

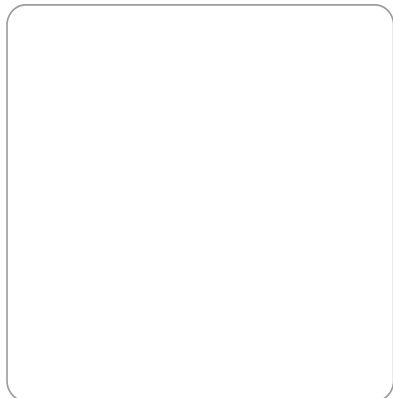
Name _____

Date _____

FEELING DETECTIVES

Look for clues in a face, voice, or action. Draw a face for each character. Then write or tell why the feeling fits.

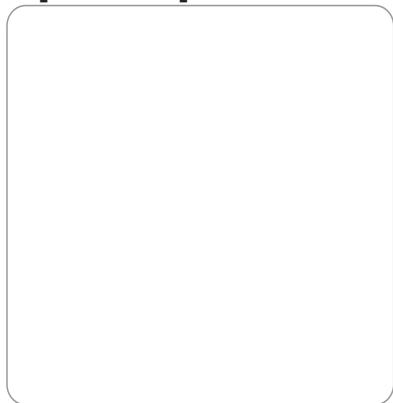
Fleck hears the heroes laugh at her.



Fleck might feel...

My clue is...

Spinks pulls Smudge out of the mirror.



Smudge might feel...

My clue is...

What could a caring friend say to one of them?

Feeling Word Box:

worried, excited, angry, embarrassed,
relieved, surprised, happy, sad

Name _____ Date _____

A Bonkers Ride For Hocus

Draw, tell, or write. Make everything as silly as you like!

Circle one choice in each row. Then draw your silly ride.

Wheels: doughnuts / giant buttons / fuzzy slippers

Fuel: pickle juice / jelly / cold soup

Horn: MOO / ACHOO / MEOW



Name _____ Date _____

A Crumpet With A Surprise!

Draw, tell, or write. Make everything as silly as you like!

Invent a pretend magical crumpet for Smudge.

