

Third Grade At Home Learning

Session 3

May 18-June 1

Student's Name: _____

Teacher: _____

LET'S GO CAMPING!!!

YOU HAVE BEEN BEGGING YOUR PARENTS TO GO ON A FAMILY CAMPING TRIP. THEY TOLD YOU LAST NIGHT THIS TRIP IS HAPPENING NEXT MONTH! THEY ALSO SAID THAT YOU GET TO PLAN THE WHOLE ADVENTURE AS LONG AS THEY KNOW THE DETAILS, INCLUDING THE COST, A WEEK IN ADVANCE!!

AS YOU'RE READING ABOUT CAMPING GEAR, HOW TO MAKE A CAMPFIRE, AND S'MORES, YOU START TO COME UP WITH IDEAS, AND A LOT OF QUESTIONS TOO!!! WHAT DO WE TAKE WITH US? HOW WILL WE SET UP THE CAMPSITE? WHAT FOOD WILL WE EAT? WHAT IF WE GET LOST IN THE WOODS!!? IF WE CAN'T GET A CAMPFIRE STARTED, HOW WILL WE MAKE S'MORES?!?!?

YOU'VE GOT THIS THOUGH, YOU'RE ALMOST A FOURTH GRADER! USING YOUR MATH SKILLS, YOU CAN CALCULATE THE COST OF FOOD AND HOW MUCH SPACE WILL BE NEEDED FOR THE CAMPSITE. YOU'RE A PROBLEM SOLVER WHO CAN READ A MAP (SOCIAL STUDIES) IF YOU DO GET LOST. YOU EVEN HAVE A PLAN FOR S'MORES WITHOUT A FIRE (SCIENCE)!! USING YOUR FIVE SENSES, WRITE ABOUT THIS CAMPING TRIP TO PERSUADE YOUR FAMILY THAT THIS WILL BE AN AMAZING ADVENTURE! (REMEMBER TO DOUBLE CHECK SPELLING, PUNCTUATION, AND GRAMMAR!) FINALLY, TIME TO GET CREATIVE!!! AFTER ALL YOUR HARD WORK, ***DESIGN A POSTER, T-SHIRT, POSTCARD, OR WRITE A CAMPFIRE SONG ABOUT THIS EXTRAORDINARY TRIP!! (THIS IS YOUR FINAL PROJECT TO TURN IN!)***

START PLANNING, YOU WANT THIS FAMILY VACATION TO BE EPIC!!! REMEMBER, CAMPING CAN BE 'IN-TENTS', BUT IT'S S'MORE FUN WHEN YOU ARE LEARNING!!

YOU HAVE TWO WEEKS TO COMPLETE THIS PROJECT. TAKE YOUR TIME AND HAVE FUN!!

Mrs. Delia, Mrs. Flock, Mr. Schafer, Mrs. Vaughn, Mrs. Whittle, and Miss Wills

Included in this packet:

Reading: Mystery at Camp White Cloud
 Tent vs. Camper Camping
 How to Build a Campfire
 The History of S'mores

Writing: Five Senses, Obstacle Course and Packing List

Math: Purchase Log and S'more Math

Social Studies: Design a Camp and Camp Map

Science: How to Make a Solar Oven

Social Emotional: Summer Activities Planner and Summer Camp Charades

Websites to help keep you fluent in "S'mores Code!"

www.wgvu.pbslearningmedia.org/solarovens'mores

<https://www.youtube.com/watch?v=xbwliZJiHe8>

https://www.michigan.gov/dnr/0,4570,7-350-79135_98480_98828---,00.html

Video: Build a Solar Oven with Mr. Flock

Session 3 Outcomes:

