

?? I wonder.. ??



Get things going by shouting 'Go!' before you do anything. Getting dressed? Shout 'Go, clothes, go!' Eating breakfast? Shout 'Go, cereal, go!' What else can you think of?



Go on a nature walk with your grown/up! What noise does it make when you jump in the mud? What does it feel like touching a spiky pinecone?



With your Go snip out, play 'Go says!' It's simple. Find a partner and give them an instruction like 'Go says jog on the spot!' The other player has to jog on the spot. But if you give them an instruction without starting with 'Go says', they must stay standing still. If they move you switch turns and start again.



Is it always safe to have a go?
Stop and think about it!



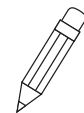
Well done!

For your next mission, find the episode 'Stop'

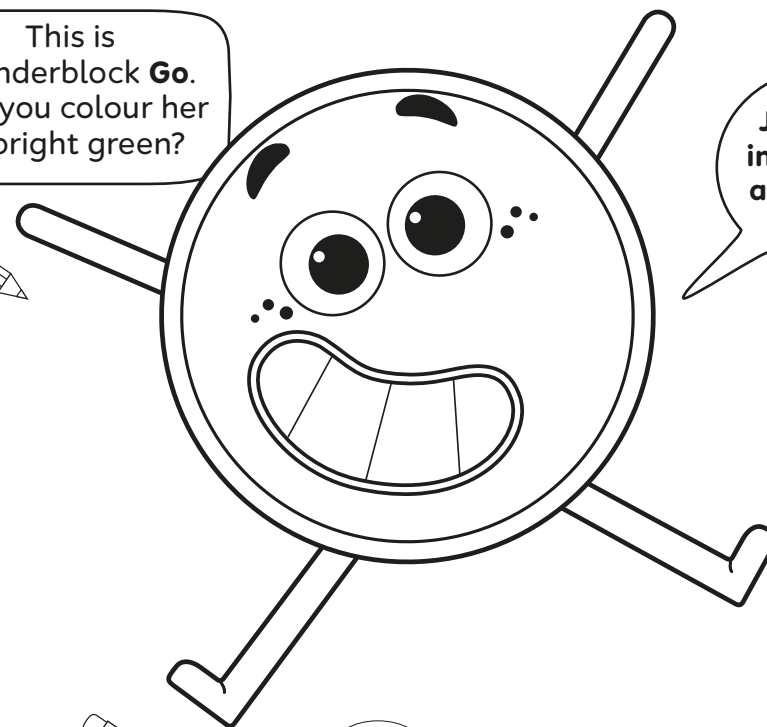
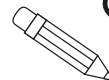


Hello, Go!

This great activity booklet belongs to...



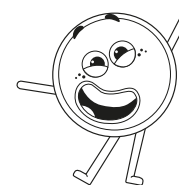
This is Wonderblock Go.
Can you colour her in bright green?



Just leap into action and give it a go!



Go loves to get things going!
Can you help her somersault onto the next page?



Level 1



Introduction to Thinking Magic

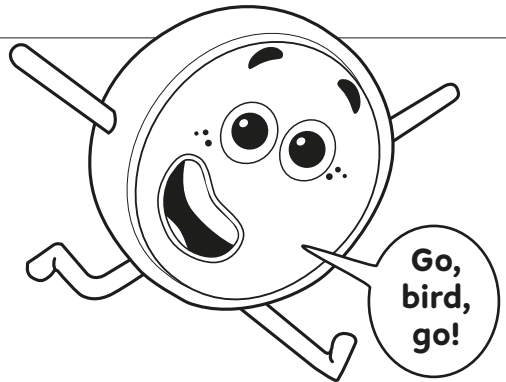


Go

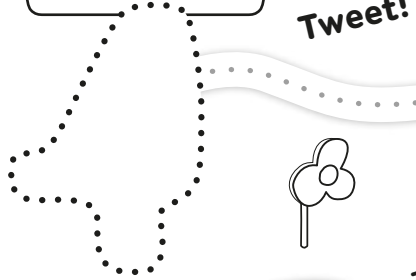
Can you find your extra sheet and snip out all the bits you need?

