

The Adventures of Rico & Rumi

Educator Guide

Story-time and bedtime conversation support
for teachers and parents

Ages 2-9

Primary example: Volume 1 — Rico the Rhino and Rumi the Raccoon: An Unlikely
Friendship

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Golden Hearth Tales LLC

Every friend brings a new way to see and enjoy the
world.

<https://rico-rumi.com>

About this Guide

© Golden Hearth Tales LLC. Authors Christopher Miller and Ronda Roscoe.

For teachers and parents (grown-ups). This Guide supports **story time and bedtime conversation**. It is **not** a graded curriculum packet. Contact for adults only via the site Contact / readers list.

Amazon Volume 1: <https://www.amazon.com/dp/B0H2V3YY7Q>

Amazon series: <https://www.amazon.com/dp/B0H2VCBCKK>

1. Purpose of the Guide

This Guide helps a teacher or parent:

1. Read Volume 1 aloud with a clear friendship skill in mind.
2. Ask a few short discussion questions after the story.
3. Run one simple activity that does not require special materials.
4. See how the same pattern can stretch across all ten friends and skills.

Use it beside the paperback — before, during, and after a read-aloud. Keep sessions flexible. There are no required minute blocks and no worksheets that collect child data.

2. How to use (grown-up facing)

Before reading. Name the friend(s) and the skill in one sentence so listeners know what to watch for.

During reading. Pause once to notice a difference, a helpful strength, or a moment when friends need each other.

After reading. Ask two or three questions, then choose one activity. Length is flexible — circle time, carpet share, or a quiet bedtime chat all work.

Optional next step. Point families to the Volume 1 paperback on Amazon and to the Teachers & Parents page when that route is live (<https://rico-rumi.com/teachers-and-parents>).

Materials default. Book, open floor or circle time, paper and crayons if available. Nothing else required.

Ages 2-9 (practical differentiation)

- **Ages 2-4:** Adult reads; child points, echoes one word, or moves their body.
- **Ages 5-7:** Child answers with a short sentence; draws one idea.
- **Ages 8-9:** Child leads one question for a younger listener; writes one friendship strength.

Classroom vs home

- **Classroom:** Circle time, pair share, one shared chart of “friend strengths.”
- **Home:** Bedtime read, one question, one tiny activity before lights out.

3. Series map — ten friends / ten skills

Every friend brings a new way to see and enjoy the world. Use this map to choose a skill focus when you read Volume 1 deeply, then extend the same conversation pattern with later friends.

Vol	Friend(s)	Locked skill	Guide focus
1	Rico the Rhino & Rumi the Raccoon	Differences and Friendship	Different strengths make a stronger pair.
2	Ellie the Elephant	Memory and Wisdom	Remembering helps friends find their way.
3	Leo the Leopard	Speed and Stealth	Moving carefully and quickly can help a team.
4	Tori the Tortoise	Patience and Endurance	Slow and steady can finish hard jobs.
5	Zara the Zebra	Camouflage and Adaptability	Fitting the situation can keep friends safe.
6	Milo the Monkey	Creativity and Problem Solving	Trying a new idea can unlock a stuck moment.
7	Gina the Giraffe	Perspective and Height	A different view can help.
8	Kiko the Kangaroo	Jumping and Strength	Strong movement can clear a big gap.
9	Polly the Parrot	Communication and Language	Clear signals help friends work together.
10	Sammy the Snake	Flexibility and Agility	Bending and adapting gets through tight spots.

4. Volume 1 deep dive — full example module

Book facts (approved)

- **Title:** Rico the Rhino and Rumi the Raccoon: An Unlikely Friendship
- **Series:** The Adventures of Rico & Rumi
- **Skill:** Differences and Friendship
- **Plot line:** Rico and Rumi realize what makes them different makes them stronger together.
- **Ages:** 2–9
- **Amazon (Volume 1):** <https://www.amazon.com/dp/B0H2V3YY7Q>

Rico is big, strong, and steady. Rumi is small, quick, and curious. Their size contrast is part of the joke and part of the lesson: two different strengths, one team. Neither is the sidekick. Differences are not the problem in this story — they are the gift.

Before you read

Say aloud:

“Today we meet Rico the Rhino and Rumi the Raccoon. They are not the same. Watch how their differences help them be friends.”

During reading (one pause)

When you notice a moment where big-and-steady helps, or small-and-quick helps, pause once. Ask: “Who is helping here — and how?” Then continue the story.

Discussion questions (pick 2-3)

1. What is one thing Rico can do that Rumi cannot?
2. What is one thing Rumi can do that Rico cannot?
3. When did they need each other?
4. How did being different make them stronger together?
5. Who in our class / family is good at something different from you? How could that help a friend?

Activities (choose one)

A. Stronger together (movement — no materials)

Children name one “Rico strength” (big / steady) and one “Rumi strength” (quick / curious). Pair up and invent a two-step job that needs both (for example: carry a cushion, then spot a color). Ages 2-4: adult narrates. Ages 5-9: children name the steps.

B. Difference portrait (paper + crayons)

Fold a page in half. On one side draw “me.” On the other side draw “a friend.” Dictate or write one strength for each. Share one pair with the group.

C. Kitchen-table talk (home)

At a meal or on a walk: “Tell me one way you and someone at home are different, and one way that difference helped today.”

Closing line for adults

Differences are not the problem in this story. They are the gift. That is **Differences and Friendship**.

5. Modules 2-10 — skill cards

These short cards follow the same bones as Volume 1. Plot detail appears only where locked. Elsewhere, keep discussion and activities tied to the friend name and skill.