Reading: 3.RL.10, 3.RI.10

Writing: 3.W.3, 3.W.10

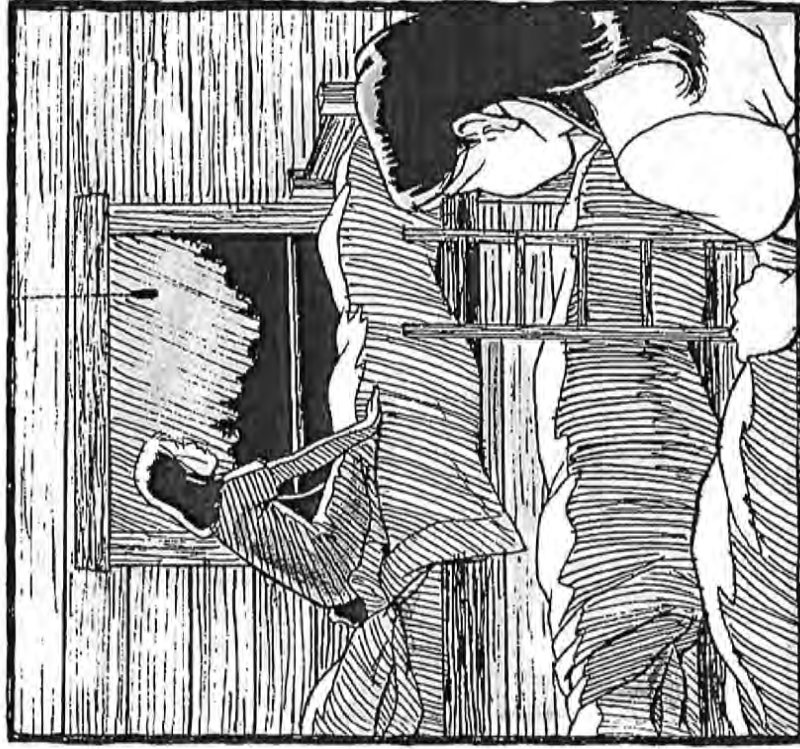
Math: 3.OA.1, 3.NBT.2, 3.MD.8, 3.NF.1

Social Studies: 3.G1.0.1

Science: 3-5.ETS.1.1, 3-5.ETS.1-2

Mystery at Camp White Cloud

A Reading A-Z Level Q Leveled Book
Word Count: 1,003

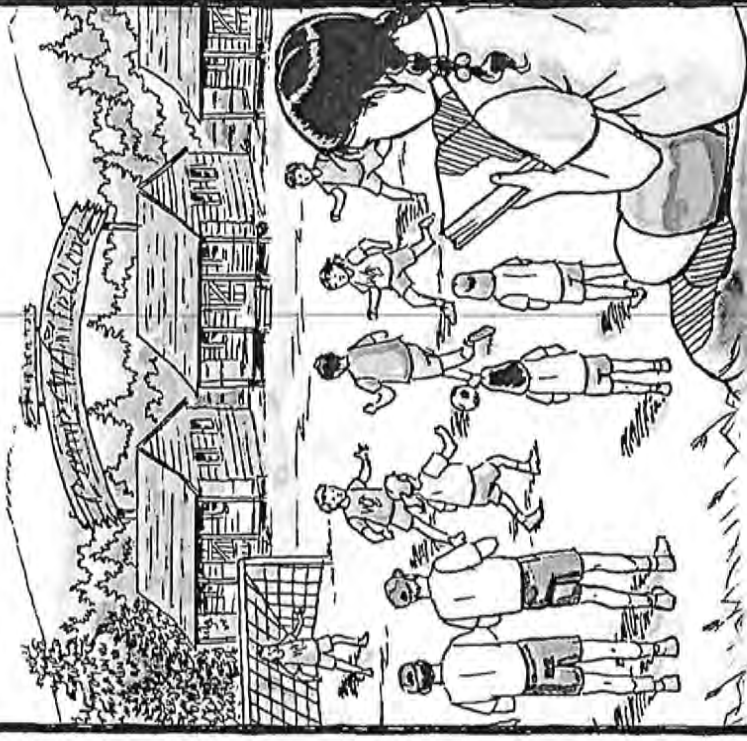


Reading a-z

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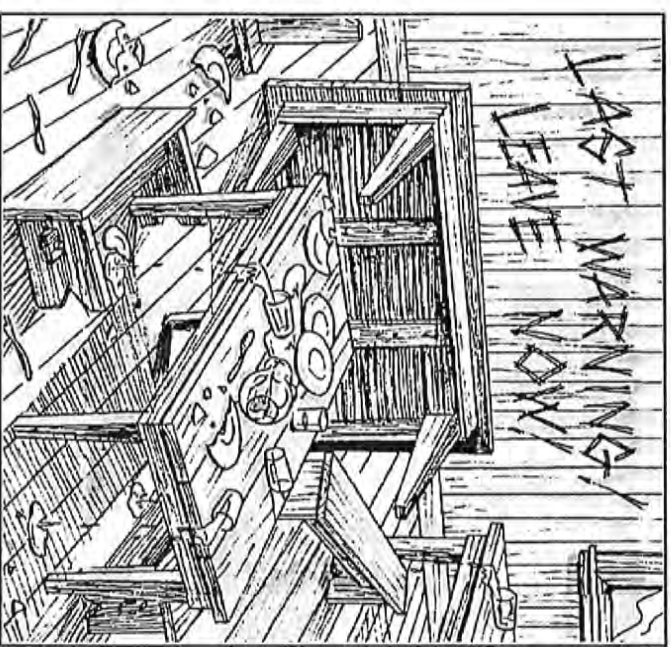
Mystery at Camp White Cloud



Written by Troy Wolff
Illustrated by Tad Butler

www.readinga-z.com

Mystery at Camp White Cloud



Written by Troy Wolf
Illustrated by Tad Butler

"It's okay—it's a good thing we had
detectives like Frankie and Gil to solve
the case."



"Then we went looking for clues and found a letter addressed to you, Sir, in her woodworking box," Frankie said. "That's when we really realized how upset she was."

Angela looked up at her father. "Daddy, I'm so sorry. I know it was wrong."

"Oh, Angela, I'm sorry, too," Director Hansen said.

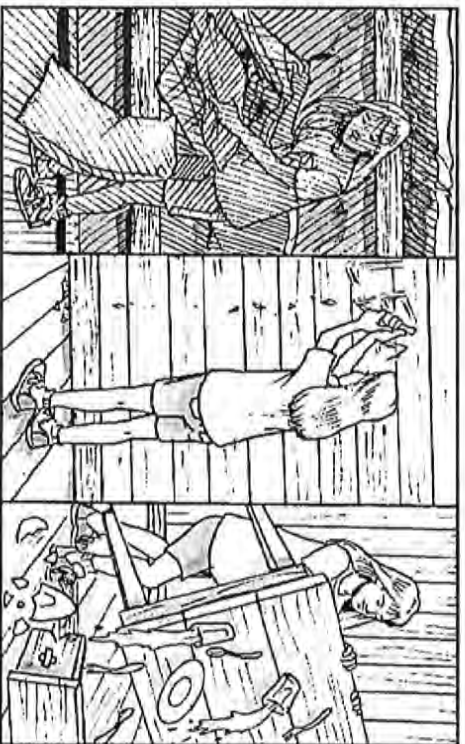
Angela continued with tears in her eyes, "I know how important you are to all of these campers, but I just couldn't stand not getting time with you any more."



Mystery at Camp White Cloud
 Level Q Leveled Book
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 Illustrated by Tad Butler
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Correlation

LEVEL Q	
Fountas & Pinnell	N
Reading Recovery	30
DRA	30



Epilogue

In his office, Director Hansen asked Frankie how she and Gil figured out that it was Angela who frightened everyone.

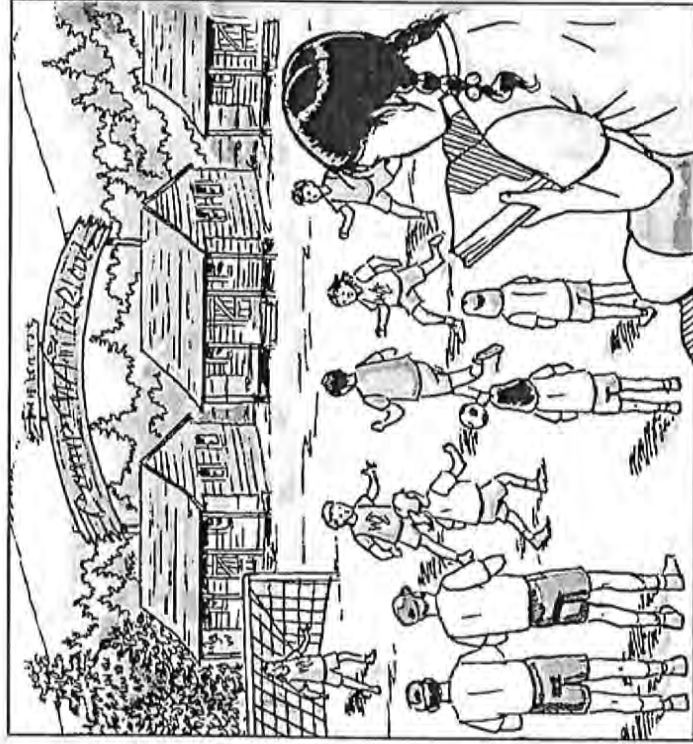
"I remembered Angela didn't wake up when the prowler came," Frankie said. "She must have stuffed her sleeping bag with pillows."

"And Angela left woodworking early; she said she was feeling sick," Gil said.

"The dining hall—she must have done that by sneaking out while everyone was sleeping," Frankie said.

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Frankie, Gil, and Angela

Frankie looked over the book she was reading to see a group of children choosing teams on the soccer field. Behind them stood a brown wooden arch with the faded words "Welcome to Camp White Cloud."

Frankie (short for Francis, which she disliked) had arrived yesterday, along with 199 other campers, to spend two weeks in the mountains of Colorado.



"Frankie! Gil! Where have you been?" asked Director Hansen.

Frankie walked up to Director Hansen and whispered in his ear. After a few moments, Director Hansen straightened up.

"White Cloud Campers," he began, "I have some great news! Thanks to Frankie and Gil, Camp White Cloud stays open!"

Ten minutes later, Director Hansen spoke gravely. "For the first time in its 40-year history, Camp White Cloud will be closing early."

"WAIT, DIRECTOR HANSEN!"

All heads turned to see Frankie and Gil sprinting toward them.



