For the grown-up

Read at your child’s pace. Welcome pointing, speaking, drawing or optional writing. Colours and imagined ideas belong to the child.

There are six story scenes and six activity pages. Pause on page 6 before showing page 7. Invite a guess, then notice the story’s result together. A changed prediction is welcome.

Crow can pause, rest, ask for help or try another way. A successful idea does not mean every problem is solved by trying longer.

Use only paper and drawing materials for these activities. This pretend story is not an invitation to try glass, water or small stones. In the story, the chosen pebbles sink and take up space; they do not make new water.

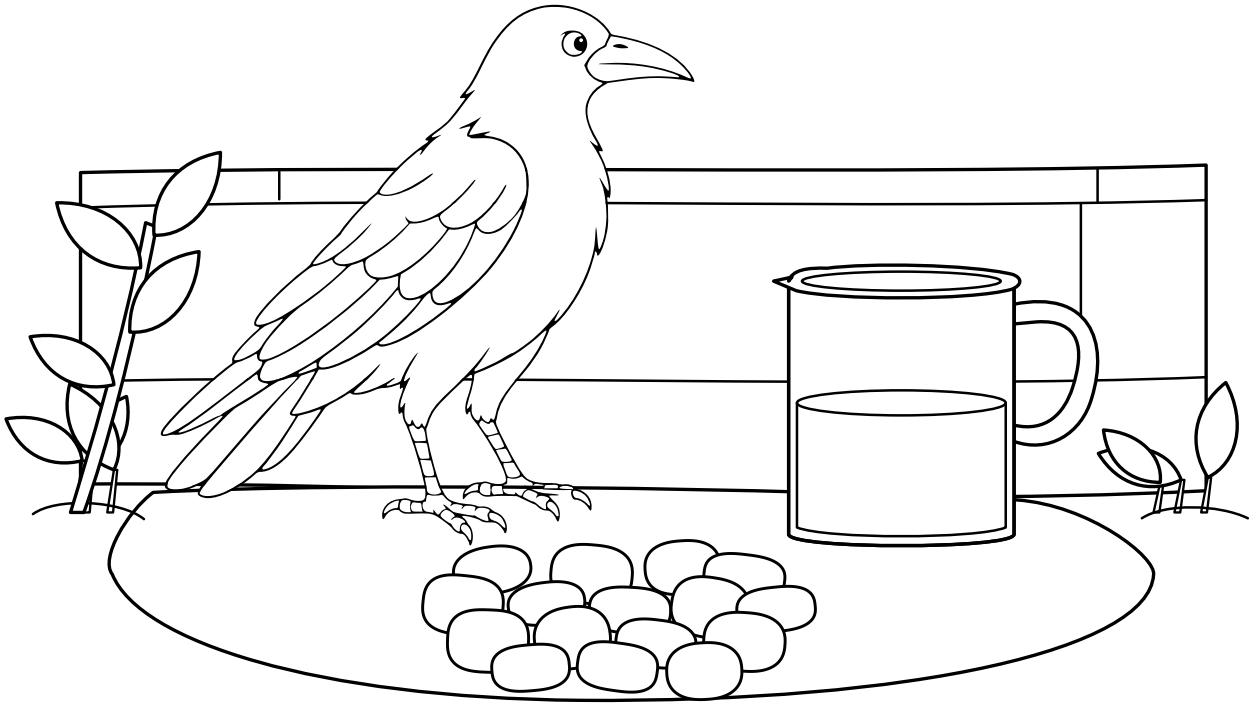
Every activity works alone. Sharing with a willing partner is optional, and any question may be skipped.

The activities have selected connections to Australian EYLF and visual arts guidance, British Columbia Kindergarten and Grade 2 arts guidance, and England’s EYFS and KS1 art guidance. They are not an approved, certified or complete curriculum programme, and no learning result is guaranteed.

An original retelling of a traditional fable attributed to Aesop.

Print the monochrome book at actual size. The separate guide is optional.
Original AI-assisted retelling and artwork; dry paper activities only.

A quiet garden



The garden was warm and still. Crow wanted a drink. Beside a leafy bush stood a clear pitcher. A little water shone inside. Crow landed on the flat stone and looked.

Pause and predict

Before turning the page, imagine a pebble going into this pitcher. What might happen to the pebble? What might happen to the water? Tell or draw your guess. What makes you think so?

A grown-up can read this aloud. Point, speak or draw your ideas. Writing is optional; a grown-up may write your words if you wish.

MY GUESS

Try more: think of a different possible result. After the next page, you can keep your idea, change it or ask a new question.