



ADVENTURE

Adventure

Adventure is as much a state of mind as a particularly challenging or brand new experience. Trying a new food, taking a new route to school, or starting an art project can all be an adventure. Here's hoping your students find many fun and rewarding adventures this month.

This activity packet includes a selection of resources for educators, parents/caregivers, and students.

Booklist: A recommended list of books about adventure.

Puzzles and Activities for Students: Resources about adventure designed for independent student use.

Take-Home Activity: An activity about adventure designed to help students continue learning at home.

Classroom Activity: An activity about adventure designed for the classroom.

We suggest you print and copy the *Take-Home Activity* and *Puzzles and Activities for Students* pages and send them home to extend the learning.

For more reading resources, visit www.RIF.org/Literacy-Central.

TABLE OF CONTENTS

Book List	3
Crossword Puzzles	4-5
Word Scramble	6
Memory Match	7-8
Word Searches	9-10
Coloring Page	11
Take-home Activity	12
Classroom Activity	13
All Answer Keys	14-16

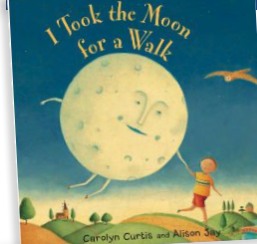
Adventure Book List

Recommended Books



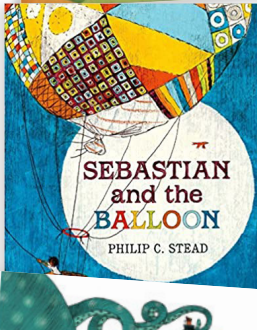
Don't Let the Pigeon Stay Up Late!

