



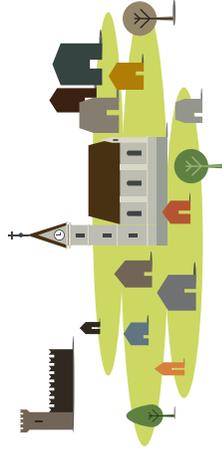
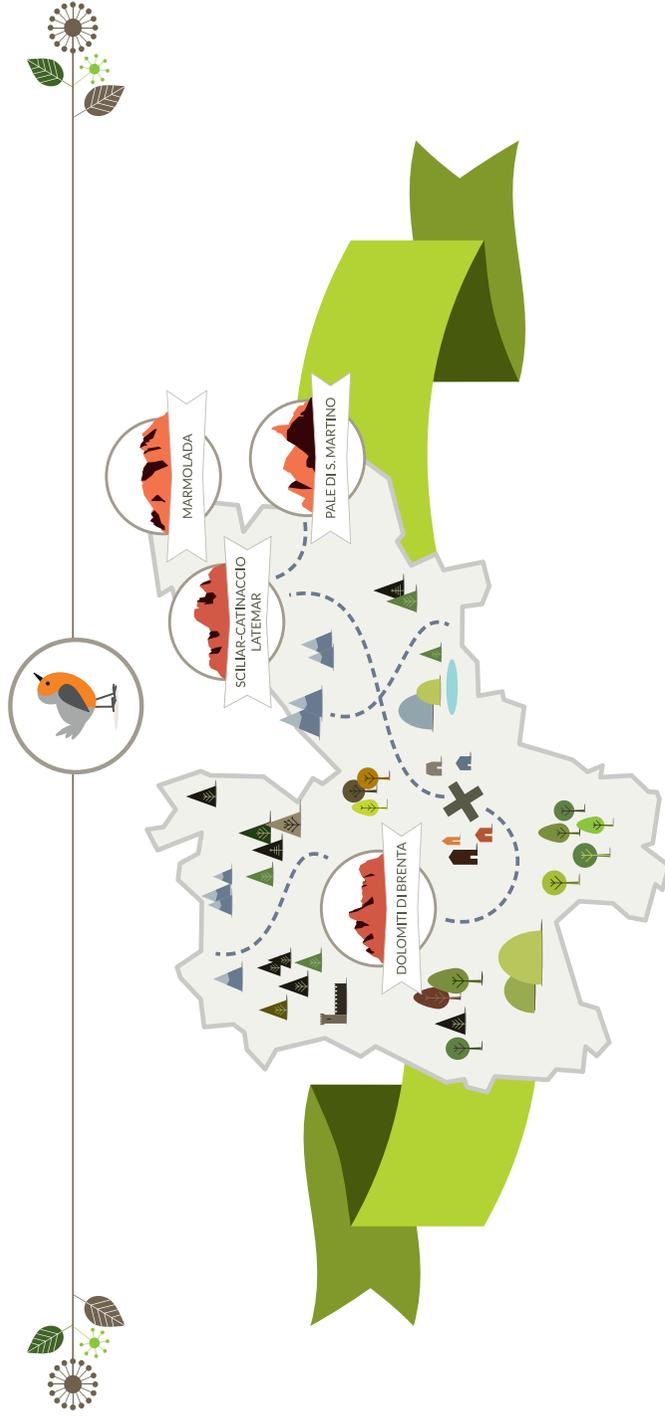
Booklet B  age 6-8
www.avventuresuimontipallidi.it



Concept, artistic direction and illustrations by
Valentina Gottardi / crisidellaprospettiva.com

Translated by Vivienne Frankell

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The Dolomite landscape

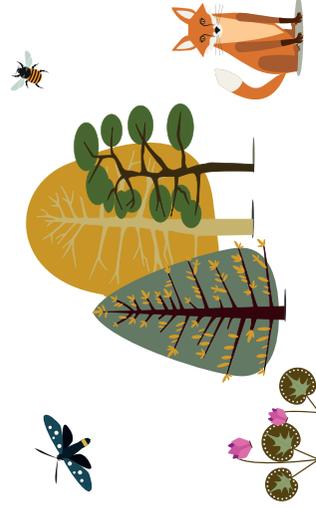
The Dolomite landscape is unique. The peaks of the mountains are high and almost vertical, large gorges and cliffs separate rocky towers, while the rock is very particular, and rare fossils can sometimes be found. The Dolomites have always stimulated poets, painters, scientists, tourists and residents, children and adults, making them dream. One need only think that there was a sea here millions of years ago, with its sandy dunes, fish and shells. Then the sea withdrew and the magnificent peaks that we can admire today emerged.

The Adventures in the Pale Mountains project is made up of:

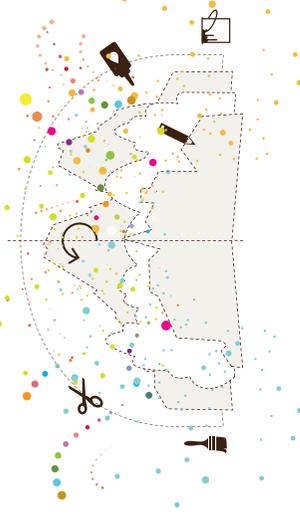
Booklet-game A, dedicated to children aged 9 to 10

Booklet-game B, dedicated to children aged 6 to 8

Digital game with bonus material available at www.avventuresuimontipallidi.it



This booklet



The booklet you have in your hand offers a wealth of games and ideas that with a little imagination can be transformed into a fabulous world just waiting to be discovered: the world of the Dolomites, known as the Pale Mountains.