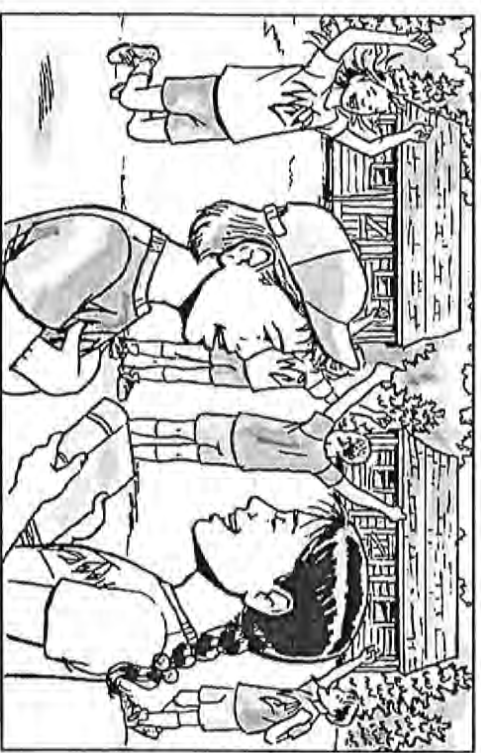
"Hey Frankie! How's it going?" came a voice from behind her.

"Oh, hi, Gil. I'm fine. How are you?" Gil was the first camper Frankie had met yesterday.

A loud cheer interrupted them. A tall girl wearing a Camp White Cloud T-shirt was jumping up and down, celebrating the goal she scored.

"Have you met Angela Hansen yet?" Gil asked.

"She's in my cabin. Everybody knows her," Frankie answered.

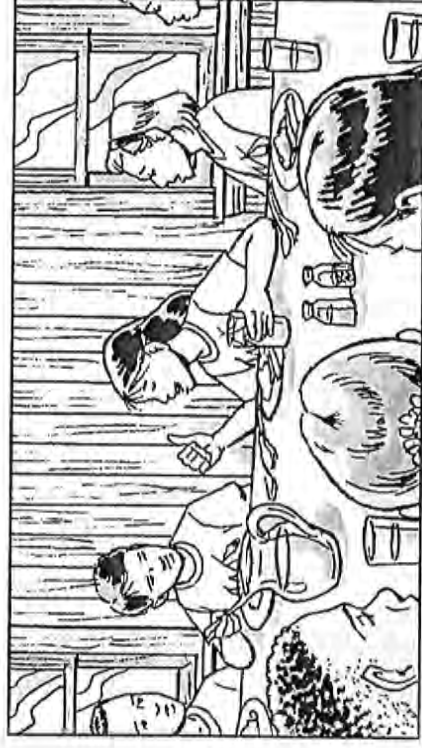
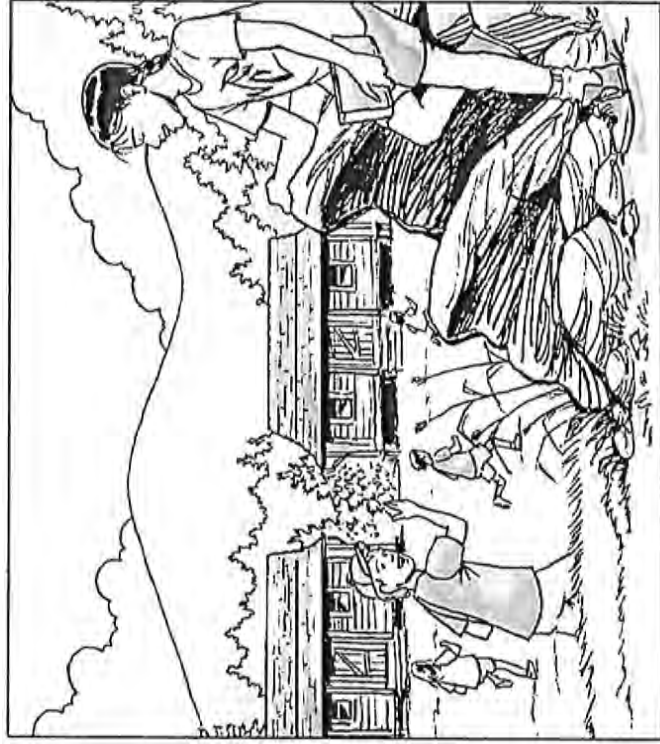


Gil thought for a moment. "You know, it must be great to be Angela. Her dad is Camp Director. She gets to play all summer."

"Yeah, but he's always busy running the camp. She probably doesn't see her dad much," Frankie said.

A bell suddenly chimed, and the soccer game stopped.

"Lunch, let's go eat—I'm starving!" Gil said as he jumped up from the rock.



Camp Calamity

Later, as Frankie's cabin-mates ate dinner, Michiko asked, "Has anyone seen Frankie or Gil?"

No one had seen them since they were ordered back to their cabins. Suddenly, the loudspeakers crackled to life. The campers yelped in surprise; it was already creepy being in the dining hall after what had happened to it.

"Attention, campers, there will be a mandatory all-camp meeting in ten minutes."

Word spread quickly that Frankie and Gil were missing.

Frankie was surrounded by excited voices and questions.

"Who did this?"

"Do you think it's Looper?"

"Why would he want us gone?"

The voices quickly faded as Director Hansen entered the dining hall.

"Okay, okay, campers, back to your cabins. I know you're all concerned, but I'll figure out what's going on."

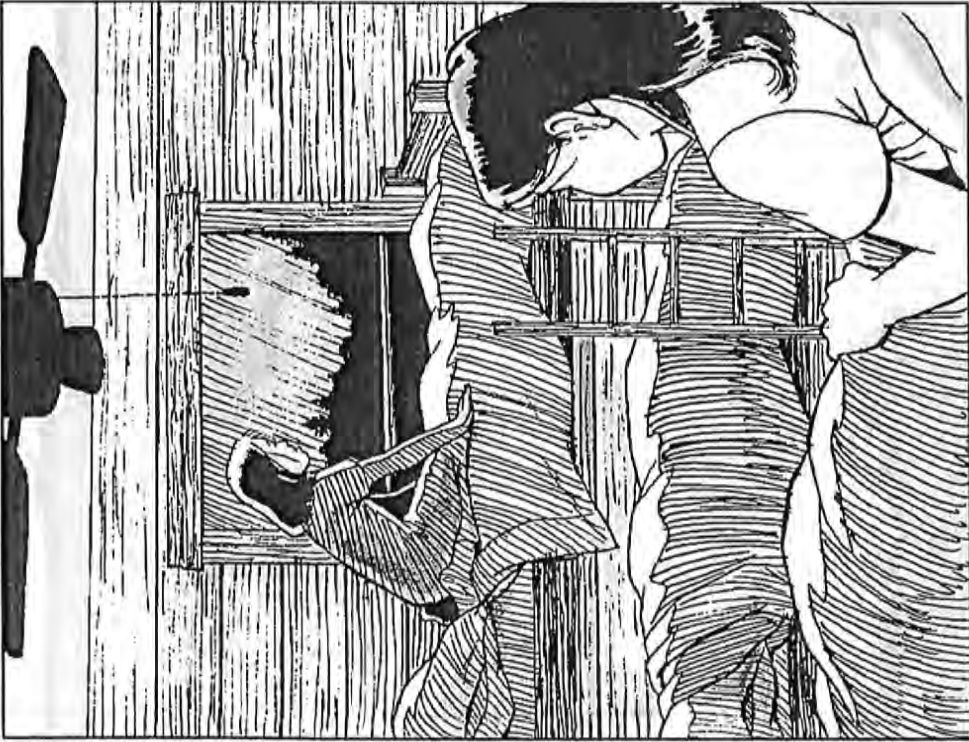


Bump Goes the Night

That night, Frankie lay on her bunk after lights out. She thought of the story of Old Man Looper that Angela told earlier.

