN YOU FIND THE ITEMS YOU NEED TO PACK YOUR BAG?

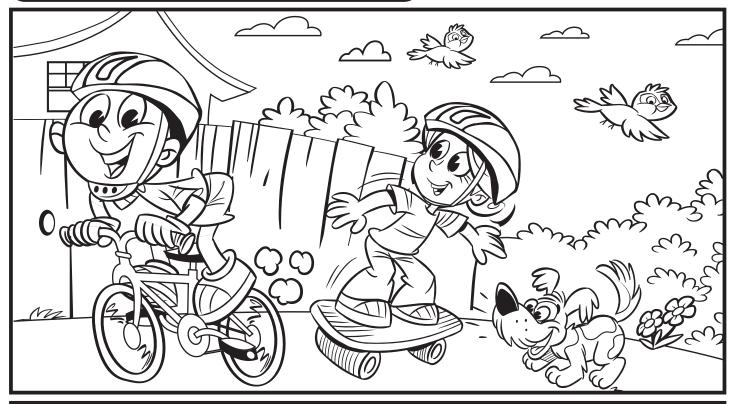
HAT
SUNGLASSES
SHORTS
SANDALS
TSHIRT
SOCKS
WATER
SUNSCREEN
SNACK
SWIMWEAR
FLASHLIGHT
BOOK

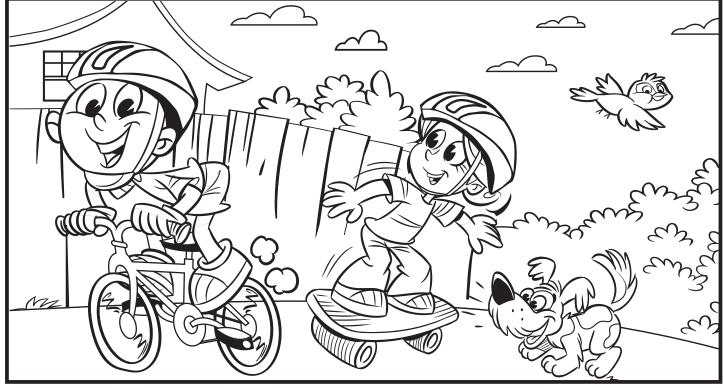
FNLYJPVHKYEKGWGXEHVY LCWISNFAVWJXFOCLMIW AEGVJGFTWPYGJQHVNUI SJGEKFISMZMKNXAXKKM HMXJESABBSHORTSSCLFSW LKYADNZVMBIUVBEULLKE IHMRLAWWAZPIHONNBHA GEGXWCWATERXSBPSFCBV HSMMCKROVETDAKTCRDRV TOKENKHCFZSQNJARDRV TOKENKHCFZSQNJARDRV NCITLVGHLSHVDXMEUN PKWBGHPPBXILARGEKRWN KSWOCSURTMRTLBRNNFGM ACPOUKTLSTTFSXTDV UKRKMSUNGLASSESHIEGW



RIDING YOUR BIKE, SKATEBOARD OR SCOOTER IS FUN! BUT YOU MUST REMEMBER TO ALWAYS WEAR A HELMET AND DO WHAT YOUR PARENTS TELL YOU TO STAY SAFE.

CAN YOU SPOT THE 5 DIFFERENCES
BETWEEN THESE TWO PICTURES?





THESE SIGNS WARN OF DANGERS AND HELP PEOPLE ON VACATION DO THE RIGHT THING.