Author and Illustrator:
Mo Willems
PK-2



I Took the Moon for a Walk

Author: Carolyn Curtis
Illustrator: Alison Jay
PK-2



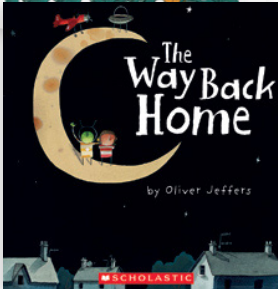
Sebastian and the Balloon

Author and Illustrator:
Philip C. Stead
PK-2



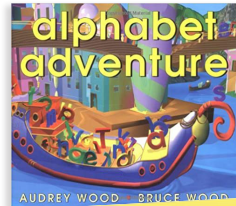
The Truth About My Unbelievable Summer

Authors: Davide Cali and Benjamin Chaud
PK-2



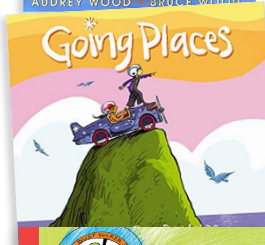
The Way Back Home

Author and Illustrator:
Oliver Jeffers
PK-2



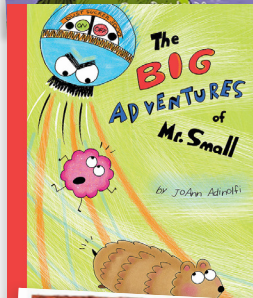
Alphabet Adventure

Author: Audrey Wood
Illustrator: Bruce Wood
PK-3



Going Places

Author: Paul A. Reynolds
Illustrator: Peter H. Reynolds
PK-3



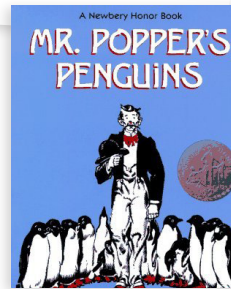
The Big Adventures of Mr. Small

Author and Illustrator:
JoAnn Adinolfi
1-5



A Funny Thing Happened on the Way to School

Authors: Davide Cali and Benjamin Chaud
2-3



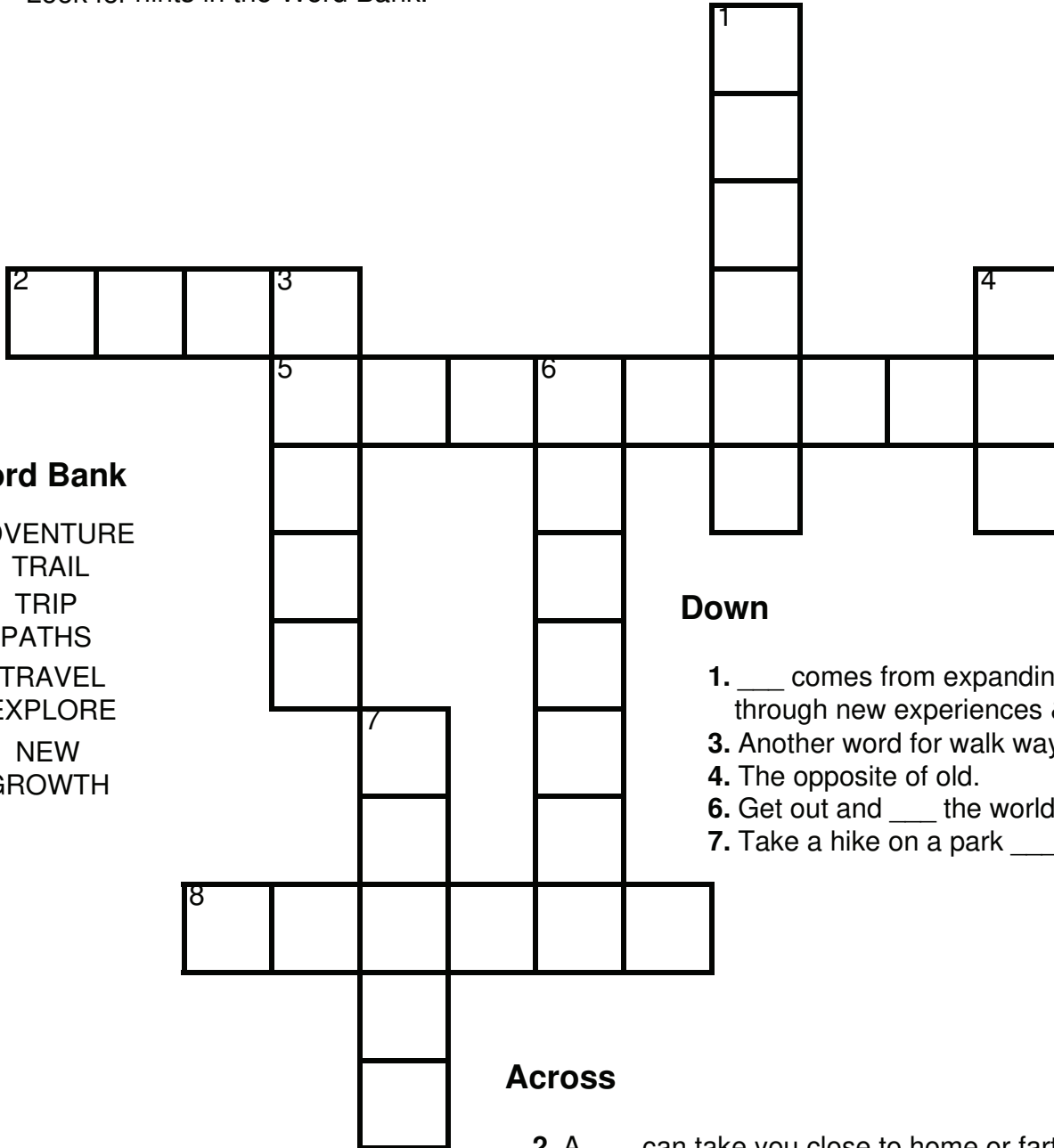
Mr. Popper's Penguins

Authors: Richard Atwater and Florence Atwater
Illustrator: Robert Lawson
2-6

Crossword Puzzle (easier)

Name: _____ Date: _____

Answer clues based on the content and vocabulary words for the topic of Adventure.
Look for hints in the Word Bank.