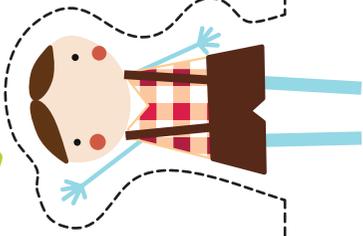
To play with this booklet you need: coloured felt-tip pens or pencils, round tip scissors (get an adult to help) and glue. You can find new animals and objects to print and cut out at the internet site www.avventuresuimontipallidi.it, along with other games and riddles. Start with the sheet "The Town" 1A. The robin will explain what to do.

Continue the game at www.avventuresuimontipallidi.it

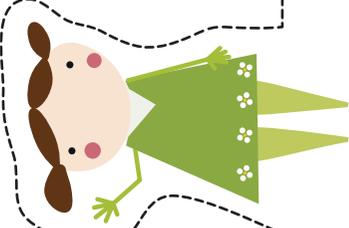


The story

Hello!
My name's
Giacomino.



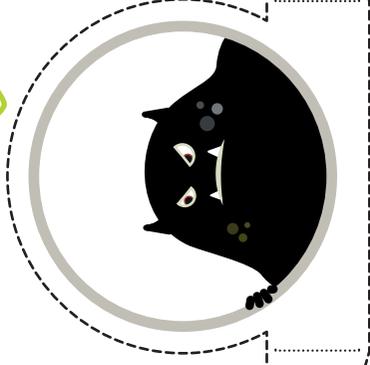
And I'm
Martina.



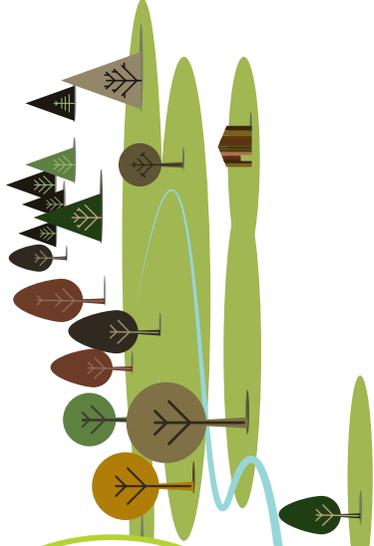
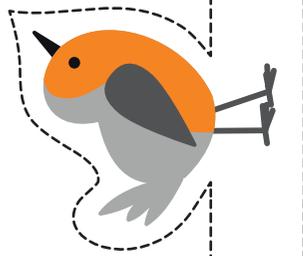
I'm Smok. I'm really good at making trouble and playing pranks. I'm very good at hiding and I can transform myself: I'm like black smoke and you can only see my eyes. In my opinion these mountains are old, ugly and boring and need a change: taking away the colours, constructing new roads everywhere and cutting down the woods. I'll do it!



Giacomino lives in the Dolomites, whereas Martina comes from further away. She lives in the city and comes here on holiday....



I'm the robin. I live in the Dolomites too. I'll help you to chase Smok away and sort out the problems that he's caused. I'd also like to introduce you to my animal friends and tell you some secrets about these mountains.



Smok is a nasty character.

But he's not getting away with it, is he?



Game and assembly instructions

Print out the sheets.



Start with the sheet "The Town" 1A.

Sheet instructions - Booklet A

1. Cut out the objects and animals at the top of the sheet.

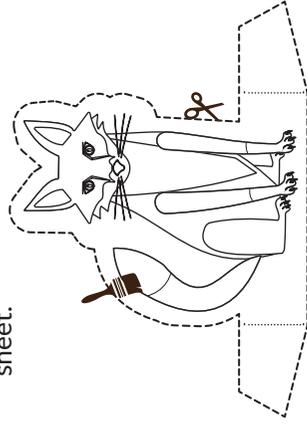


2. Glue some of the objects and animals in the right places in the lower part of the sheet.

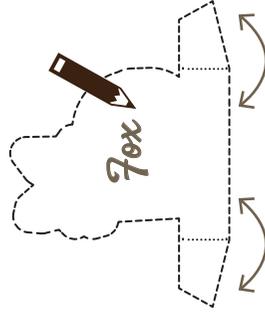


Sheet instructions - Booklet B

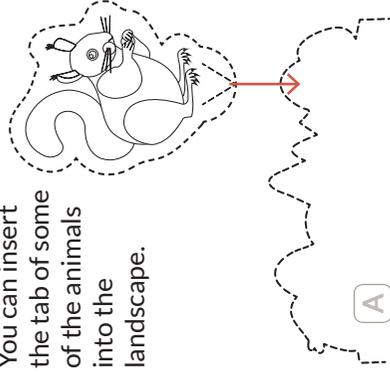
1. Colour and cut out the objects and animals at the top of the sheet.



2. You can write the name of the animal on the back so you don't forget it. Bend the tabs along the dotted lines to make it stand up.



3. You can insert the tab of some of the animals into the landscape.

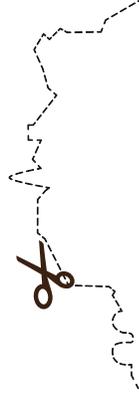


Completion of sheets and assembly - Booklet A and Booklet B

4. Colour the sheets with the missing colours and complete the games.



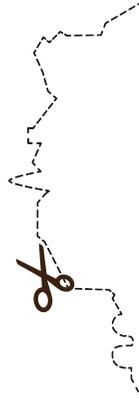
5. Cut out side A and side B of the landscape along the dotted line.