Looper was a miner who hoped to find a fortune in gold in the area's mountain streams. Unfortunately, he had little luck and started talking only to himself and his mule. One day, he mysteriously disappeared; Angela said he'd haunted the camp ever since.

Frankie didn't believe the story. *It was just meant to scare new campers*, she thought as she drifted off to sleep.



"WHAT WAS THAT?!" a voice called out.

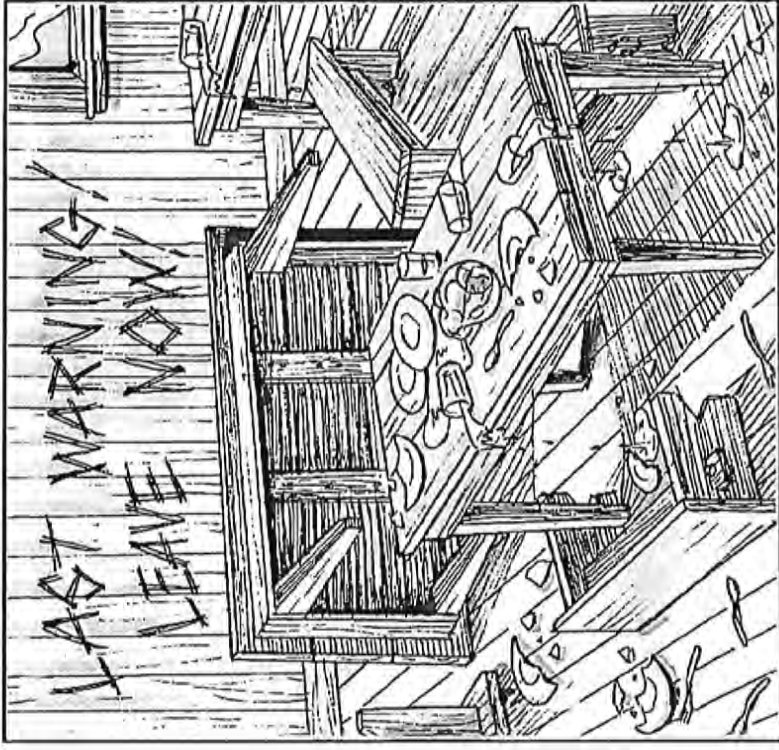
Frankie shot up in her bunk.

"Shhh! Listen!" someone whispered from a lower bunk.

Last Chance

The next morning during cabin clean-up time, Frankie heard excited voices coming from the dining hall.

When Frankie arrived at the building, she let out a gasp. Inside the dining hall was a mess, and one wall was carved with "LAST WARNING! LEAVE NOW!"





Walking back to the cabin after kayaking, Frankie heard loud voices ahead of her.

"Come over here, you guys! Look at this!"

Carved roughly into the wooden planks were the words: "THIS IS NOT YOUR HOME! LEAVE NOW!"

"Okay, now I'm really starting to worry," Michiko admitted.

"Me, too," Frankie said quietly.

Hearing a twig snap, Frankie caught a glimpse of a shadow outside the cabin.

"Hey, Michiko! I think it's coming toward your window!" Frankie whispered urgently.

"I don't see anything," Michiko answered.

The girls in the cabin held their breath.

Frankie could faintly see Angela's bunk; she couldn't believe Angela was sleeping through this.

"Where is it now?" Frankie asked.

"I think it's moving away from us," Michiko said.

"Toward the boys' cabin?" Frankie asked.

"I think so," Michiko said.

After a few more questions, everyone quieted down. The image lurking outside the cabin frightened Frankie, but it also raised questions—the big one being: Why would someone, or something, be outside their cabin at this hour?



First Warning

"Hey, Gil, did you boys see anything last night?" Frankie asked after breakfast.

"Yes! It was crazy. We all saw something sneaking around our cabin, scratching and moving around," Gil answered.

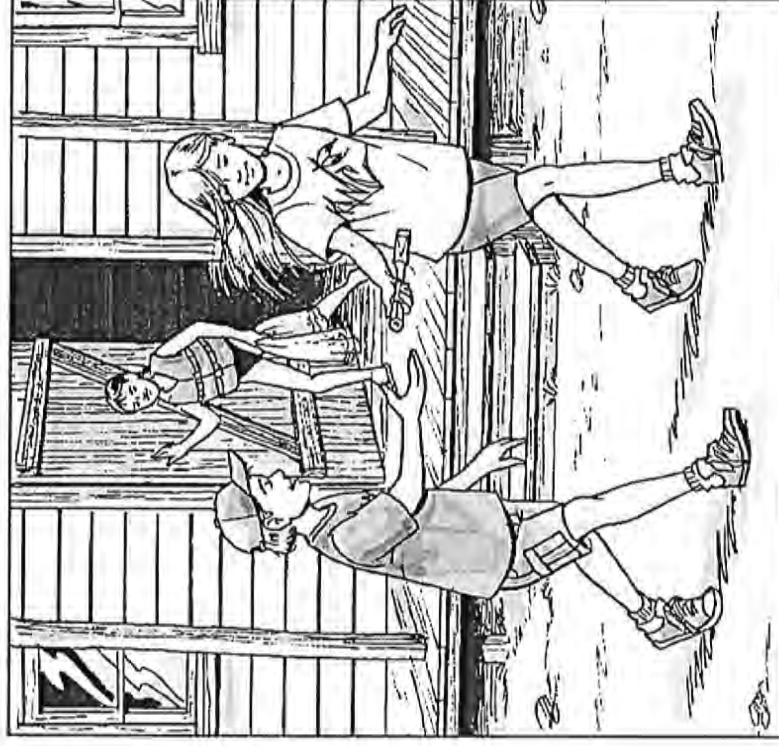
"So, what do you think it was?" Frankie continued.

"I really don't know," he said. "What do you think, Angela?"

"I was asleep, but it had to be Old Man Looper," Angela said. "He shows up every summer."

Still, Frankie refused to believe it was Looper.

A bell signaled morning activity time. Angela and Gil went to woodworking class, and Frankie went to kayaking class.