Word Bank

ADVENTURE
TRAIL
TRIP
PATHS
TRAVEL
EXPLORE
NEW
GROWTH

Down

1. ___ comes from expanding yourself through new experiences & adventures!
3. Another word for walk ways or trails.
4. The opposite of old.
6. Get out and ___ the world around you!
7. Take a hike on a park ___.

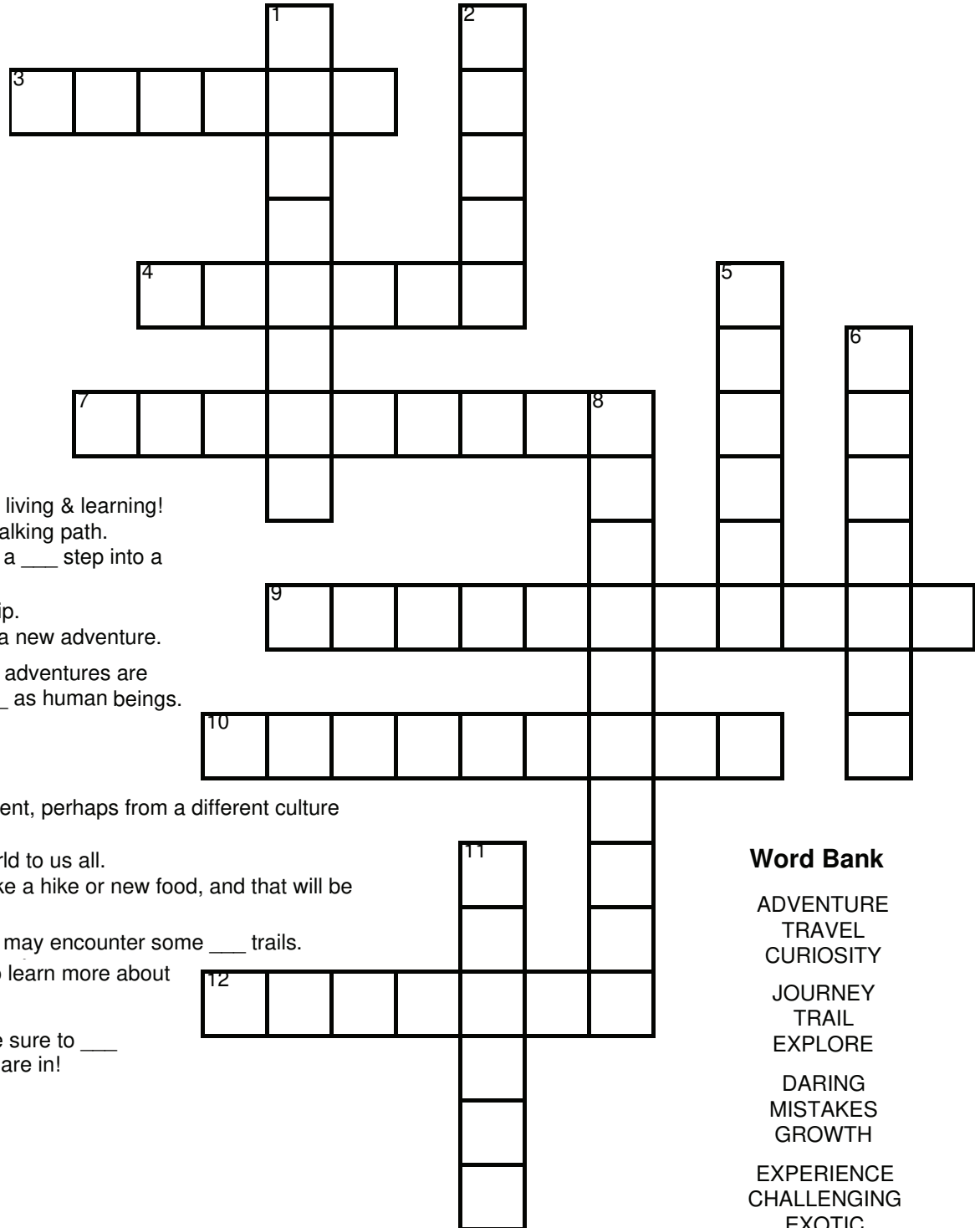
Across

2. A ___ can take you close to home or farther away.
5. An exciting or unusual experience.
8. Cars, buses, trains, planes, and boats are ways to ___.

Crossword Puzzle (harder)

Name: _____ Date: _____

Answer clues based on the content and vocabulary words for the topic of Adventure.
Look for hints in the Word Bank.



Down

1. Making ___ is part of living & learning!
2. Another word for a walking path.
5. Don't be afraid...take a ___ step into a new experience!
6. Another word for a trip.
11. New experiences & adventures are important to our ___ as human beings.

Across

3. Something very different, perhaps from a different culture can feel ___.
4. ___ opens up the world to us all.
7. Try something new like a hike or new food, and that will be an ___ for the day!
9. When out hiking, you may encounter some ___ trails.
10. Do you have a ___ to learn more about the world?
12. When vacationing, be sure to ___ the new location you are in!

Word Bank

ADVENTURE
TRAVEL
CURIOSITY
JOURNEY
TRAIL
EXPLORE
DARING
MISTAKES
GROWTH
EXPERIENCE
CHALLENGING
EXOTIC

Word Scramble

Name: _____ Date: _____

Instructions: Rearrange the letters in each item to spell a word related to the theme.