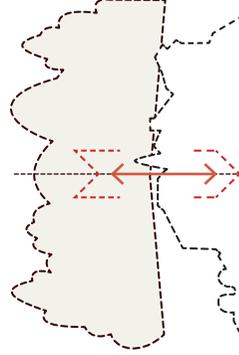
6. Line up side A and side B and glue them together to construct the wings of the landscape.



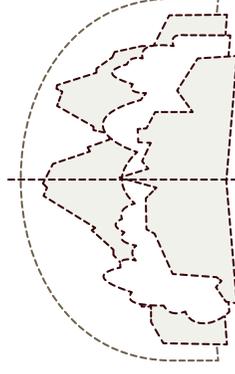
7. Trim the edges if necessary.



8. Assemble the scene by cutting out and inserting one tab into the other. You can make it easier by slightly bending the sides half-way down.



9. Play with your new paper landscape!



4

B

THE SKY



Peregrine falcon



Adventures
in the

Pale Mountains

BOOKLET B



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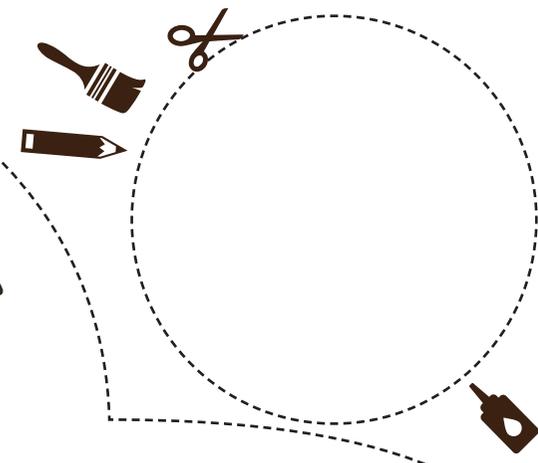




Alpine chough



Eagle



We've won!

The Dolomite landscape is now protected and respected. Even the birds in the sky have returned. Now Giacomino, who lives in these mountains, and Martina, who comes here on holiday, are happy. They can enjoy the landscape and the magnificent sunny day!

Here we are at the top!
Look up: what a lot of black smoke.

Cut out the circle, stick it over Smok and draw what you would like in its place.

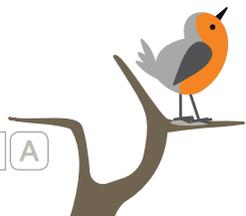
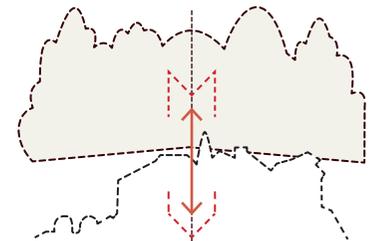
Cut out the birds too.

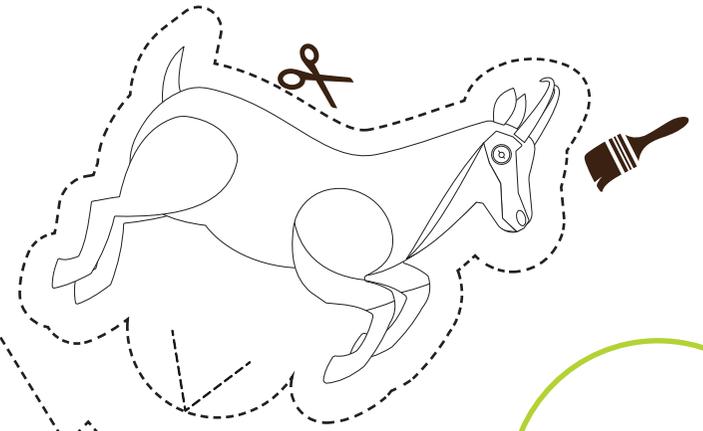
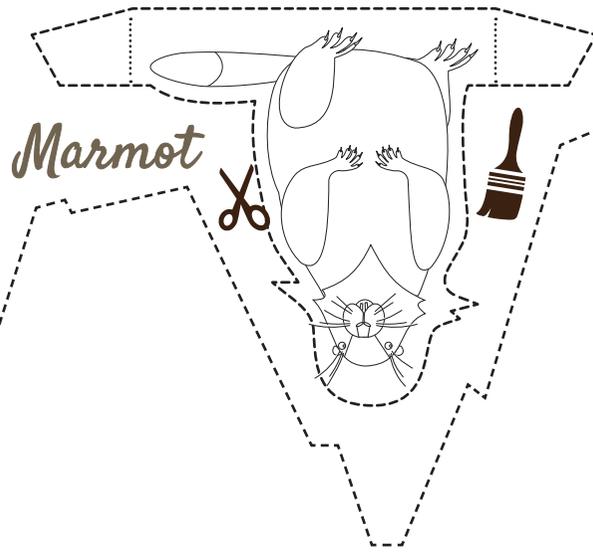


Assembly instructions

Assemble the scene by cutting out and inserting one tab into the other.

You can make it easier by slightly bending the sides half-way down.



