

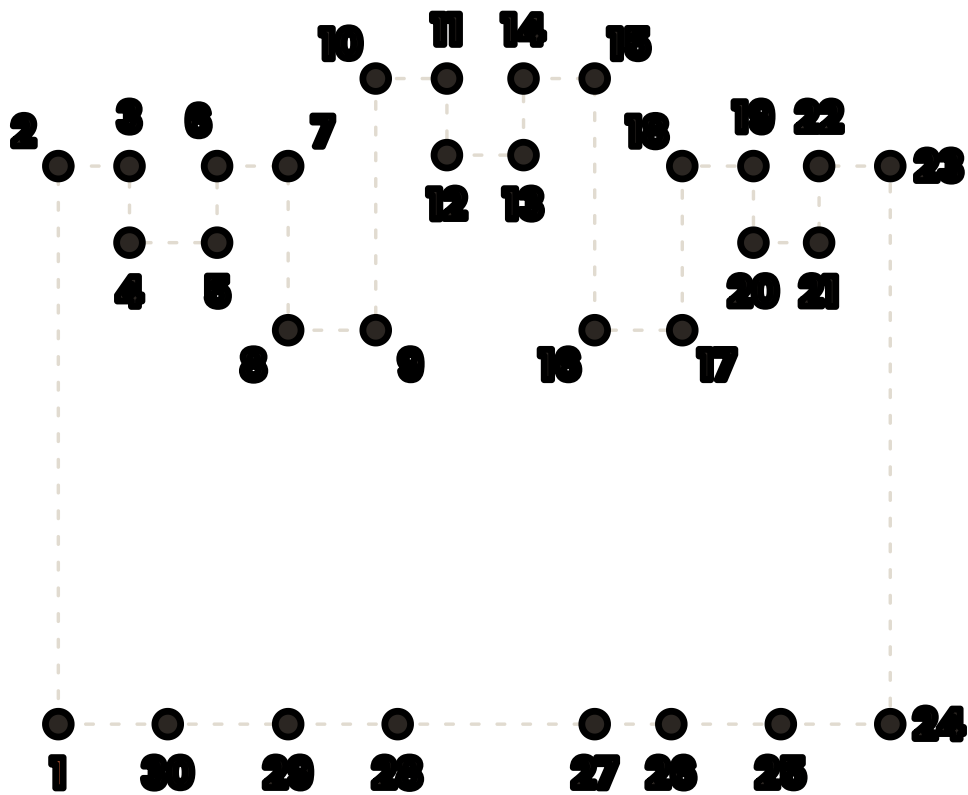
Dot-to-dot: castle 1-30

Join the dots from 1 to 30. Then color the castle and draw who lives in it.

Recommended age: 5-6 years · number dot-to-dot

Name _____

Date _____



Tip for parents: Two-digit numbers take longer to find, and that's fine. If the child gets stuck, cover the part of the sheet they aren't working on. The finished castle is a good start for a drawing of their own – flags, a bridge, a knight.