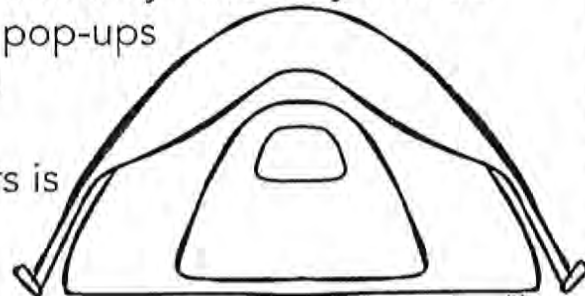
Tent vs. Camper Camping

Although camping may not be for everyone, camping can be a very fun and inexpensive activity for families and people of all ages. Like any other activity, camping can have its challenges and it is important to be prepared for what you may experience. Both tent camping and camping in a trailer are fun but both have unique challenges.

Most families first camping experiences are in a tent. Tents are cheap to own and use, easy to pack, and do not take up large amounts of space. While this is very nice, it is often hard to fit an entire family in a tent and often, more than one tent is necessary. In addition, the ground under tents can be very hard and tents can get very cold in the overnight hours.

Some people prefer to sleep in campers. Sleeping in pop-up campers still give you the opportunity to enjoy being together, the cookouts, and the campfire stories. Unlike tents, campers also allow you to sleep off the ground and have the convenience of a sink, a small table, a stovetop and electric lighting. The downside to pop-up campers is that they have very limited space and storage. In addition, pop-ups usually do not have a bathroom!

Camping in tents or in campers is fun! Which option is the right one for you?



How to Build a Campfire

What is camping without sitting around a toasty campfire telling stories, singing songs, and spending time together? Learning how to build the perfect campfire is a skill that many learn young and carry with them their whole lives. Here are some things to consider when building a campfire.

First and foremost, do not build a campfire without adult supervision and never run or play around a fire. Make sure to place chairs and other items a safe distance away. Next, gather your wood. You may have brought some fire wood with you. You may need to look around and gather some wood.

When you have your wood and you are ready to build your fire, you will need to build a frame. Take two pieces of wood and lay them flat on the ground in a "V" formation. Take a third piece and lay it across the other two to make an "A." Next, place some small pieces of wood, or kindling, in the top portion of the A. After this, under adult supervision, strike a wooden match and hold the flame to the kindling until it catches. Drop the match.

When you are finished enjoying your campfire you must safely douse, or extinguish, your fire. To do this, use a long stick or other "poker" to flatten out what remains of your fire. Finally, you will want to slowly and carefully pour water over the coals until you no longer feel heat when holding your hand about an inch above the coals.



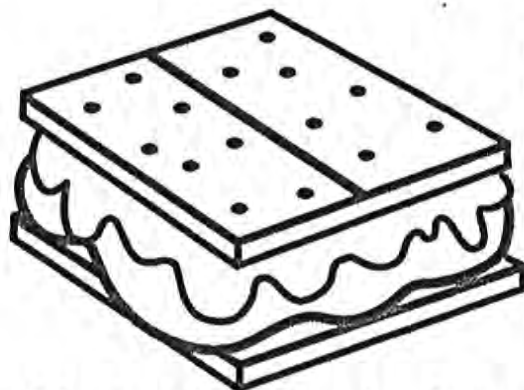
The History of S'mores

What camping adventure is complete without roasting delicious marshmallows and squishing them with chocolate between two graham crackers? But when were the first s'mores devoured?

The history of s'mores, or "some mores" as they were originally called, dates back to 1927 when a recipe for them was published in *Tramping and Trailing with the Girl Scouts*. Some believe that it was inspired by a cookie manufactured by Nabisco named the Mallomar in 1913 or the Moon Pie which was first sold in Tennessee in 1917.

The original recipe for s'mores that was published by the girl scouts, called for graham crackers, chocolate and marshmallows. It instructed to toast the marshmallows until they were gooey and then to place with chocolate between the graham crackers.

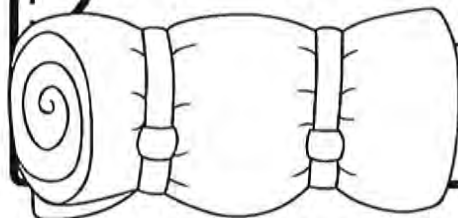
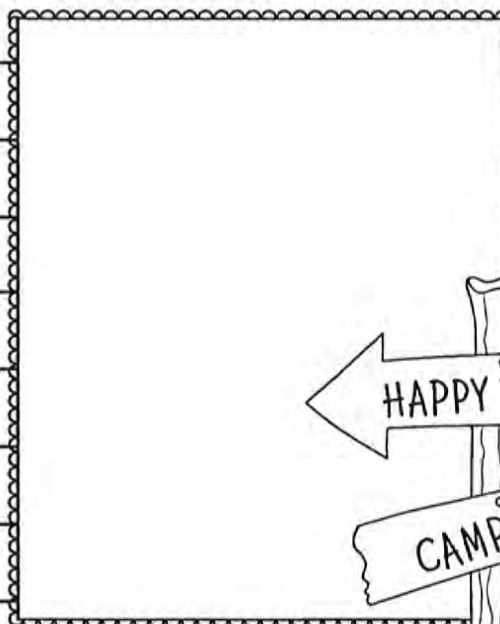
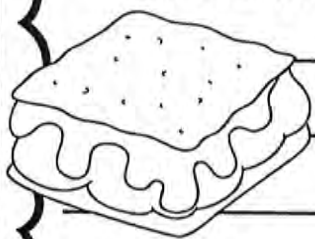
Today there are many different variations. Some s'mores will include raspberry jam, Nutella, peanut butter, caramel, strawberries, bananas, or other fillings in place of the chocolate! Yum!



Name: _____

Date: _____

Describe the a camping trip using all five senses.



Lined writing area with 18 horizontal lines.