Give it a go!

Go is exploring Wonderland. Can you help her set things in motion?

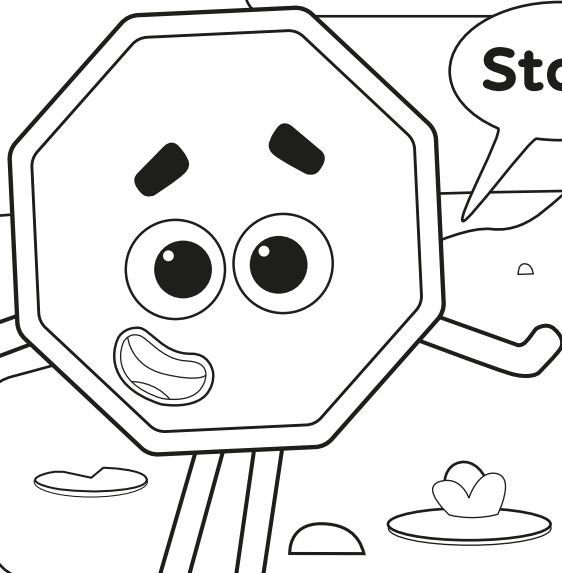


Can you fly a bird along this trail?

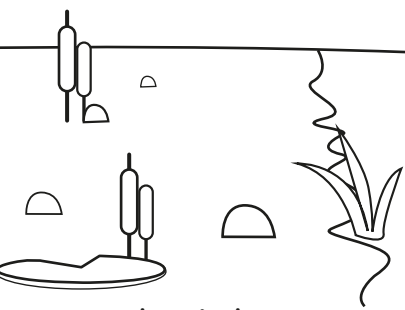


Tweet!
Tweet!
Tweet!

Phew! These birds look exhausted. If only there was a way to...



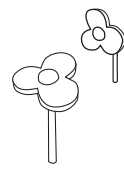
Stop!



That's better.
Place the birds by the stream for a rest and a drink of water.

Flap!

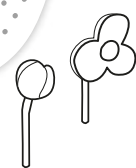
Ooh, can you fly another bird along here, to make 2?



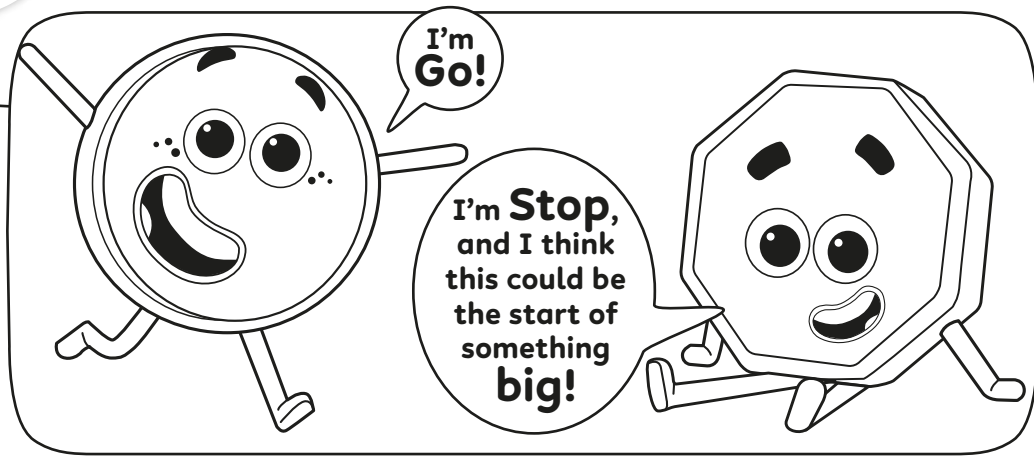
Tweet!
Tweet!

Flap!

Try adding a third bird here. Keep going!



Flap!