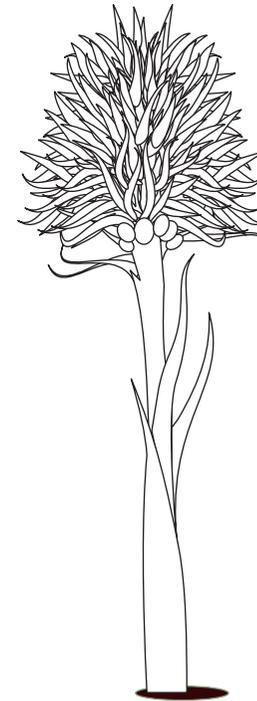
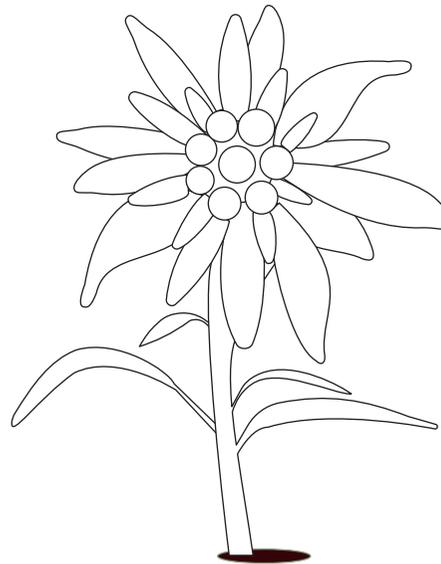
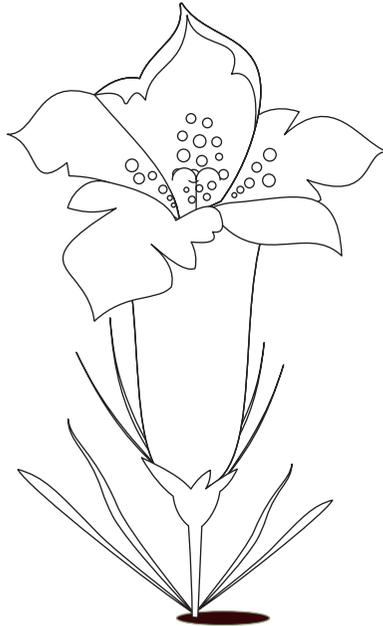


Cut out and colour the mountain animals.

Nigritella

Gentian

Edelweiss

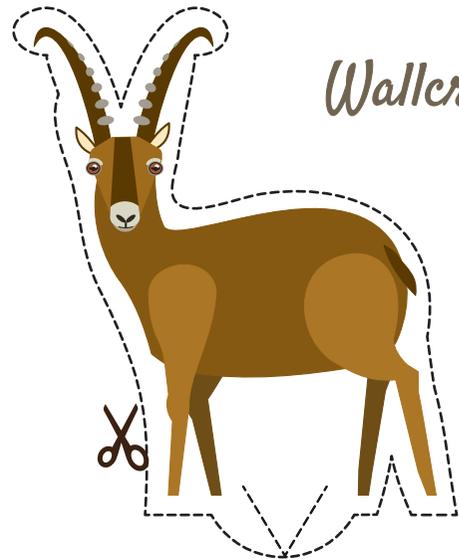


Beautiful flowers grow on the peaks!
 Many of them are protected and can't be picked.
 Do you know their names and what colour they are?



3

A



Wallcreeper



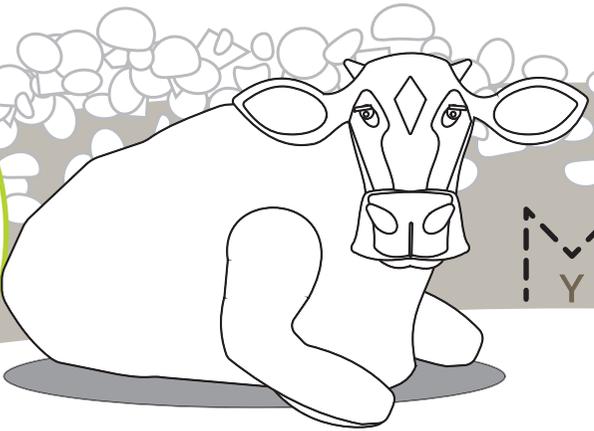
Char



Alpine ibex

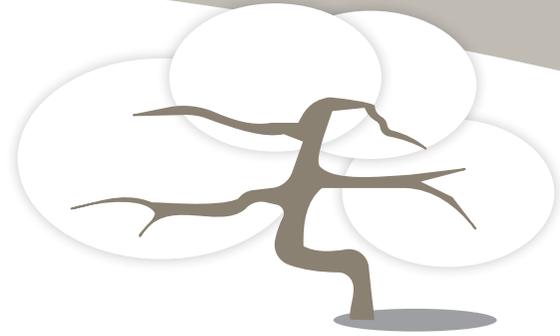
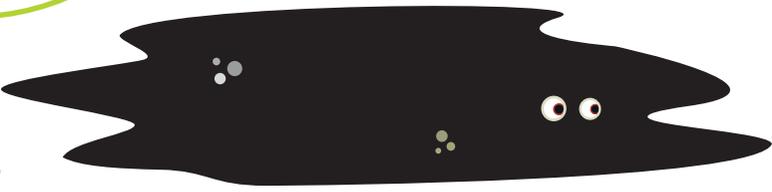


We have arrived at last. From here you can see a beautiful landscape. These peaks are called the "Pale Mountains" because the rock takes on a very delicate light in the sun. They are truly unique! Here too Smok has taken away the colours! Help Giacomino and Martina to bring back colour to the mountains!