Volume 2 — Ellie the Elephant · Memory and Wisdom

One-liner: Remembering helps friends find their way.

Locked plot cue: Rico and Rumi find their way out of a confusing part of the jungle by relying on Ellie’s memory and wisdom.

Before you read: “Today we meet Ellie the Elephant. Watch how remembering can help friends.”

Discussion (pick 2):

1. When has someone remembered a way for you?
2. What is one thing you want to remember to help a friend this week?

Activity: Memory walk — stand still, look around, then close eyes and name three things you saw in the room (adult helps ages 2–4).

Home carryover: “Who remembered something helpful for our family today?”

Volume 3 — Leo the Leopard · Speed and Stealth

One-liner: Moving carefully and quickly can help a team.

Before you read: “Today we meet Leo the Leopard. Watch for times when fast helps — and when quiet helps.”

Discussion (pick 2):

1. When is going fast helpful?
2. When is being quiet helpful?

Activity: Freeze-and-go — adult says “go” (careful quick steps) and “freeze” (quiet stillness). Ages 2–4 copy; ages 5–9 take turns calling.

Home carryover: “Where do we need quiet feet at home? Where do we need quick feet?”

Volume 4 — Tori the Tortoise · Patience and Endurance

One-liner: Slow and steady can finish hard jobs.

Before you read: “Today we meet Tori the Tortoise. Watch how keeping going — slowly — can finish something hard.”

Discussion (pick 2):

1. What was hard to wait for?
2. What does “keep going” look like when something is hard?

Activity: Slow-breathing count — inhale for three, exhale for three, then take one slow step toward a soft finish line (pillow or tape mark).

Home carryover: “What is one hard job we can finish together, one small step at a time?”

Volume 5 — Zara the Zebra · Camouflage and Adaptability

One-liner: Fitting the situation can keep friends safe.

Before you read: “Today we meet Zara the Zebra. Watch how changing how we act can fit the place we are in.”

Discussion (pick 2):

1. When do we change how we act to fit a place (library vs playground)?
2. How can adapting help a friend feel safe?

Activity: Color-match hunt — find three things in the room that match a color the adult names (soft voices indoors).

Home carryover: “What is one way we adapt at dinner, at bedtime, or at a friend’s house?”

Volume 6 — Milo the Monkey · Creativity and Problem Solving

One-liner: Trying a new idea can unlock a stuck moment.

Before you read: “Today we meet Milo the Monkey. Watch for a new idea that helps when something is stuck.”

Discussion (pick 2):

1. What is another way to solve the same problem?
2. When did a creative idea help you or a friend?

Activity: Three-ideas brainstorm — name a tiny stuck moment (toy under a chair, two people wanting the same crayon). Say three possible ideas out loud; try the kindest safe one.

Home carryover: “What is one stuck moment we unlocked with a new idea today?”

Volume 7 — Gina the Giraffe · Perspective and Height

One-liner: A different view can help.

Locked plot cue: Gina uses her height and perspective to help.

Before you read: “Today we meet Gina the Giraffe. Watch how a different view can help friends.”

Discussion (pick 2):

1. What do you see standing vs sitting?
2. How did a new view help someone?

Activity: Stand-sit-look — sit, name one thing you see; stand, name one new thing; talk about how the view changed.

Home carryover: “Whose view helped our family today — a taller view or a lower view?”

Volume 8 — Kiko the Kangaroo · Jumping and Strength

One-liner: Strong movement can clear a big gap.

Before you read: “Today we meet Kiko the Kangaroo. Watch for strength and a careful jump (or big step) that helps friends.”

Discussion (pick 2):

1. What takes strength?
2. What takes a careful jump or big step?

Activity: Soft jump-to-spot — place two soft markers a short distance apart; hop or step carefully from one to the other (adult spotter for younger children).

Home carryover: “When did someone use strength kindly for a friend today?”

Volume 9 — Polly the Parrot · Communication and Language

One-liner: Clear signals help friends work together.

Before you read: “Today we meet Polly the Parrot. Watch how clear words or signals help friends work together.”

Discussion (pick 2):

1. What words or signals helped?
2. What happens when we do not listen?

Activity: Pass-a-message circle — adult whispers a short kind sentence; children pass it around and compare the ending to the start (keep messages positive and short).

Home carryover: “What clear signal or kind word helped at home today?”

Volume 10 — Sammy the Snake · Flexibility and Agility

One-liner: Bending and adapting gets through tight spots.

Before you read: “Today we meet Sammy the Snake. Watch how bending or changing plans helps in a tight spot.”

Discussion (pick 2):

1. When did bending or changing plans help?
2. What is a tight spot where being flexible could help a friend?

Activity: Stretch-and-squeeze shapes — make a big body shape, then a small shape, then move carefully through a soft “tunnel” of chairs or arms (adult-led, no force).

Home carryover: “When did our family change a plan and still stay kind?”

6. Where to get the books

Volume 1 on Amazon: [Rico the Rhino and Rumi the Raccoon: An Unlikely Friendship](https://www.amazon.com/dp/B0H2V3YY7Q) (<https://www.amazon.com/dp/B0H2V3YY7Q>)

Series on Amazon: [The Adventures of Rico & Rumi](https://www.amazon.com/dp/B0H2VCBCK) (<https://www.amazon.com/dp/B0H2VCBCK>)

Teachers & Parents page: <https://rico-rumi.com/teachers-and-parents>

Privacy note for adults: This Guide is for grown-ups. Do not collect student or child personal data with these activities. Adult contact and any readers list signup are for parents and teachers only.

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