CAN YOU MATCH THE SIGNS TO THEIR MEANINGS? NO SWIMMING

\_\_\_ CAUTION: SNAKES

\_\_ NO MUSHROOM PICKING

\_\_ COYOTES PRESENT

\_\_ BEARS PRESENT

\_\_ NO OPEN FIRES

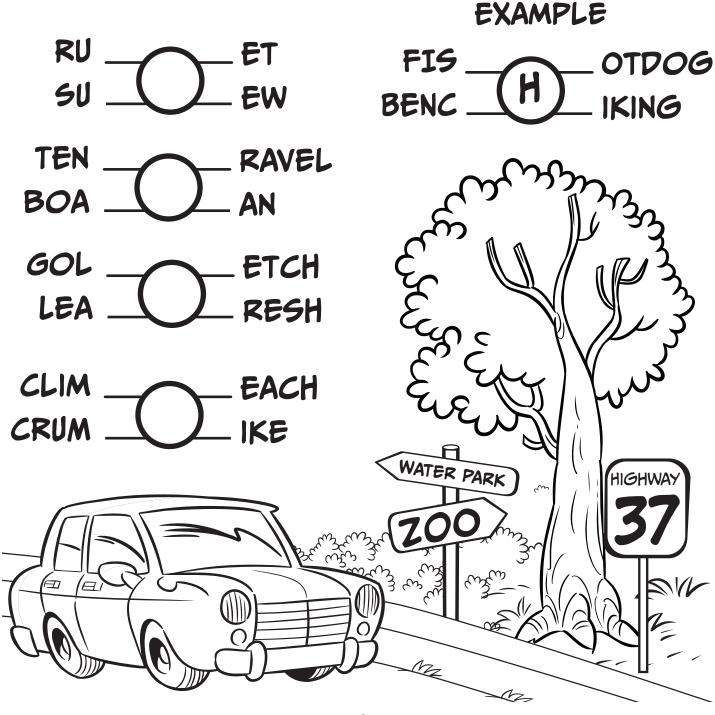
\_\_ FALLING ROCKS

\_\_ NO LITTERING



WHEN TRAVELING TO NEW PLACES, IT'S IMPORTANT TO READ THE ROAD SIGNS. THEY CAN TELL YOU IMPORTANT INFORMATION. ASK YOUR PARENTS WHAT SIGNS YOU SHOULD BE ON THE LOOKOUT FOR TO HELP REACH YOUR DESTINATION.

SOMETIMES IT'S EASY TO MISREAD A SIGN BECAUSE ONE LETTER CAN MAKE A BIG DIFFERENCE IN A WORD. WHAT LETTER DO YOU NEED TO PUT IN EACH OF THE WORD CROSSES TO MAKE 4 DIFFERENT WORDS?



WHEN TRAVELING SOMEWHERE NEW,
IT'S EASY TO GET LOST. CARRY WITH
YOU THE ADDRESS OF THE PLACE
YOU'RE STAYING AT AND DON'T WANDER
OFF ON YOUR OWN. IN CASE YOU GET
LOST, DO YOU KNOW YOUR PARENTS'
NAMES AND PHONE NUMBERS?

WRITE THEIR NAMES AND PHONE NUMBERS HER <b>E</b> :

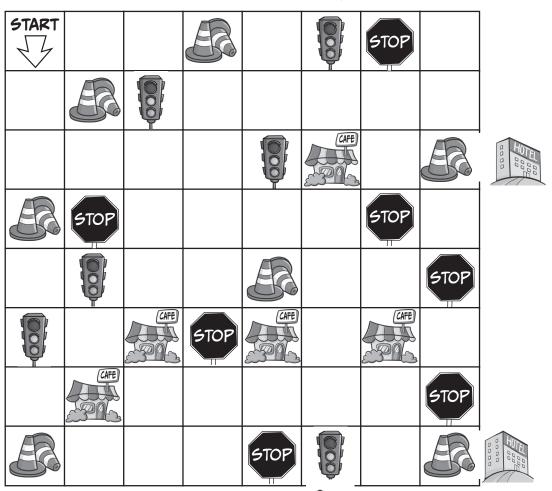
TRY TO FIND YOUR WAY TO THE RIGHT HOTEL BY FOLLOWING THE DIRECTIONS BELOW.

MOVE IN ONE DIRECTION UNTIL YOU GET ONTO A SQUARE WITH AN OBSTACLE. THEN, FOLLOW THE NEW DIRECTION.