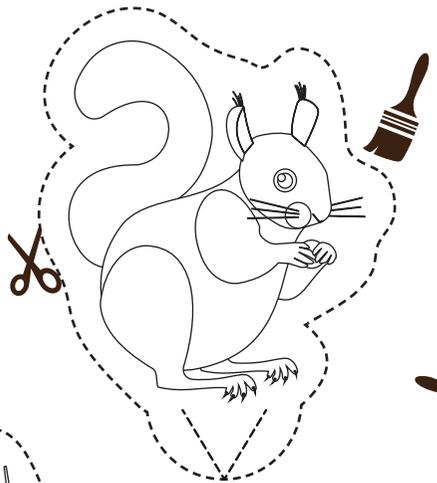


Smok has also polluted the small lake: look how black it has become! Quick, cut out the lake and colour it in. It is the char's home!

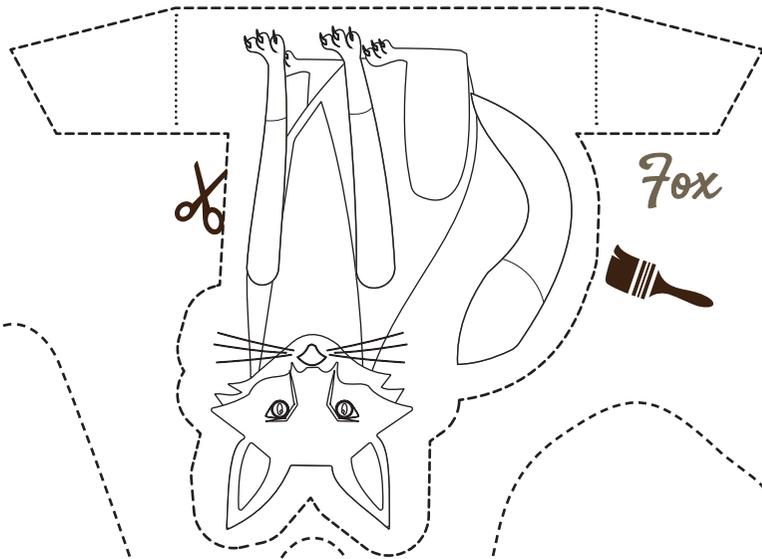
3 A



THE WOODS AND MEADOWS



Squirrel



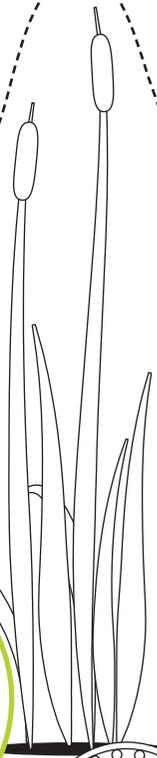
Fox

Colour and cut out the animals.

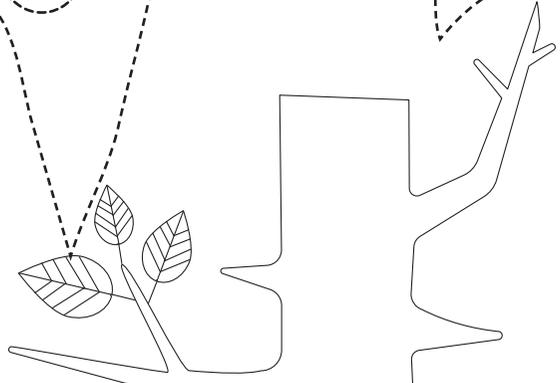
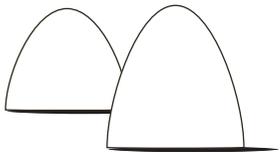
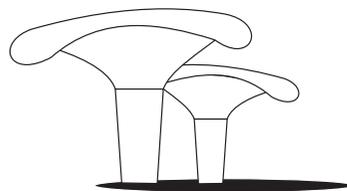
Colour the undergrowth.



Marsh plants



Chanterelle

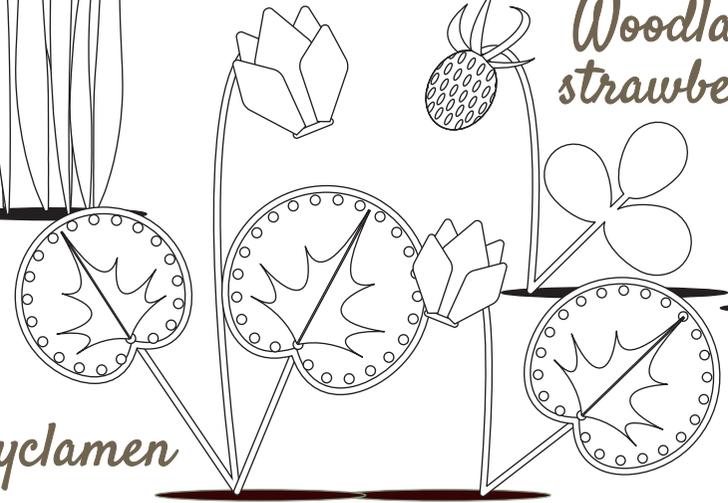


What flowers and plants are found in the undergrowth? Can you colour them in?