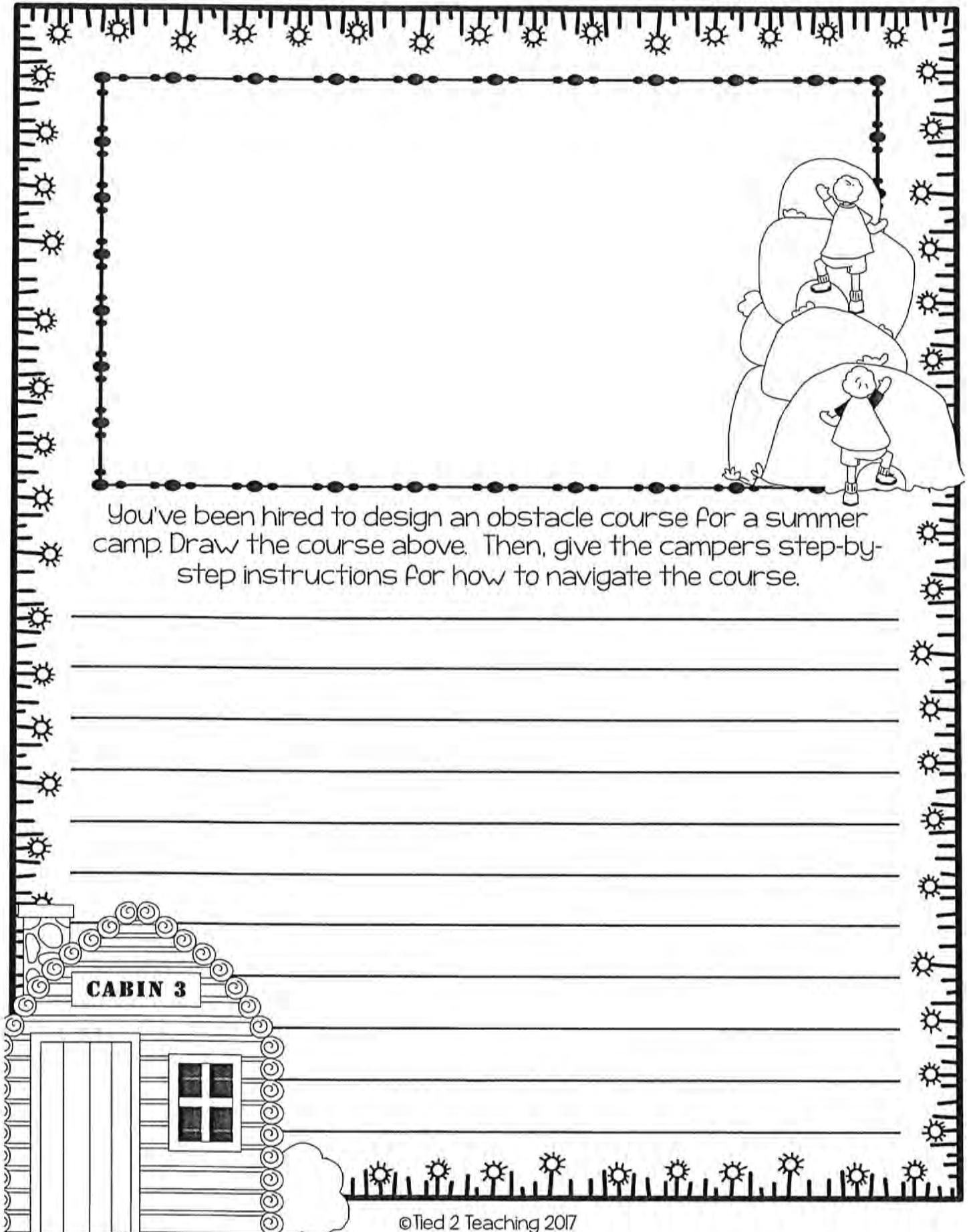
Writer's Checklist

- Each sentence starts with a capital letter. ☐
- Each sentence ends with a punctuation mark. ☐
- Each sentence is neat with proper spacing between words. ☐



Name: _____

Date: _____



Handwriting practice lines consisting of 15 horizontal lines.

Writer's Checklist

- Each sentence starts with a capital letter. ☐
- Each sentence ends with a punctuation mark. ☐
- Each sentence is neat with proper spacing between words. ☐



Packing List

~ don't forget clothes and camping gear!

-
- This image shows a single sheet of white paper with horizontal blue or grey ruling lines. A vertical margin line is present on the left side, creating a narrow left margin. The paper appears to be from a notebook or a standard ruled document. There are no markings, text, or drawings on the page.

CAMPING GRUB

THERE IS NOTHING LIKE ENJOYING SOME GOOD FOOD ON A CAMPING TRIP. PUT ON YOUR THINKING CAP, AND GET READY TO DO SOME MATHEMATICAL CALCULATIONS. THEN, FILL IN THE TABLES BELOW TO HELP YOU ESTIMATE HOW MUCH MONEY YOU WILL NEED TO BUDGET FOR YOUR EPIC CAMPING ADVENTURE.



ITEM	COST	QTY	TOTAL
burgers	\$8 FOR 12		
burger buns	\$3 FOR 12		
hot dogs	\$3 FOR 8		
hot dog buns	\$2 FOR 8		
ketchup	\$2		
mustard	\$1		
relish	\$3		
chips	\$4		
sliced cheese	\$4		
sliced bread	\$2		
lunch meat	\$4		
lettuce	\$1		
tomatoes	\$1		
COLUMN ONE TOTAL			

ITEM	COST	QTY	TOTAL
cereal	\$4		
cereal bars	\$3 FOR 6		
cinnamon rolls	\$5		
bacon	\$6		
eggs	\$3		
potatoes	\$3		
oatmeal	\$3		
granola bars	\$4 FOR 6		
fruit snacks	\$4 FOR 6		
string cheese	\$6 FOR 6		
mixed nuts	\$7		
water bottles	\$4 FOR 12		
soda	\$5 FOR 12		
COLUMN ONE TOTAL			

COLUMN ONE TOTAL	+	COLUMN TWO TOTAL	=	GRAND FOOD TOTAL
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Shopping List

~ Using the prices on the front of this sheet, plan your meals for a three-day trip.

- _____
- _____
- _____
- _____
- _____
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- _____

Day 1

- _____
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Day 2

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- _____

Day 3

- _____
- _____
- _____
- _____

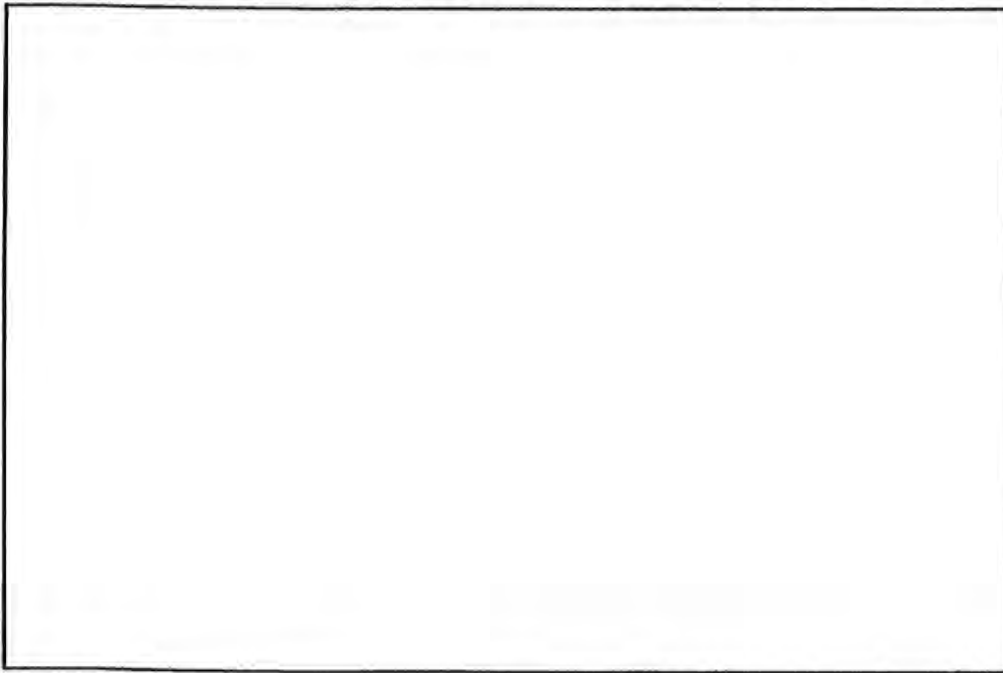
Problem Solving: Making S'mores
Let's Go Camping! (with simple fractions)

Problem: Claire and Collin were making s'mores for their 6 friends and themselves. They needed 2 graham crackers, $\frac{1}{2}$ of a Hershey bar and 1 big marshmallow for each s'more. How many of each did they need?