MOVE TO THE RIGHT AT A TRAFFIC CONE A MOVE UP AT A STOP SIGN

♠ MOVE TO THE LEFT AT A CAFE

MOVE DOWN AT A STOP LIGHT





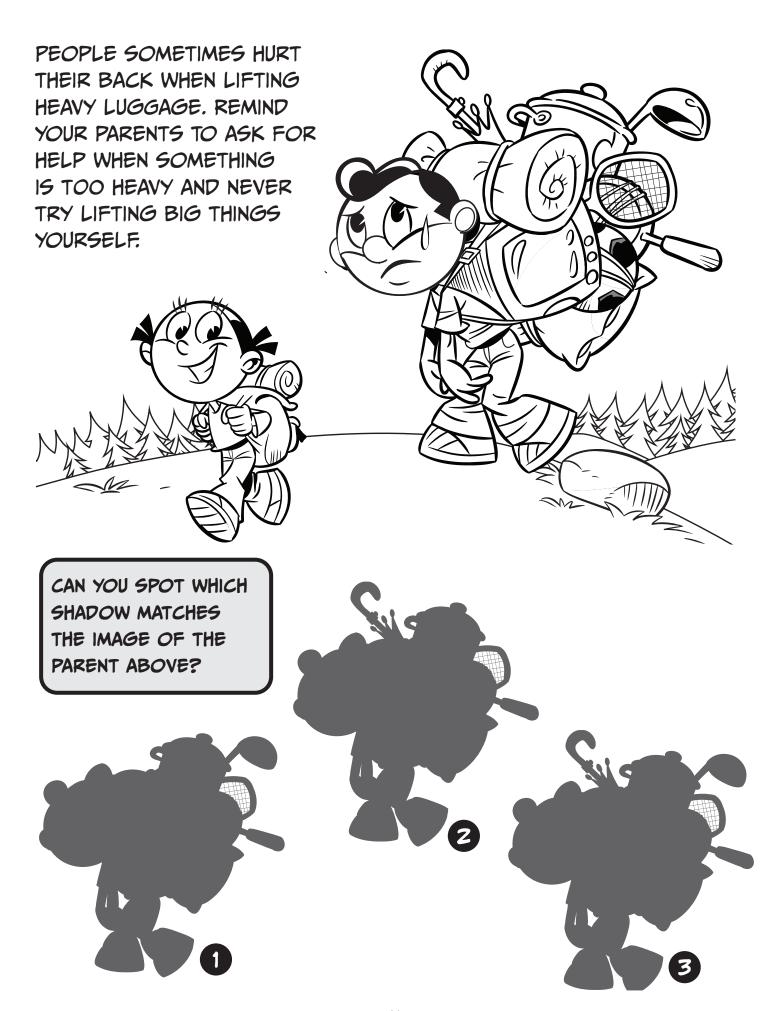
SOMETIMES, WHEN YOU
GO THROUGH A FOREST,
GO CAMPING OR EVEN
WHEN YOU PLAY IN THE
YARD, A TICK CAN BITE
YOU AND MAKE YOU SICK.
SO REMEMBER TO USE
BUG SPRAY. AFTER YOU'VE
BEEN OUT PLAYING IN THE
GRASS OR IN THE FOREST,
YOU SHOULD ALWAYS HAVE
YOUR PARENTS CHECK YOU
FOR TICKS.

CAN YOU SPOT THE TICKS IN THIS IMAGE?





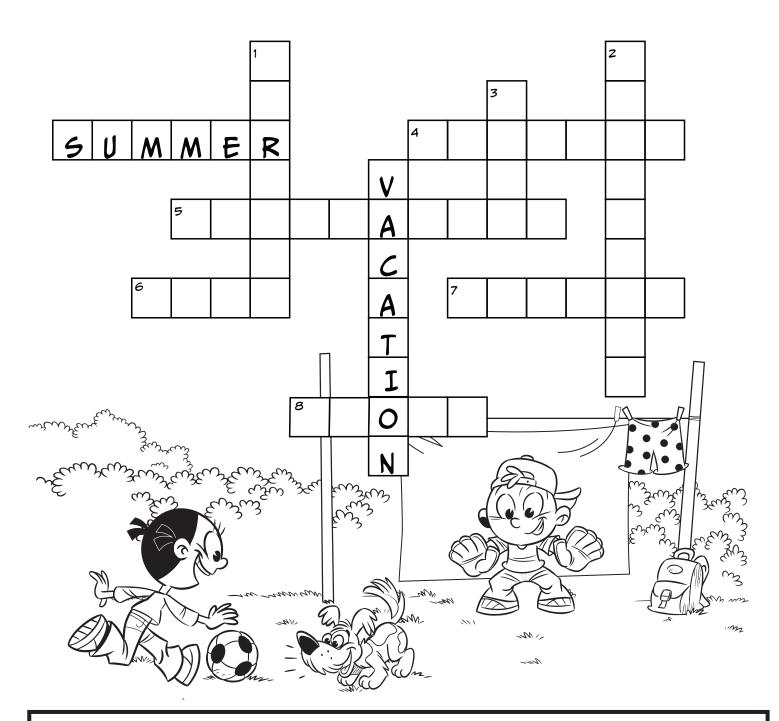




# FILL THE EMPTY SPACES BELOW.

THIS SUMMER, I TRAVELED TO	
IT'S A REALLY	PLACE.
WE SAW	
AND WE OFTEN	•
WE ATE A LOT OF	
BUT THERE WERE MANY DANGERS THERE.	
FOR EXAMPLE,	THAT WAS
THERE, COULD HAVE CAUSED	
AND WE WERE LUCKY WHEN	
BECAUSE	
I REALLY ENJOYED	
BECAUSE	
WHEN WE WERE THERE, I SAW	
AND I HEARD	·
WHAT I LIKED THE MOST WAS	
MAYBE NEXT YEAR WE CAN GO TO	