My crumpet is topped with _____

One bite makes you _____



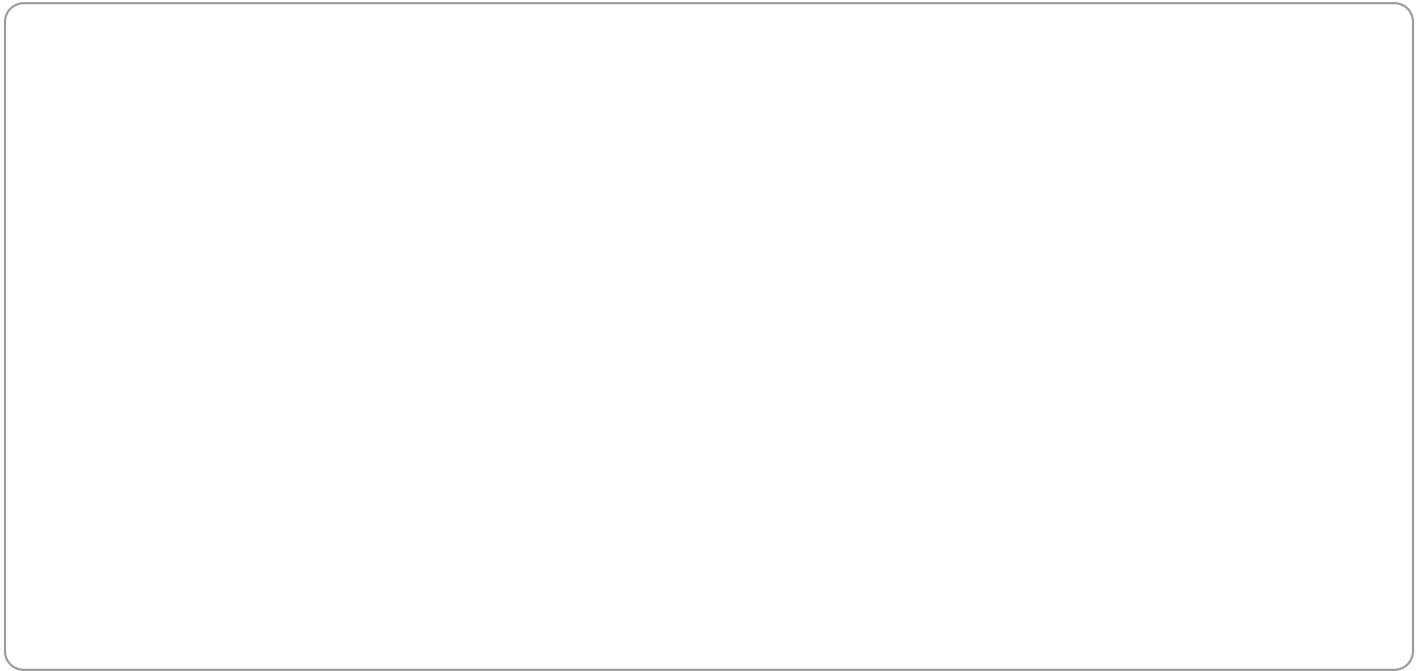
Name _____

Date _____

A VOICE OF MY OWN

Smudge says, "I AM an author." Choose yourself OR an invented character. Show something important about who you are or hope to be.

Draw yourself or your character doing something they love.



My name or my character's name is...

Something I want others to know is...

A good listener could ask me...

Name _____

Date _____

PAUSE AND ASK

Hocus offers a shortcut but does not explain what he wants in return. Help the friends slow down and ask questions.

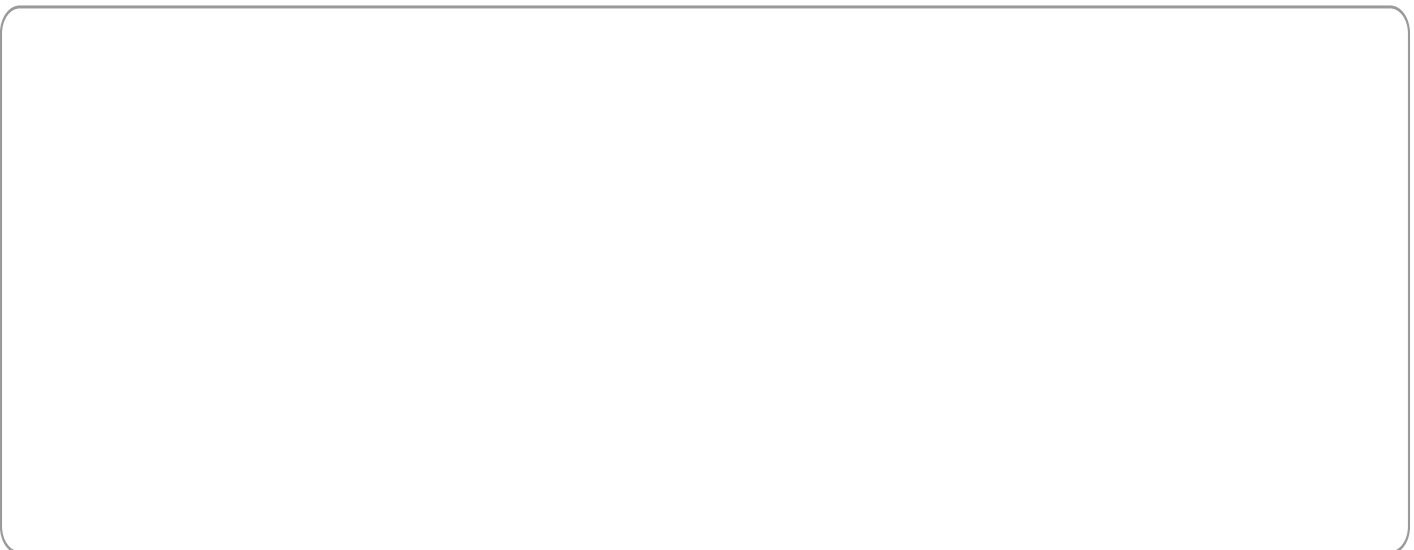
Check the TWO questions that would help them understand the offer better.

- ☐ What would you want us to do in return?
- ☐ What is your favorite dessert?
- ☐ Can you show us the route on the map?

Why are the friends in a hurry?