Step 1: Circle the math words.

Step 2: Ask yourself: Do I understand the problem?

Step 3: Solve the problem using numbers, words and pictures below.



Step 4: My answer is _____

(Make sure you include why your answer makes sense on step 4!)

MAP

Your Camp Name Here _____

	1	2	3	4	Name _____
A					<u>Key</u>
B					
C					
D					

DESIGN A CAMP

DIRECTIONS CREATE A MAP OF A CAMP YOU WOULD LOVE TO VISIT. BE CREATIVE AND THINK ABOUT THE TYPES OF THINGS THAT WOULD BE AT YOUR DREAM CAMP! YOUR MAP MUST HAVE THE FOLLOWING-

- _____ A TITLE
- _____ A MAP KEY
- _____ AT LEAST 5 THINGS ON THE MAP THAT ARE ON THE KEY
- _____ A COMPASS ROSE
- _____ AT LEAST 2 MAN MADE ITEMS, FOR EXAMPLE A ROAD OR CABIN
- _____ AT LEAST 2 NATURAL ITEMS FOR EXAMPLE, A RIVER OR FOREST

CAMP MAP

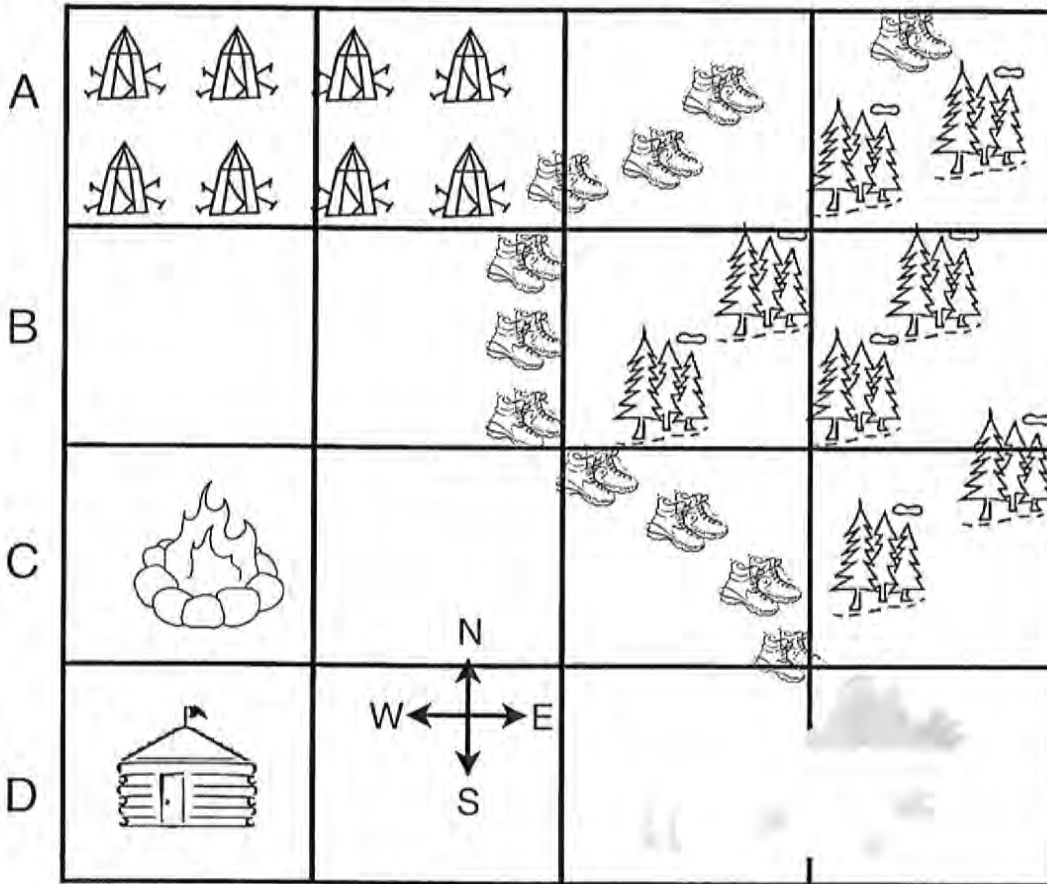
1

2

3

4

Name _____



Key

Tent Area



Lake Learn

A Lot

Hiking Trail



Forest



Camp Lodge



Fire Pit Area



Directions Use the map to answer the questions below.

1. Which direction would you travel to go from the tent area to the camp lodge? _____

2. Which direction would you travel from the forest to the fire pit? _____

3. Which direction would you have to travel in to get from Lake Learn A Lot to the tent area? _____

4. At what grid points are the following places:

* Fire Pit Area _____

* Camp Lodge _____

* Lake Learn A Lot _____

* Tent Area _____

* Forest _____

Can You Cook Food Using the Sun?

During the dog days of summer, it can get so hot that you might think you could fry an egg on the sidewalk. If you're a budding scientist, you may have even tried it. But have you ever WONDERed if you could really cook food using the Sun?

Guess what? You can! And many people around the world do so every day. For example, people who live in rural areas of India, China, and Sudan rely heavily on the Sun, because they don't always have electricity in their homes.

To cook effectively using the Sun's rays, you need a special piece of cooking equipment called a solar oven or solar cooker. Solar cookers work by focusing sunlight onto a small area. That area is used as the cooking surface and it can become very hot when the Sun's heat energy is concentrated upon it.

Solar cookers have reflective panels on top that are usually made of a shiny metal, like aluminum, silver, or chromium. The panels are built at an angle or are curved so that, when sunshine hits these metal surfaces, the sunlight gets reflected downward. In this way, the panels focus the sunlight in a small area to concentrate the Sun's heat energy.

If you've ever walked barefoot on blacktop on a hot summer day, you know that asphalt can feel a lot hotter than the air. That's because of its color. Darker colors absorb light which converts to heat, so any dark surface sitting out in the Sun will be a lot hotter than a lighter one.

Solar cookers use this scientific principle to cook food, too. Underneath the reflective panels, solar cookers usually have a box where the food goes. The walls and floor of the box are painted black, and the cook uses a black dish or pot. The dark color makes the food get hotter than it would in other cookware.

Have you ever noticed that your home stays warm even when it's cold outside? That's because of the scientific principle of heat retention. Your home is insulated, and the insulation keeps the heated air inside.

Solar cookers rely upon heat retention, too. The box holding the food has insulated walls and a clear lid that allows concentrated sunlight in but keeps the heat from escaping. These features improve heat retention and make the temperatures inside the box stay high. How high? A solar cooker can reach temperatures as high as 250° Fahrenheit (121° Celcius).

Have you ever been told to wash your hands before and after handling food? That's because uncooked food can sometimes carry bacteria that can make us sick. Bacteria like temperatures that are nice and warm — around 140° Fahrenheit (60° Celcius).

Cooks use ovens to raise the temperature of food in order to eliminate harmful bacteria. For example, most meats need to reach an internal temperature between 145-165° Fahrenheit (about 63-74° Celcius) in order to be safe to eat.