## **DOWN**

- 1. WHEN GOING TO A NEW PLACE, STAY CLOSE TO YOUR \_\_\_\_\_ AND DON'T GO ANYWHERE ON YOUR OWN
- 2. REMEMBER TO USE \_\_\_\_\_ BEFORE YOU PLAY IN THE SUN
- 3. THIS SIGN MEANS THAT OPEN \_\_\_\_ IS NOT ALLOWED IN THE AREA



### **ACROSS**

- 4. DON'T DISTRACT YOUR PARENTS WHEN THEY'RE \_\_\_\_\_
- 5. \_\_\_\_\_ WILL HELP YOU WHEN THE SUN IS VERY BRIGHT
- 6. PEOPLE CAN HURT THEIR BACKS WHEN THEY LIFT HEAVY \_\_\_\_
- 7. ALWAYS WEAR A \_\_\_\_\_ WHEN YOU'RE BIKING
- 8. IT'S IMPORTANT TO REMEMBER YOUR PARENTS' NAMES AND \_\_\_\_\_ NUMBERS

# HERE ARE SOME MORE GAMES YOU CAN PLAY TO MAKE LONG CAR RIDES MORE FUN.

## GOING ON A PICNIC

ONE PLAYER STARTS THE GAME BY SAYING, "I'M GOING ON A PICNIC AND I'M GOING TO BRING..." AND THEN THEY LIST AN ITEM. THE NEXT PERSON SAYS, "I'M GOING ON A PICNIC AND I'M GOING TO BRING..." AND THEN THEY LIST THE FIRST PERSON'S ITEM BEFORE ADDING THEIR OWN. THE LIST GROWS AND THE LAST PERSON TO REMEMBER ALL THE ITEMS CORRECTLY IS THE WINNER. YOU CAN ALSO HAVE EACH PERSON NAME AN ITEM STARTING WITH THE NEXT LETTER OF THE ALPHABET, MAKING IT EASIER TO REMEMBER.



#### STORY

ONE PERSON SAYS A WORD OR A SENTENCE THAT BEGINS A STORY. PLAYERS TAKE TURNS ADDING ONE WORD OR ONE SENTENCE AT A TIME TO THE STORY AND SEE WHERE IT CAN END UP.

### AROUND THE WORLD

IT'S IMPORTANT TO BE ON THE LOOKOUT FOR DANGEROUS THINGS. BUT BEING OBSERVANT CAN ALSO HELP YOU HAVE SOME FUN. SEE HOW MANY LICENSE PLATES FROM DISTANT PLACES YOU CAN SPOT. WRITE THEM DOWN OR MARK THEM OFF ON A MAP.

## SOUND EFFECTS STORY

ONE PLAYER BEGINS A SHORT STORY, BUT REPLACES KEY THINGS AND ACTIONS WITH SOUNDS. FOR EXAMPLE, "A (WOOF WOOF) WAS LYING ON THE COUCH AND (MUNCH MUNCH) ON A BONE WHEN A (MEOW) CAME ALONG." THE SECOND PLAYER THEN CONTINUES THE STORY, "THE (MEOW) THEN (HISS) AT THE (WOOF WOOF) TO GET HIM OFF THE COUCH." EACH PLAYER SHOULD TRY AND MAKE THE STORY MORE AND MORE INVENTIVE.



## I SPY



ONE PERSON SAYS "I SPY WITH MY LITTLE EYE SOMETHING..."
AND ENDS WITH A DESCRIPTIVE CLUE, SUCH AS "THAT'S BLACK"
OR "BEGINNING WITH S."THE OTHER PLAYERS TAKE TURNS ASKING
YES OR NO QUESTIONS UNTIL THEY CAN GUESS WHAT THE ITEM IS.
IDEALLY, THE ITEM SHOULD BE SOMETHING THAT ALL THE OTHER
PLAYERS CAN SEE UNTIL THEY CAN COMPLETE A ROUND. A MOTEL
YOU DROVE PAST TWO MILES AGO WOULD MAKE IT TOO HARD.