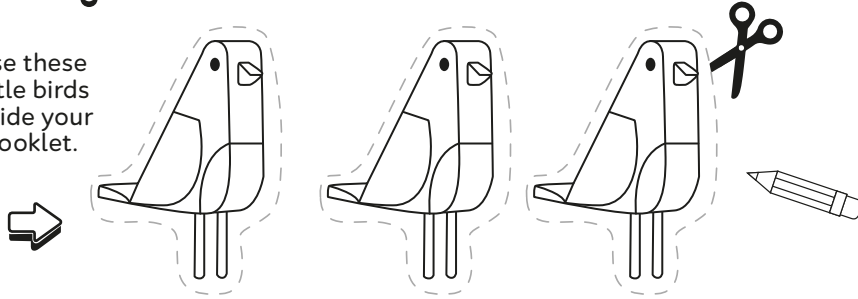
I'm Go!

I'm Stop,
and I think
this could be
the start of
something
big!

Snip-outs

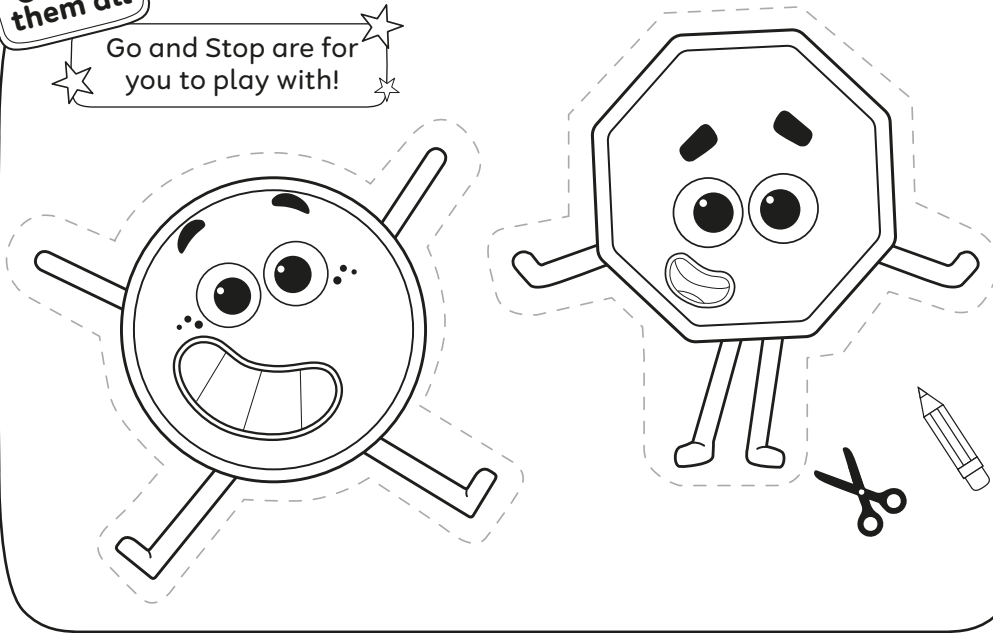
Colour in and cut everything out!

Use these little birds inside your booklet.



Collect them all

Go and Stop are for you to play with!



Wonder play!

1

Play robots with a friend or your grown-up. Whoever is the robot, gets to keep Stop, and the other player keeps Go.

2

Hold Go up and say an instruction, like 'Hop on one leg. Go!' The other player has to hop on one leg.

3

When the robot wants to stop hopping, they hold up Stop and say 'Stop hopping!' Switch who is the robot!

Collectable song sheet

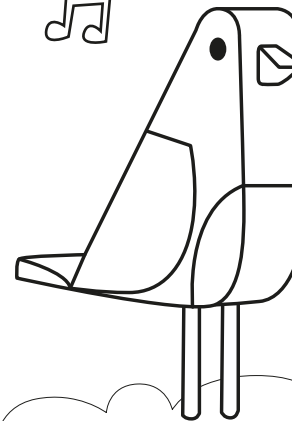


Scan the code to hear the song.

Give it a go!
Give it a try!
Flap my arms and maybe I'll fly.

Oh, maybe not,
but how can I know?
Leap into action and give it a go!

Go birds go,
look at those wings.
The world is full of
incredible things!



Wow, you've earned
your go badge!