Woodland strawberry



Cyclamen



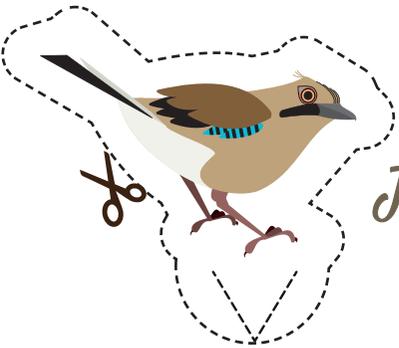
Ranunculus



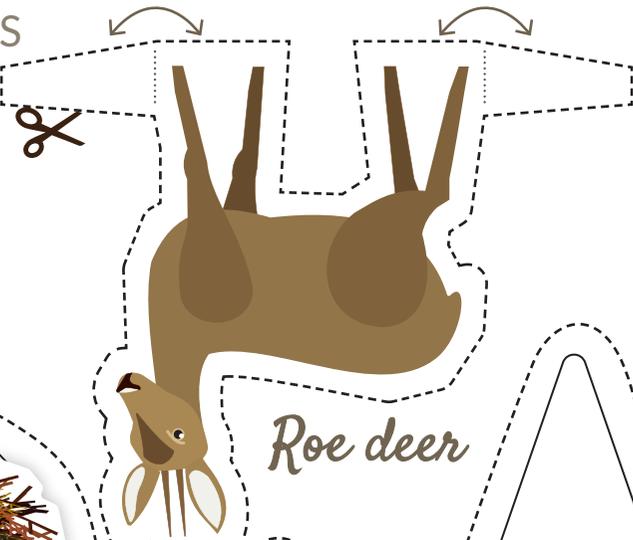
2

A

THE WOODS AND MEADOWS



Jay

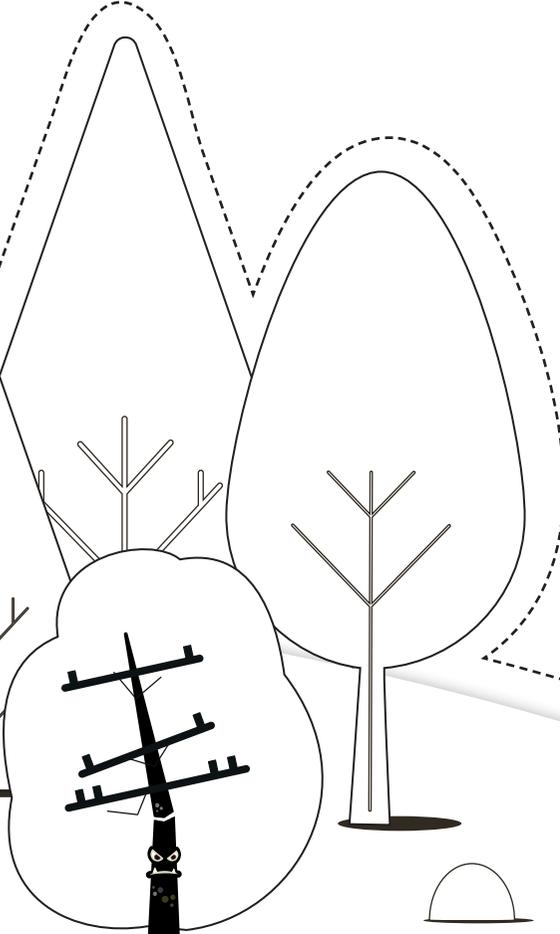
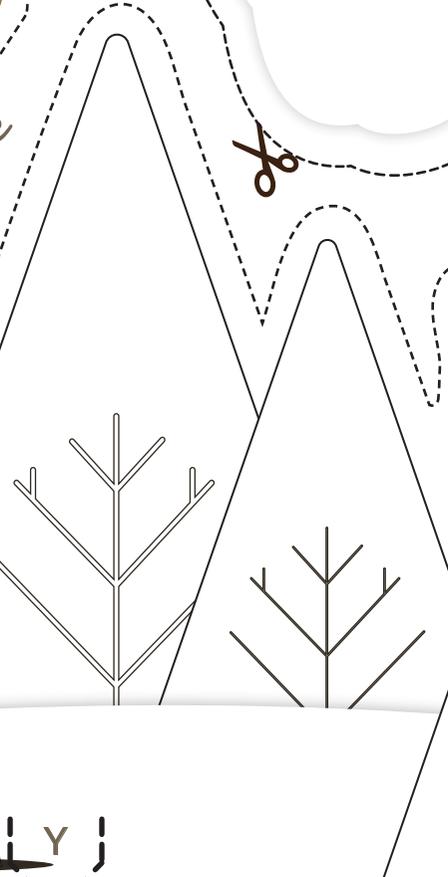
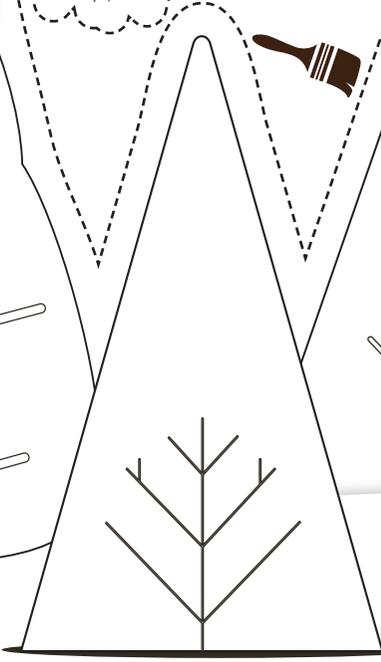
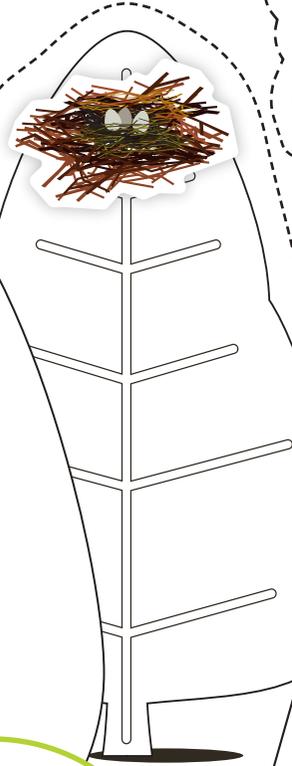
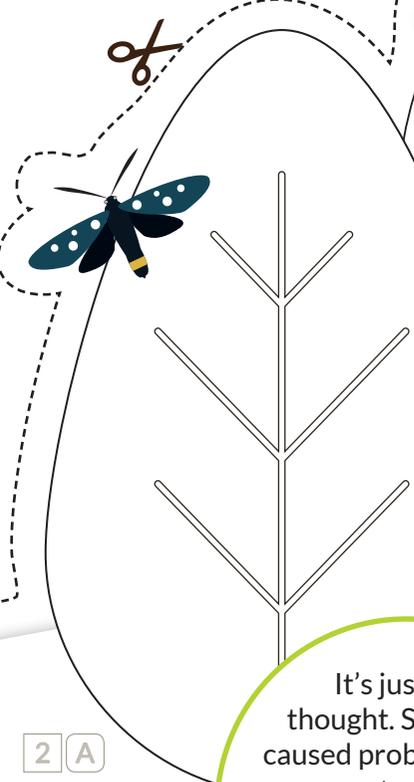