If you need a hint, the list of words is printed at the bottom - upside down!

1. HATP ___ ___ ___ ___
2. VELTRA ___ ___ ___ ___ ___ ___
3. JNEYOUR ___ ___ ___ ___ ___ ___ ___
4. PLOREXE ___ ___ ___ ___ ___ ___ ___
5. RETMYSY ___ ___ ___ ___ ___ ___ ___
6. STYRIOUCI ___ ___ ___ ___ ___ ___ ___ ___

List: path, journey, curiosity, explore, travel, mystery

Memory Match



Cut along the lines to create vocabulary cards. Then, mix them up and turn them over. Flip two cards at a time, using your memory to try to find word pairs. Use each page separately for an easier version, or put all the cards together for a bigger challenge.

adventure

adventure

journey

journey

daring

daring

trip

trip

experience

experience

travel

travel



Memory Match



Cut along the lines to create vocabulary cards. Then, mix them up and turn them over. Flip two cards at a time, using your memory to try to find word pairs. Use each page separately for an easier version, or put all the cards together for a bigger challenge.

explore

explore

curiosity

curiosity

challenging

challenging

mysteries

mysteries

mistakes

mistakes

different

different



Word Search (easier)

Name: _____ Date: _____

Find the words in the list below.

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

Word Bank

ADVENTURE

TRIP

TRAVEL

NEW

DIFFERENT

TRAIL

PATHS

EXPLORE



Word Search (harder)

Name: _____ Date: _____

Find the words in the list below.