One more question they could ask Hocus is...

Draw the friends talking about a plan before they leave.



Name _____

Date _____

KIND WORDS FOR FLECK

The heroes laugh at Fleck, but she wants them to believe her.
Help her find a response that does not require showing the map.

Circle a helpful response.

A. "I do not need to prove myself to you. I am leaving."

B. "I will show you every secret so you will like me."

Draw a friend standing beside Fleck.

A kind thing the friend could say is...

Fleck could choose to...

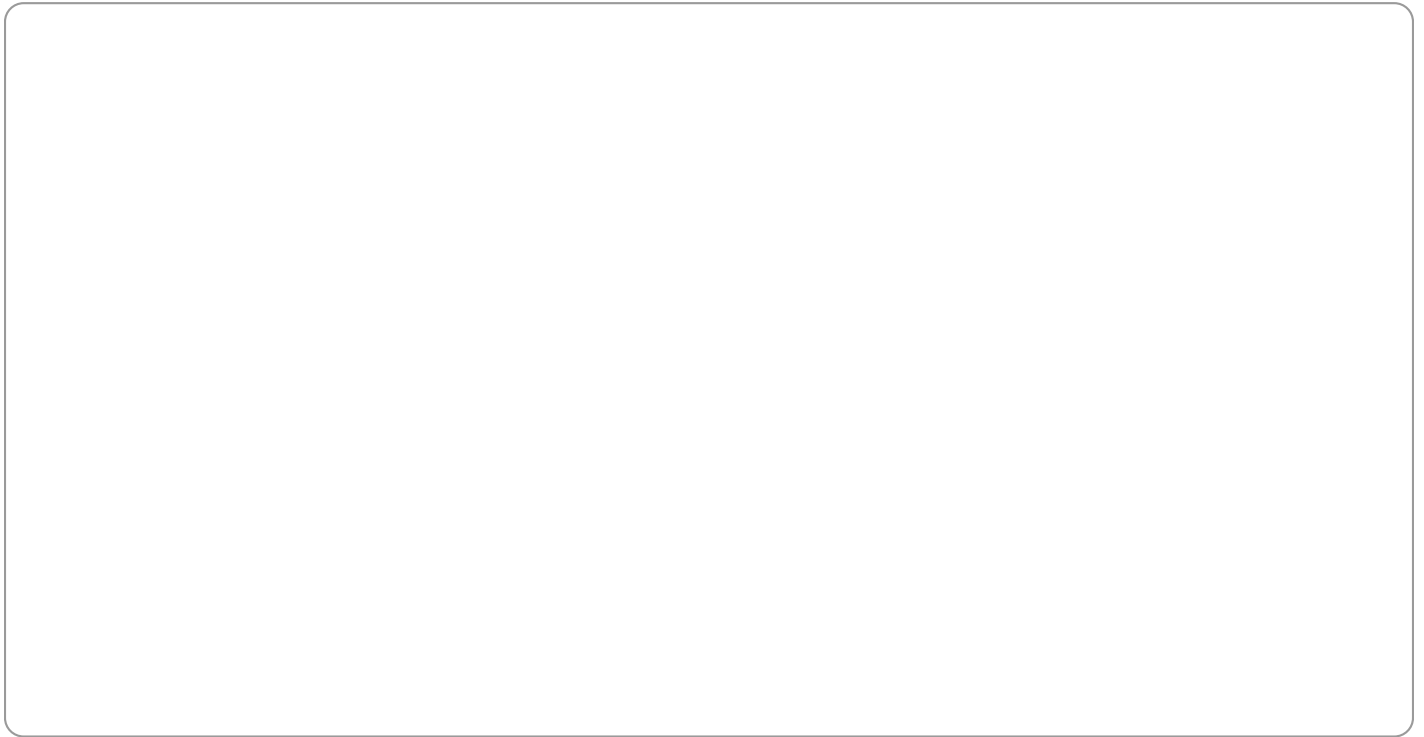
Name _____

Date _____

HELPING HANDS

Spinks helps Smudge leave the mirror. He also helps Fleck onto the balloon. Choose one moment. Draw it and explain the help.

My helping moment



Who needed help?

Spinks helped by...

This action mattered because...

