

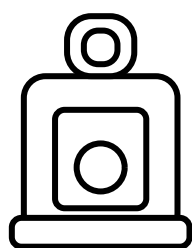
Read, wonder, and make room

Read together, pause, or skip a page. Before turning from page 4, invite a guess without showing what happens next. Later, compare it with the story; a different guess is not a mistake. A grown-up can read every prompt aloud. Children may point, draw, make marks, or speak; writing is optional. Let them invent, test, explain, and change ideas without copying an adult's answer. A partner joins only by invitation; every page also works alone. Keep examples fictional and accept “no” or “not now”. Real lanterns use batteries, with a grown-up on a familiar safe route.

Using these pages

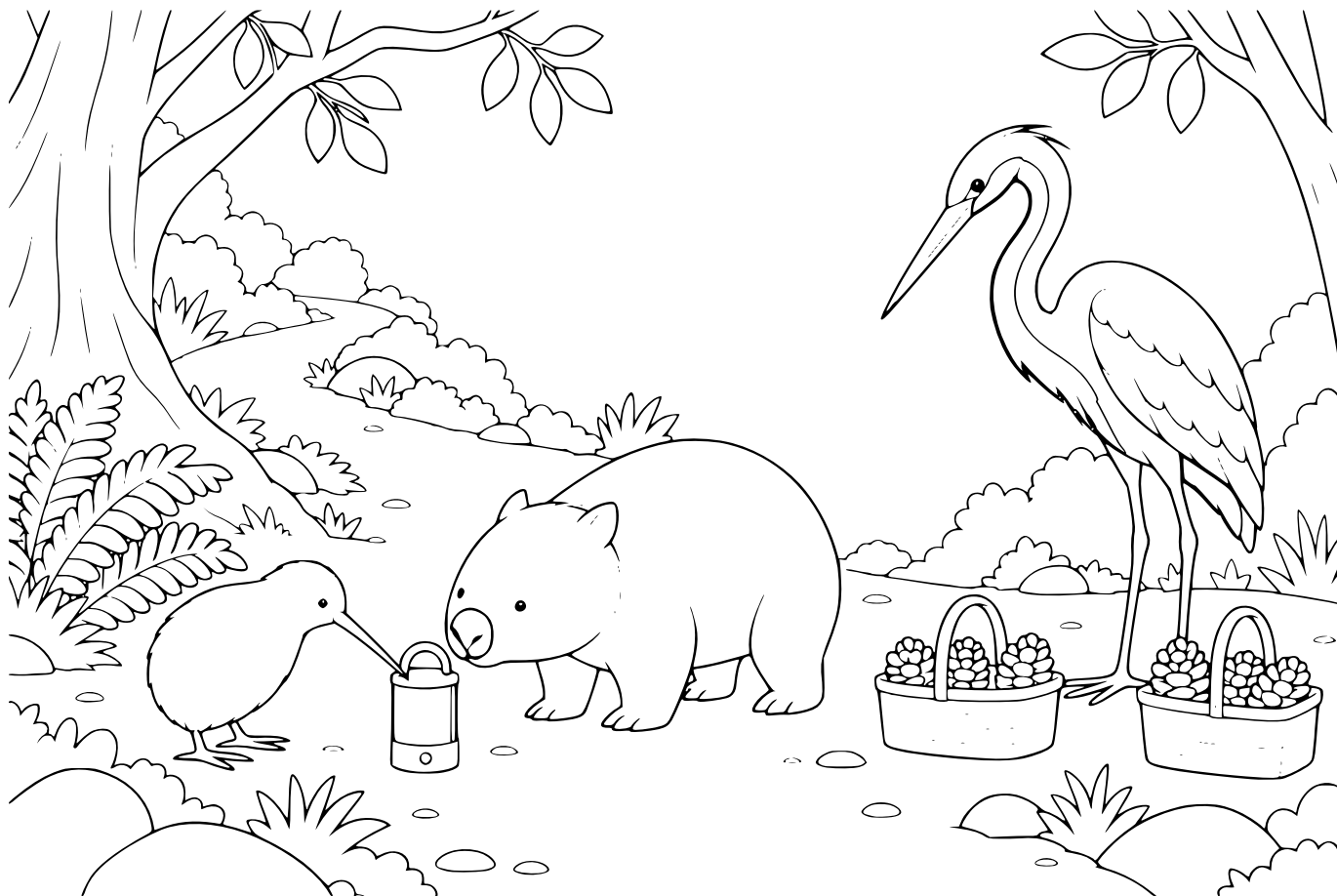
Print this monochrome book at actual size on A4 paper. Keep the colour guide on screen or print only the pages you want. Try any colours; the guide is one possible interpretation.