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

Word Bank

ADVENTURE

JOURNEY

DARING

EXPERIENCE

TRAVEL

TRAIL

MYSTERIES

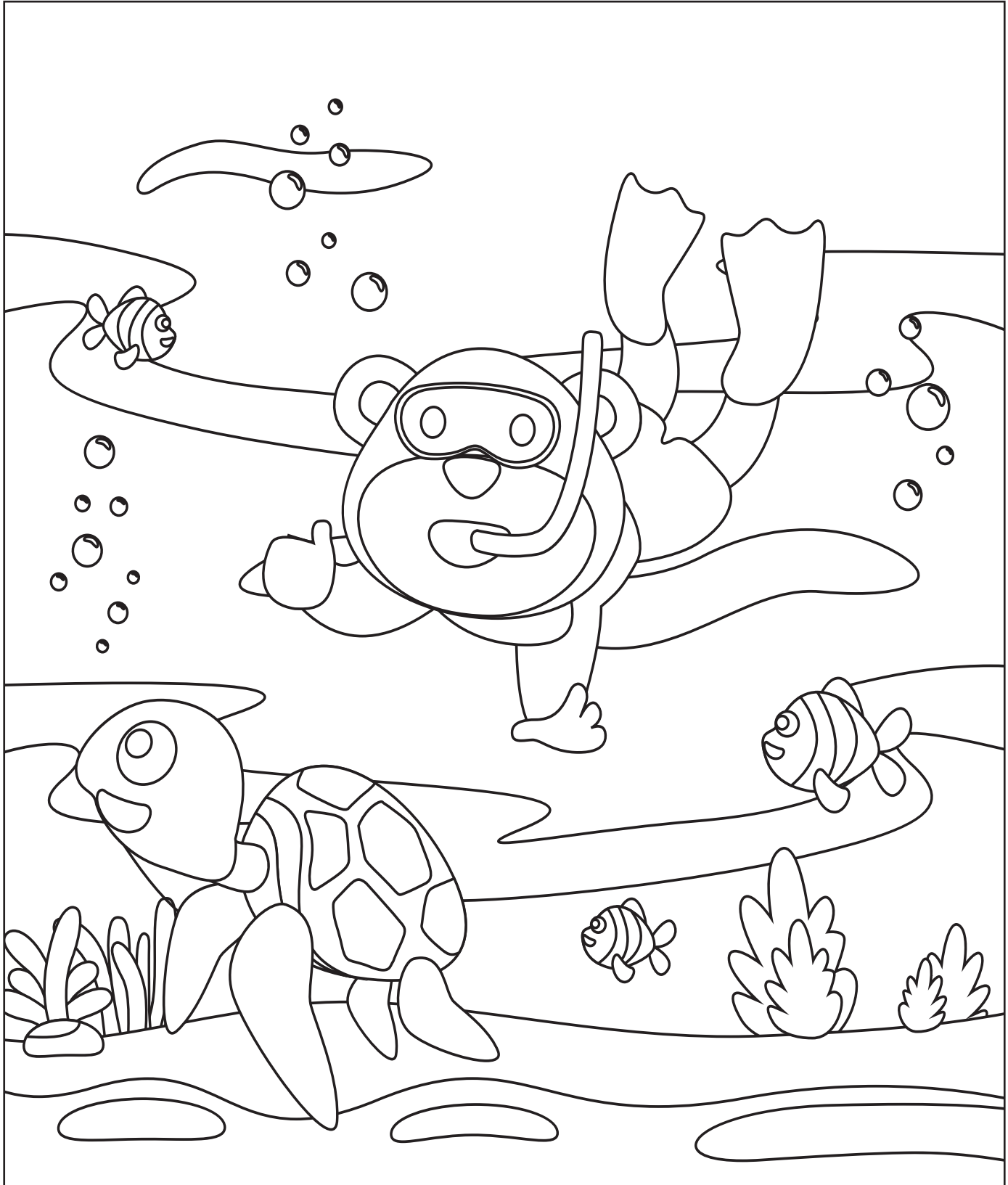
CHALLENGING

MISTAKES

CURIOSITY

EXPLORE

EXOTIC



Take-Home Activity

A Mini Adventure

Your child has been learning about adventure at school and this activity is designed to extend the learning at home.

Adventure is all around us. It can be found on a new route to school, in a new food you've never tried, or on a bus ride to a new park. This activity will help you and your child dream up a mini adventure you'd like to have.