Name _____

Date _____

PUT THE JOURNEY IN ORDER

These events are mixed up. Write 1 to 6 in the boxes to show the order of the friends' journey.

- ☐ The friends leave the carnival in a balloon.
- ☐ The friends agree to travel with Hocus.
- ☐ Spinks pulls Smudge out of the mirror.
- ☐ The car crashes into Neverwood.
- ☐ Smudge is pulled into the cracked mirror.
- ☐ The friends reach the carnival.

What happened just before the friends reached the carnival?

Whose fault was it they crashed? Explain.

Name _____

Date _____

WHO SAID IT

Read or listen to each line from Episode 6. Write the letter of the character who said each line in the box. Use each letter once.

A. Dot | B. Hocus | C. Fleck | D. Smudge | E. Spinks

☐

"I AM an author."

☐

"Everyone alright?"

☐

"Barnivores! Fascinating."

☐

"I left a note!"

☐

"Whoa, easy there. It's just me."

Choose one line. What does it show about the speaker?

Name _____

Date _____

WORDS FROM THE JOURNEY

Match each word to its meaning. Write A, B, or C beside each word.
Then choose one word to draw and use.

1. Shortcut ____ | **2. Reflection** ____ | **3. Rescue** ____

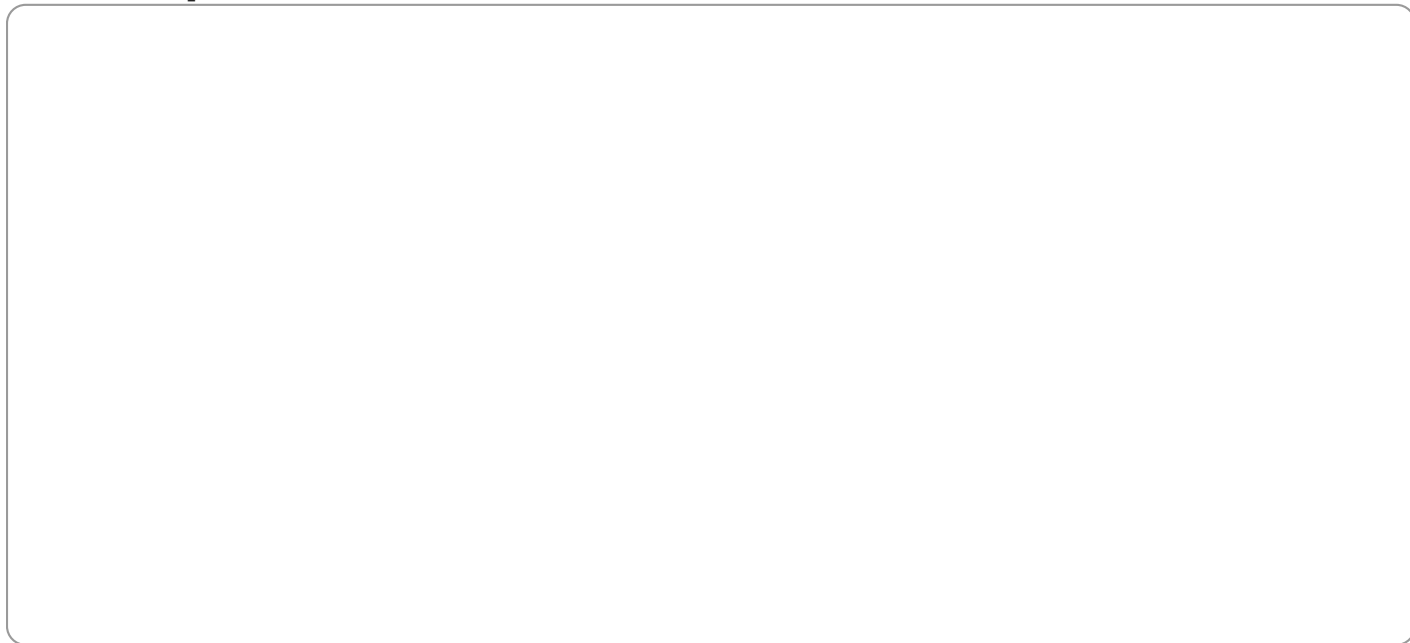
A. To help someone get out of danger

B. An image you see in a mirror

C. A route meant to get you somewhere more quickly

My word is...