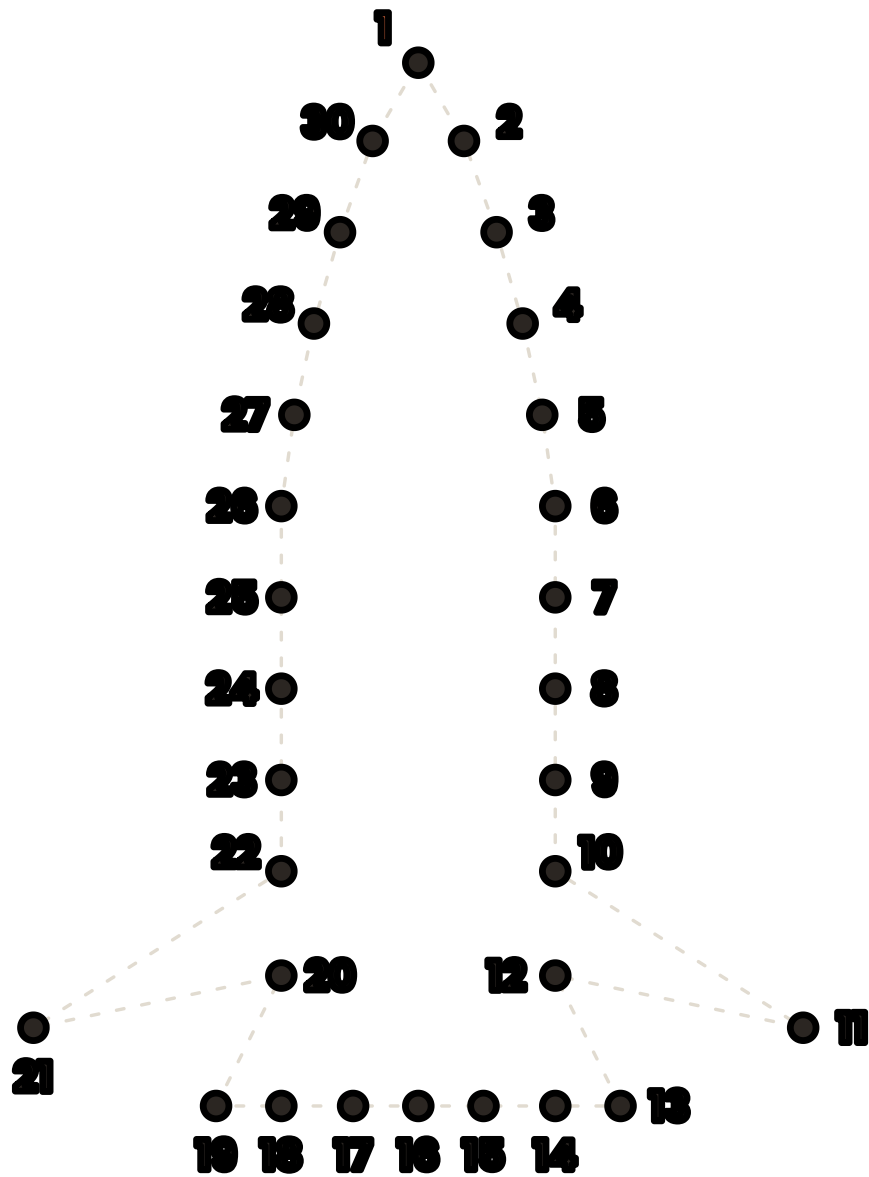
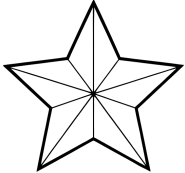
Dot-to-dot: rocket 1-30

Join the dots from 1 to 30. Then trace the window, color the rocket and draw where it is going.

Recommended age: 5-6 years · number dot-to-dot

Name _____

Date _____



Tip for parents: The numbers run down one side of the body and back up the other, which confuses children – pointing ahead helps. Leave the window for last. The finished rocket asks for planets and stars around it, on a second sheet if need be.