## IMAGINARY HIDE AND SEEK

PICK A PLACE INSIDE YOUR HOUSE AND IMAGINE THAT YOU'RE HIDING THERE. IT CAN BE AS SILLY OR AS REALISTIC AS YOU WANT, SO YOU COULD HIDE UNDER THE BED OR INSIDE A TIN OF BEANS. EVERYONE ELSE CAN ASK YOU QUESTIONS THAT YOU CAN ONLY ANSWER WITH "YES" AND "NO". WHEN SOMEONE GUESSES YOUR HIDING PLACE, IT'S THEIR TURN TO HIDE.



## NAMES GAME

AGREE ON A LETTER. EVERYONE THEN TAKES A TURN TO COME UP WITH A NAME THAT STARTS WITH THAT LETTER. WHEN YOU HESITATE FOR TOO LONG OR CAN'T THINK OF ANYTHING, YOU'RE OUT. THE LAST PERSON STANDING IS THE WINNER. THIS GAME ALSO WORKS FOR NAMING PLANTS, OBJECTS, FOODS, ETC.

## LICENSE PLATES GAMES

LICENSE PLATES CAN PROVIDE YOU WITH SOME GOOD WORD GAMES. FOR EXAMPLE, WHEN YOU SPOT A LICENSE PLATE WITH SOME LETTERS ON IT, TRY COMING UP WITH FUNNY MESSAGES THAT MATCH IT. QBP COULD STAND FOR: QUICKLY BURY PASTA!



FOR A MORE CHALLENGING GAME, TRY VANITY PLATES GAME WHERE PLAYERS FIND WHOLE SENTENCES IN THE ENTIRE PLATE. FOR EXAMPLE M I L8 COULD STAND FOR: AM I LATE? RATRAA COULD STAND FOR: RAT RACE.

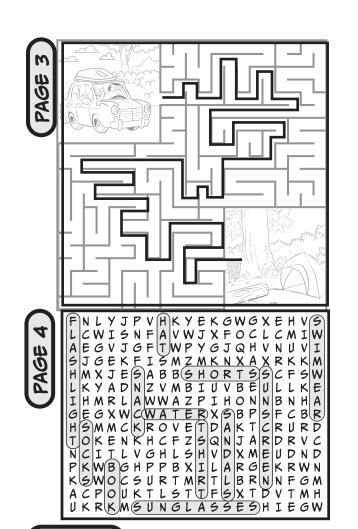
#### COUNT THE LIKES

COUNT THE NUMBER OF TIMES PEOPLE AROUND YOU SAY "LIKE" OR "UH". DON'T TELL THEM AHEAD OF TIME AND GIVE YOURSELF 15 MINUTES. THAT SHOULD BE MORE THAN ENOUGH TIME TO GET A PRETTY HIGH SCORE.

#### CATEGORIES

AGREE ON A CATEGORY (E.G., ICE-CREAM FLAVORS, POPULAR SONG TITLES, COUNTRIES) AND EVERYONE TAKES TURNS NAMING SOMETHING IN THAT CATEGORY UNTIL ONE PERSON REMAINS. THE WINNER THEN PICKS ANOTHER CATEGORY. FOR A MORE CHALLENGING VERSION, PLAYERS HAVE TO THINK OF AN OBJECT THAT STARTS WITH THE NEXT LETTER IN THE ALPHABET. FOR EXAMPLE, IN THE CATEGORY OF DESSERTS, THE FIRST PERSON SAYS: APPLE PIE. THE NEXT PERSON SAYS: BROWNIES, ETC.





## PAGE 7

4-NO SWIMMING 8-NO PICKING MUSHROOMS 1-BEARS PRESENT

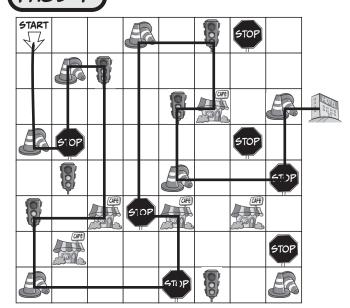
5-ROCKS FALLING

3-SNAKES PRESENT

7-COYOTES

2-NO OPEN FIRES 6-NO LITTERING

## PAGE 9



PAGE 11 SHADOW 3

