



## Activity 1 of 9

### Remember the story

1. How long is the car ride?

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2. What game do they play first?

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3. Who is the main character of the story game?

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4. What does Elisheva list in her notebook?

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## Activity 2 of 9

### Fact or guess? (circle one)

1. They count eleven cows. Fact / Guess
2. Elisheva cries the whole ride. Fact / Guess
3. The story ends with a soccer team of seals. Fact / Guess
4. Bubby waits at the door. Fact / Guess



## Activity 3 of 9

### Think and write

1. What helps the time pass?

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2. How does Elisheva feel at the beginning and end?

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3. What game could you play on a long trip?

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## Activity 4 of 9

### Word search (find all 6)

Words: GIRAFFE, SHAPES, NOTEBOOK, CLOUDS, JOURNEY, STORY

|   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|
| S | O | U | F | R | W | F | B | D | A | F |
| D | P | W | N | C | N | V | C | E | J | U |
| U | A | M | S | T | O | R | Y | K | E | R |
| O | M | G | N | O | T | E | B | O | O | K |
| L | G | I | R | A | F | F | E | Y | B | V |
| C | G | O | I | S | M | E | L | E | Y | P |
| B | E | Y | U | E | U | N | D | N | D | D |
| E | J | S | H | A | P | E | S | R | F | F |
| N | E | G | S | K | P | H | I | U | D | L |
| F | W | C | R | J | A | T | B | O | K | G |
| M | M | K | M | M | N | L | S | J | C | F |



## Activity 5 of 9

### Scrambled words (from the story)

1. FAIRGFE = \_\_\_\_\_

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2. SAESPH = \_\_\_\_\_

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3. OOKBONTE = \_\_\_\_\_

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4. DUOLSC = \_\_\_\_\_

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5. SSALE = \_\_\_\_\_

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## Activity 6 of 9

### Say it out loud

Practice each line in a calm, steady voice:

"Let's play a game."

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"I'll make up a story."

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"The time went fast."

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Activity 7 of 9

My chart

My Long Trip Chart

| #      | What I did | What I saw | How it felt |
|--------|------------|------------|-------------|
| Hour 1 |            |            |             |
| Hour 2 |            |            |             |
| Hour 3 |            |            |             |



## Activity 8 of 9

### Draw it

Draw a giraffe with its head out of the roof of a car.

A large, empty rectangular box with a thin black border, intended for drawing a giraffe with its head out of the roof of a car.



## Activity 9 of 9

### Answers

Remember the story:

1. Four hours
2. I Spy with shapes
3. A giraffe
4. Animals she sees

Fact or guess: 1 Fact; 2 Guess; 3 Fact; 4 Fact

Scrambled words: GIRAFFE, SHAPES, NOTEBOOK, CLOUDS, SEALS

Think and write: answers will vary; talk them over together.