Most people who use solar cookers use them to cook foods that are less likely to contain bacteria, such as beans, rice, soups, and stews. Solar cookers aren't like the microwave or the oven in your kitchen. They don't get as hot and they need a long time to cook food. However, in many places in the world, solar cookers are an important tool for cooking food.

Solar Oven S'mores

Can you cook a s'more without a fire or electricity?

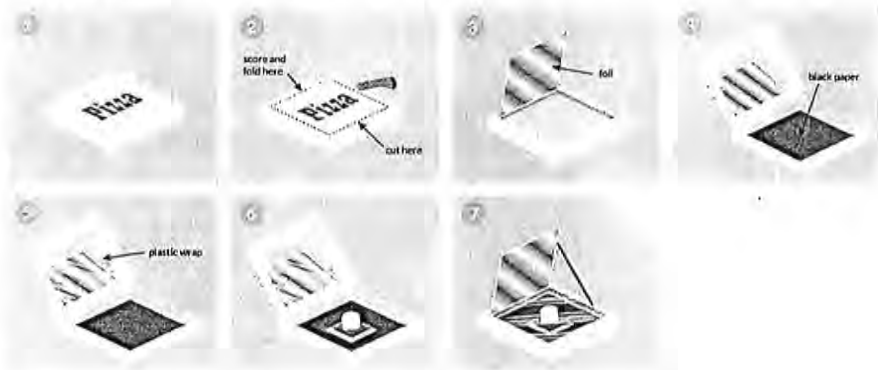
You Will Need

- ☐ Pizza Box
- ☐ Aluminum Foil
- ☐ Black Paper
- ☐ Clear Plastic Wrap
- ☐ Two Wooden Skewers
- ☐ Glue
- ☐ Tape
- ☐ Exacto knife or scissors (both require adult supervision)
- ☐ Graham Crackers *
- ☐ Marshmallows *
- ☐ Chocolate *
- ☐ A Sunny Day!

*Note: This experiment can be done with other types of food - try making nachos with tortilla chips and shredded cheese, or english muffin pizzas. If experimenting with a group of children, ask parents about any potential food allergies when choosing foods.

Directions

1. Ask student to create a testable question (a hypothesis).
Example: Will it take longer than 10 minutes to cook the s'mores?
2. Cut a three sided flap on the top of the pizza box (1-2" from all sides)
3. Spread glue on the inside of the flap and cover with aluminum foil
4. Lay black paper on the bottom of the box
5. Tape layers of clear plastic across the opening that you cut in the lid.
6. Place a graham cracker, chocolate bar, and marshmallow inside the oven and close the lid with the flap propped open with wooden skewers
7. Aim your oven at the sun and check in every few minutes to check progress. Is the chocolate melting?



Discovery Questions

Beginning the Experiment

Where does most of the energy on our planet come from?

What is the purpose of the aluminum foil?

Why did we use black paper and not a different color?

Why do we need the plastic wrap?

During the Experiment

How does the angle of the "flap" of the solar cooker affect the cooker temperature?

How can you make it cook faster?

Do you think it would take the same amount of time to melt four s'mores as it does to melt one?

Is the evidence and data you are collecting helping you test your hypothesis question?

After the Experiment

What provided the heat to melt the s'mores?

How do you think it would work on an overcast day?

Which factors impacted the solar oven the most?

If you could start over, what might you do differently?

Trip Activities

~What would you do each day? Use what you've read and brainstorm activities you'd like to plan for your family camping trip.

We've included our favorites to get you started!

- reading on the beach ~ Mrs. Flock
- riding a bike around the campground ~ Mrs. Delia
- fishing ~ Mrs. Vaughn
- kayaking ~ Miss Willis
- watching the sun set ~ Mr. Schafer
- hiking in the woods ~ Mrs. Whittle
- eating s'mores ~ Ms. Morse

- _____
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Day 1

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Day 2

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Day 3

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Summer Camp Charades

THE FUN GUESSING GAME WITH A CAMPING SPIN

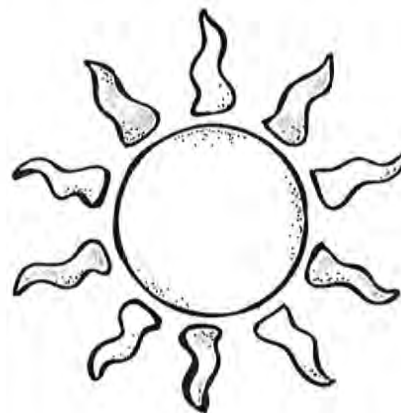
Number of Players: 2 TEAMS
What You Need: 1 SET OF SUMMER CAMP CHARADES CARDS

Object: The object is to be the team with the most points by guessing acted-out camping related activities.

How to Play: Decide which team will go first. The first team will chose an actor. The actor will draw a card and read the camping related activity (do not show the card to anyone else). Next, the actor will go to a location where both teams can clearly see him/her. The actor now has 30 seconds to act out the activity from the card he drew. He/She is not allowed to say any words, make any noises, or point to anything in the room. The actors team will have the 30 seconds to guess the activity that is being acted out. At the end of the 30 seconds, if the actors team correctly guessed what was being acted out, they will receive one point. If they did not correctly guess what was being acted out, the other team has 1 chance to correctly guess and steal the point.

Now it is team two's turn. Play continues the same as for team one.

Winning the Game: When all of the cards have been used, the team with the most points wins!



**GUESS
WHAT
CATCHING
A FISH**



**GUESS
WHAT
USING A
COMPASS**



**GUESS
WHAT
DRINKING
FROM A
CANTEEN**



**GUESS
WHAT
SLEEPING IN
A HAMMOCK**



**GUESS
WHAT
CARRYING A
FLASHLIGHT**



**GUESS
WHAT
SWATTING A
MOSQUITO**



**GUESS
WHAT
YOU'RE
SWIMMING**



**GUESS
WHAT
PUTTING ON
SUNBLOCK**



**GUESS
WHAT**

**RIDING IN A
CANOE**



**GUESS
WHAT**

**JUMPING IN
THE LAKE**



**GUESS
WHAT**

**PITCHING
A TENT**



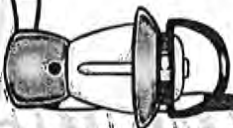
**GUESS
WHAT**

**UNROLLING
A SLEEPING
BAG**



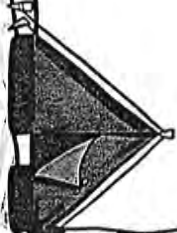
**GUESS
WHAT**

**TELLING A
SPOOKY
STORY**



**GUESS
WHAT**

**GOING ON A
HIKE**



**GUESS
WHAT**

**BUILDING A
CAMPFIRE**



**GUESS
WHAT**

**ROASTING A
MARSHMALLOW**



**GUESS
WHAT**

**PUTTING ON
SUNSCREEN**



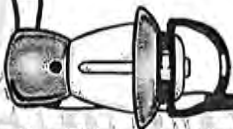
**GUESS
WHAT**

**YOU'RE A
RACCOON**



**GUESS
WHAT**

**READING A
MAP**



**GUESS
WHAT**

**GAZING A
STARS**