Roe deer



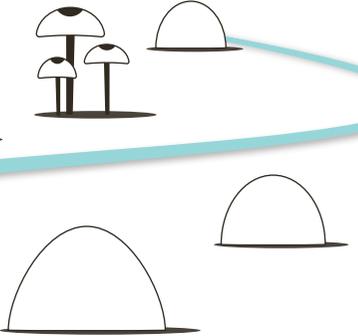
Smok has hidden in the woods. Help Giacomo and Martina to drive away Smok!

Find where he has hidden himself and cut out, colour and stick the tree on top of him. He will be really angry!

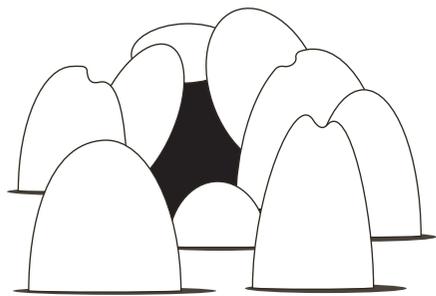


It's just as I thought. Smok has caused problems here too. Look: he has frightened all the animals and taken away all the colours of the woods!

2 A



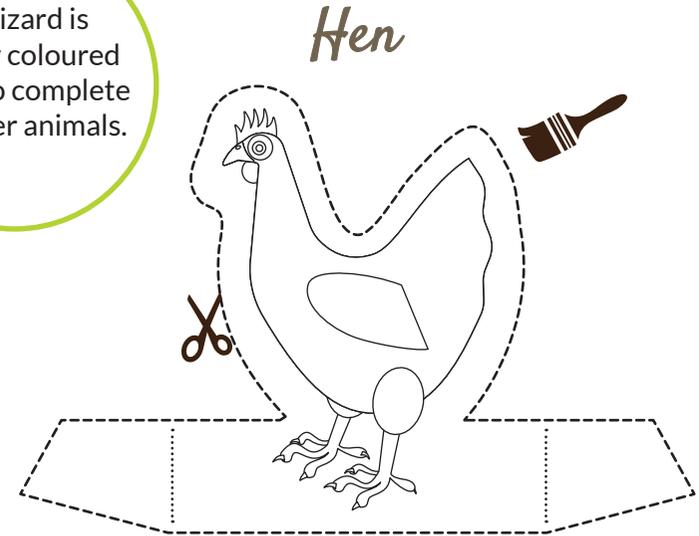
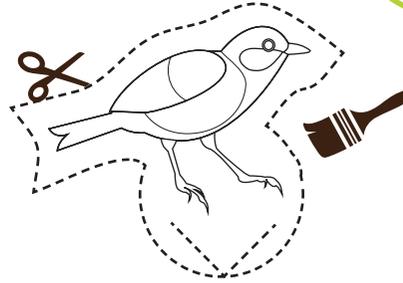
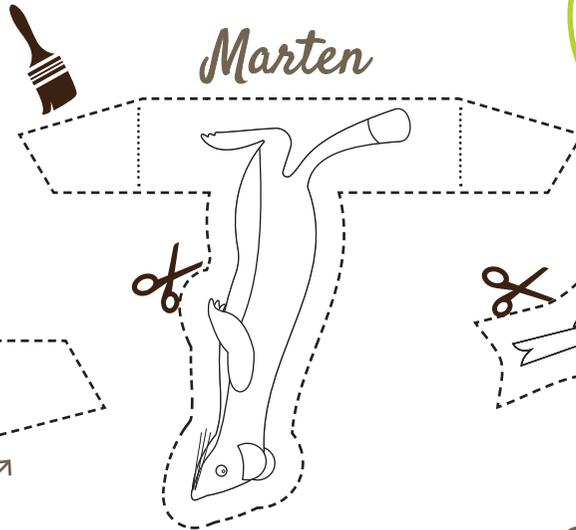
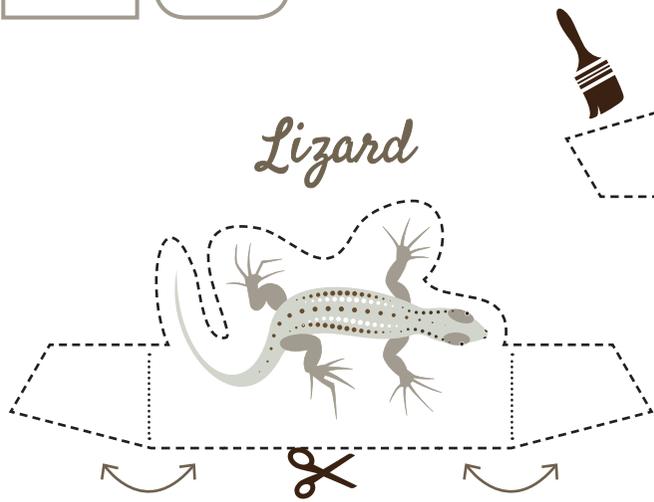
M



1

B

TOWARDS THE WOODS



Colour and cut out the animals.