STEPS:

1. Talk with your child about the adventures they've been reading about in class and decide which ones are most exciting to them.
2. Figure out the elements of your child's favorite adventures. For example, if your child is most excited by travel adventures, maybe you'd plan a trip to a neighboring town; or, if your child seems to like adventures in nature, maybe you'd explore a local park more deeply than you have before.
3. Plan your adventure, including the date, the time, and what you need to prepare and pack. Complete the plan below. If your child is not able to write yet, ask them to draw pictures of the items on the packing list.

Date: _____

Time: _____

Location: _____

Packing list/items needed for adventure:

- _____
- _____
- _____

4. If you are able to take the adventure, take pictures and/or notes about the experience. Then, create an adventure book with your pictures and notes and keep it handy to revisit the experience.

Classroom Activity

News from the Ultimate Adventure

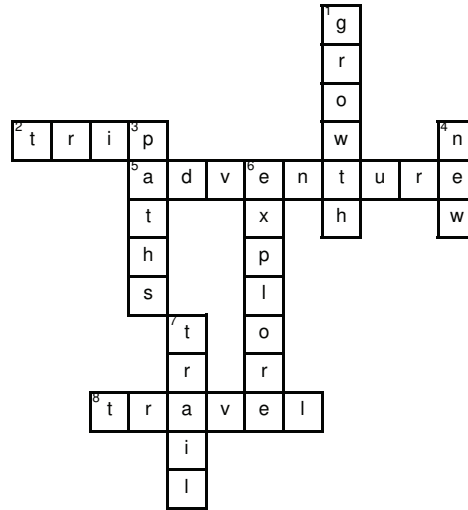
This activity is designed to be done independently, but it can be adapted for students to work in pairs.

STEPS

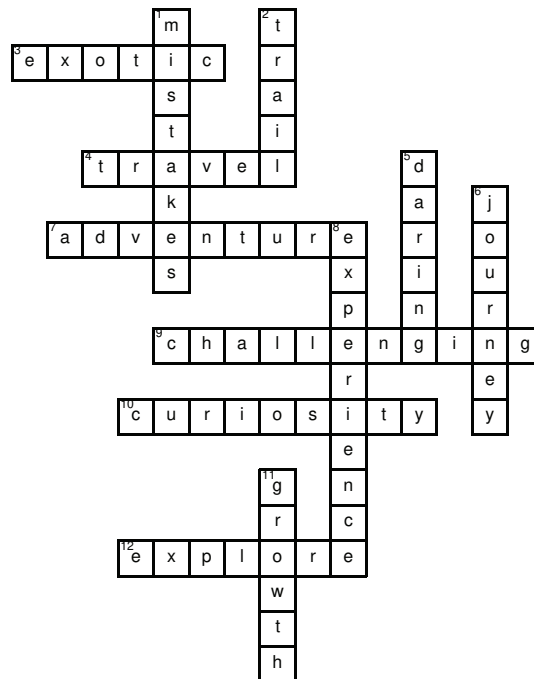
1. Read a few books about adventure with your students. Note: You may select books from our Adventure Booklist or select your own favorites. Try to include books about both grand, global adventures and smaller, local adventures.
2. Invite students to daydream about their ideal adventure. Before they start, remind them about the potential ingredients of a great adventure: location, challenge, new experience, fun, curiosity, perhaps a little fear, excitement, interest, etc. Provide students with more time than they might expect to daydream. Let them simply imagine, draw, write, or doodle. Let them talk to each other. If students are stumped, help them brainstorm and narrow down their ideas. This should be a casual, fun 10-15 minute activity.
3. Ask students to solidify their imagined ultimate adventure.
4. When they are ready, have students write a letter or diary entry from their imaginary ultimate adventure. They might write from the jumping off point, from the middle of the action, or from the point when they've finished the experience. If your students aren't writing, yet, have them draw a picture - or pictures - of their adventure.
5. Invite students to exchange their letters or entries or read them out loud to the class and/or show and talk about their pictures.

ANSWER KEYS

Key: Crossword Puzzle (easier)



Key: Crossword Puzzle (harder)



Key: Word Search (easier)

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

Key: Word Search (harder)

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