The separate guide repeats the same figures with flat fills. It does not fill the open activity areas or set a correct answer.



Original AI-assisted story and artwork. The main illustrations are traced vector artwork. No learning outcome or curriculum approval is promised.

Ready for the walk

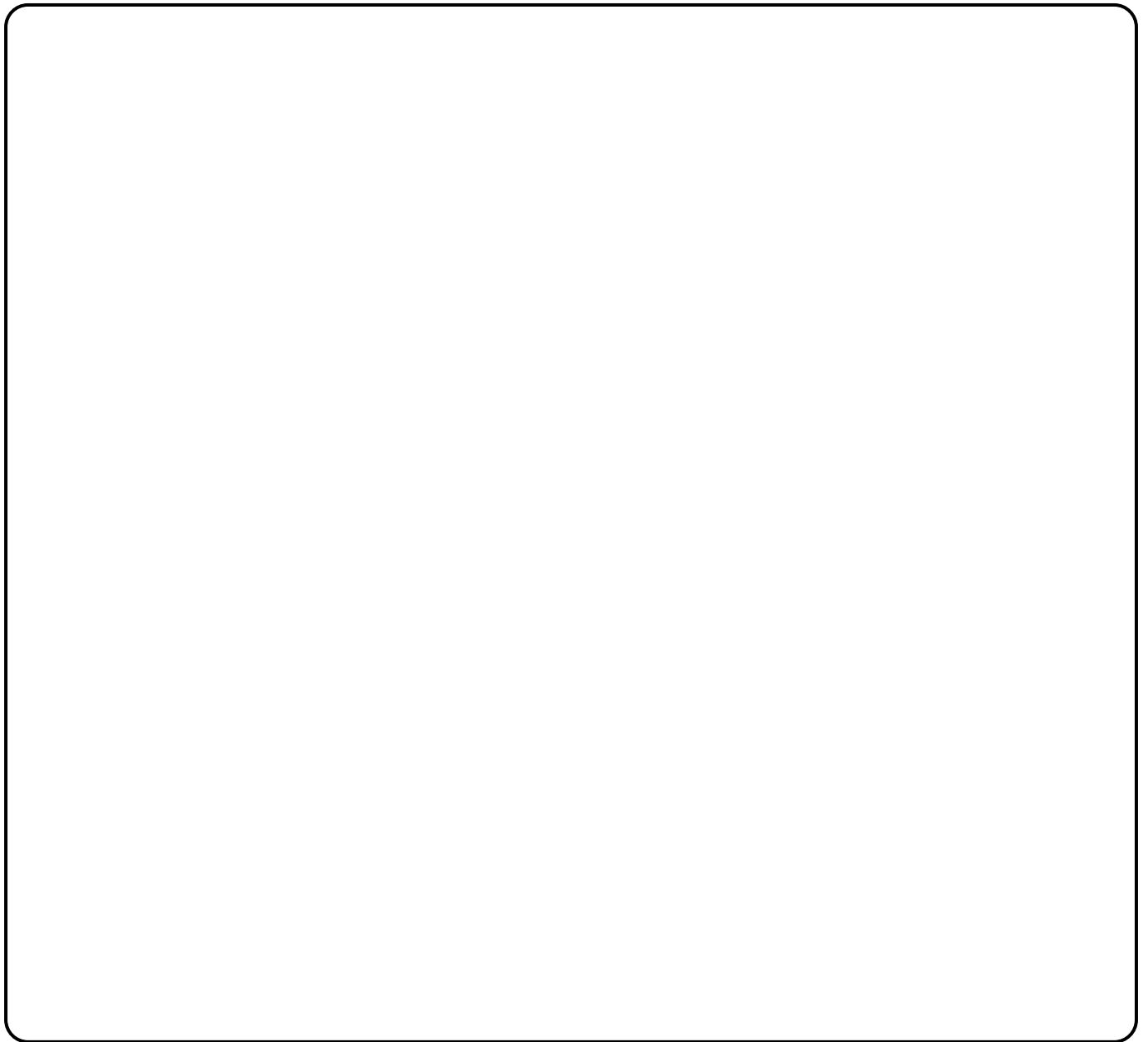


Nori checked the clear window of a little battery lantern. Tonight, the woodland friends would follow the wide path to the listening tree. Aunt Fern tested the light. Pip waited beside two baskets of pinecones for decorating the meeting place.

Invent a lantern

Invent a battery lantern for an imaginary walk. Choose any shape. Show how it could be carried or set down. There is no model to copy and no single correct design.

A grown-up can read this aloud. Point where a part might go, make marks, draw, or tell someone your idea. You may work alone.



If you want, explain one choice. Change that part, or add a new way to carry the lantern comfortably.