The lizard is already coloured in. Try to complete the other animals.

Here are the woods! We're almost there. However, Smok seems to have gone somewhere. Who knows what trouble he will have caused!

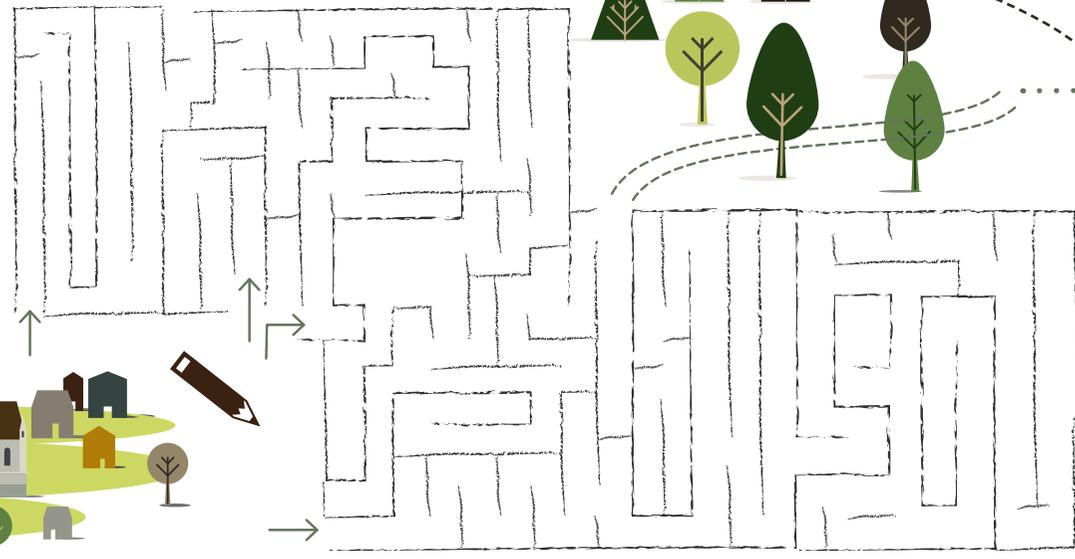
Move on to the next sheet: 2 Woods >



1 B



Find the right road to get from the town to the woods.



1

A

THE TOWN



INSTRUCTIONS

1. Cut out the objects and figures at the top to play.



2. Colour the animals, objects and landscapes.



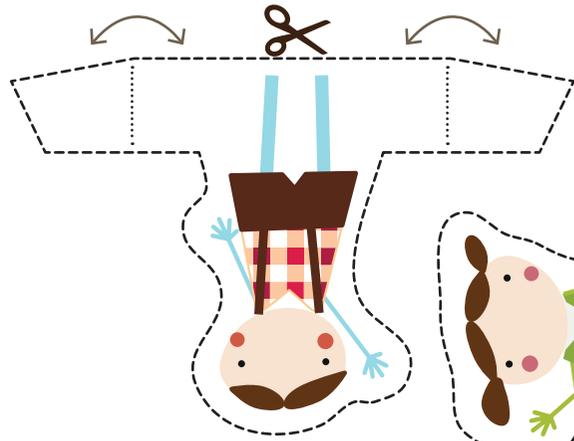
3. Complete the games.



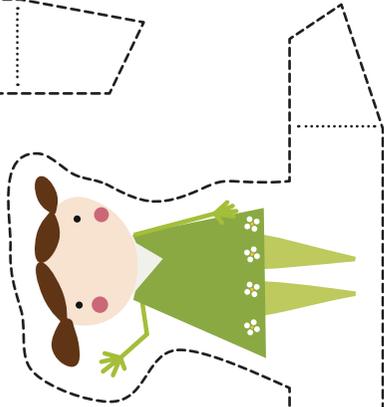
4. Cut out the landscapes by cutting along the dotted line.



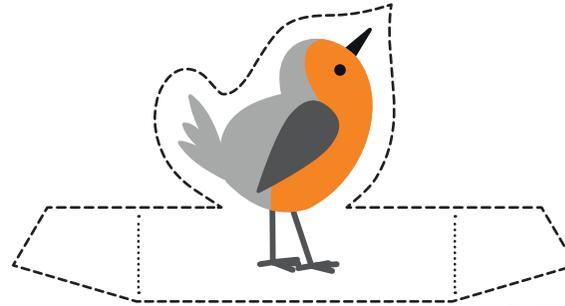
5. Line up side A and side B and glue them together to construct the parts of the landscape



Giacomino



Martina



Robin



Smok

Here we are in the town. It is very pretty. There are old things and new things: the old church, the fountain, the henhouse, the new information point ...

But where has the fountain gone? Where are the hens? Smok has stolen them. All the colours are missing!

We have to sort it out and colour everything!



1 A