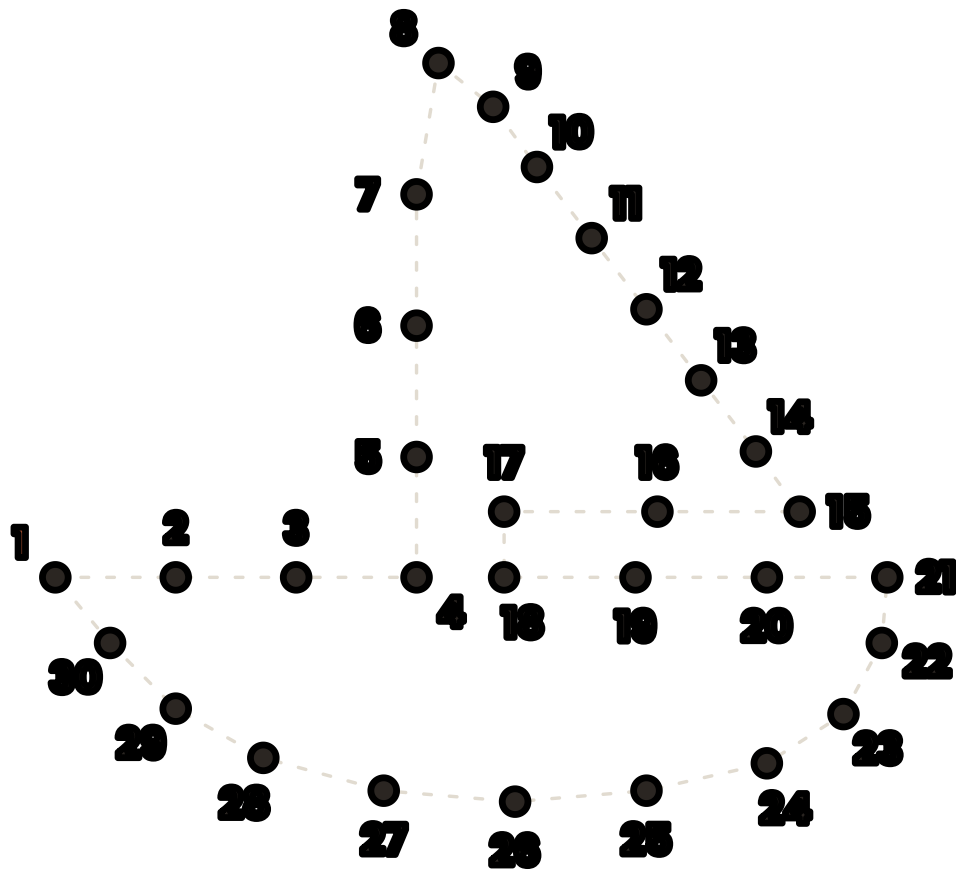
Dot-to-dot: sailboat 1-30

Join the dots from 1 to 30. Then color the boat and draw what sails past it.

Recommended age: 5-6 years • number dot-to-dot

Name _____

Date _____



Tip for parents: The edge of the sail is one long slanted line cut into sections – show it with a finger before starting. The hull runs right to left, which surprises children; turning the paper a little helps. Leave the coloring for later if attention runs out.

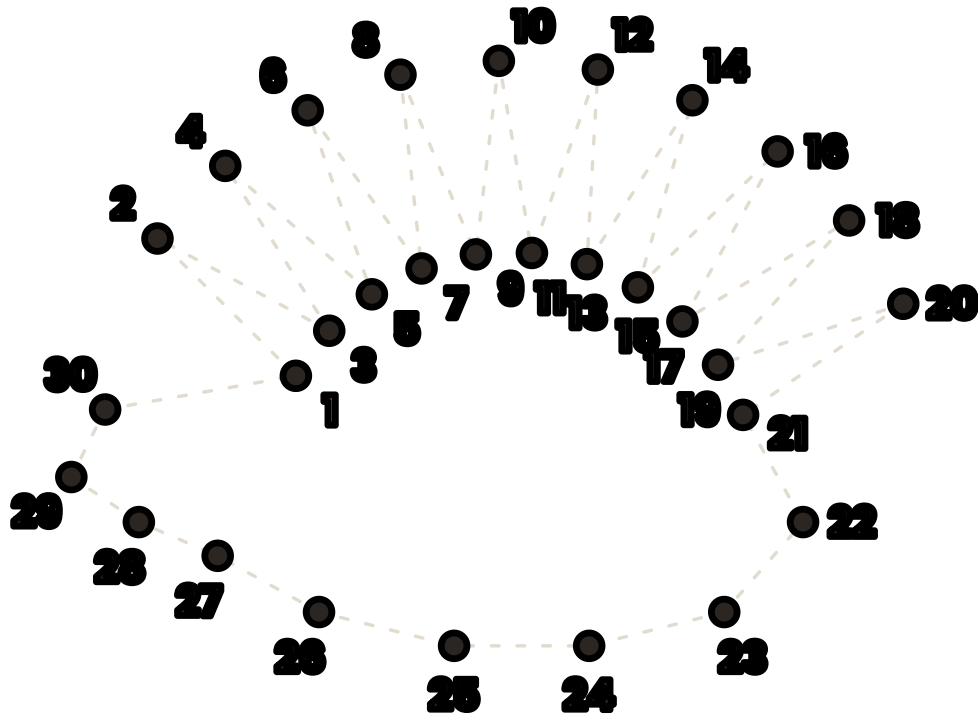
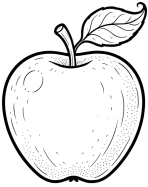
Dot-to-dot: hedgehog 1-30

Join the dots from 1 to 30. Then draw the hedgehog an eye, color it and add what it carries on its spikes.

Recommended age: 5-6 years · number dot-to-dot

Name _____

Date _____



Tip for parents: A zigzag comes out better in rhythm – say “up, down” along with the child. Each spike takes two numbers, so it is a good place to count in twos. An apple or a leaf on the spikes is a rewarding thing to add.