Draw a picture that shows what the word means.



Use your word in a sentence..

Name _____

Date _____

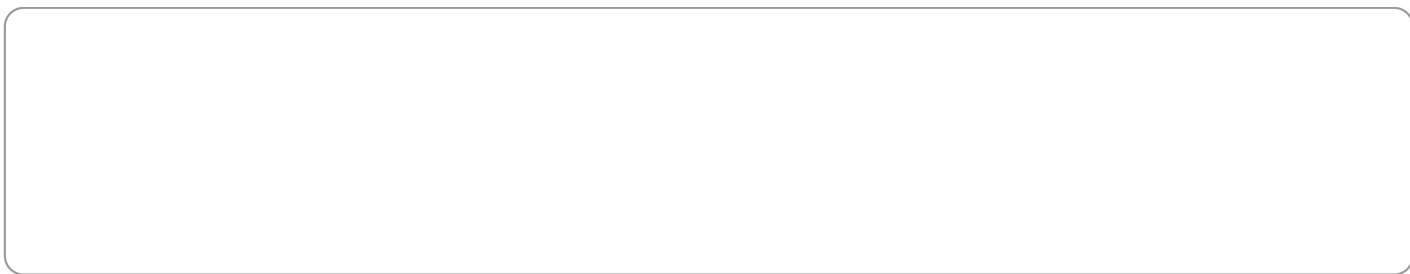
BEGINNING MIDDLE END

Retell the inklings' journey. Draw one important event in each box.
Write a sentence about each picture.

BEGINNING: How does their journey start?



MIDDLE: What problem do they face?



END: How do they leave the carnival?



Name _____

Date _____

INVENT A BARNIVORE!

Barnivores are walking cottages with animal features. Invent your own. Label one house part and one animal part.

Draw and label your Barnivore.



My Barnivore's name is...

It moves like a...

The sound it makes is...

One surprising thing it can do is...

Name _____

Date _____

SHOWN OR STILL A MYSTERY

Some things happen on screen. Other things are still a mystery.
Circle SHOWN or NOT YET for each statement.

We see Spinks pull Smudge out of the mirror.

SHOWN | NOT YET

We learn the message on Dot's card.

SHOWN | NOT YET

We see the friends leave in a balloon.

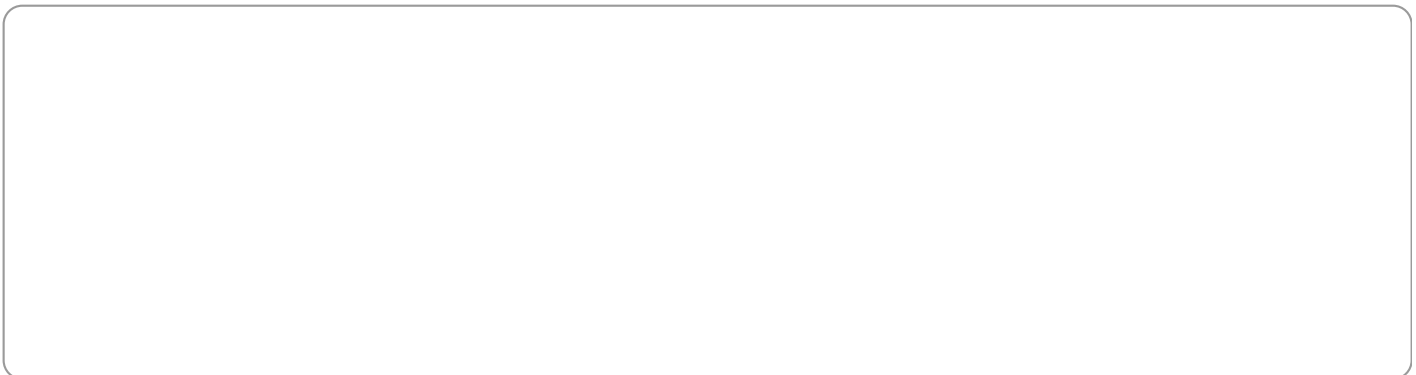
SHOWN | NOT YET

We learn all of Hocus's plans.

SHOWN | NOT YET

One question I still have is...

Draw something the episode DOES show.



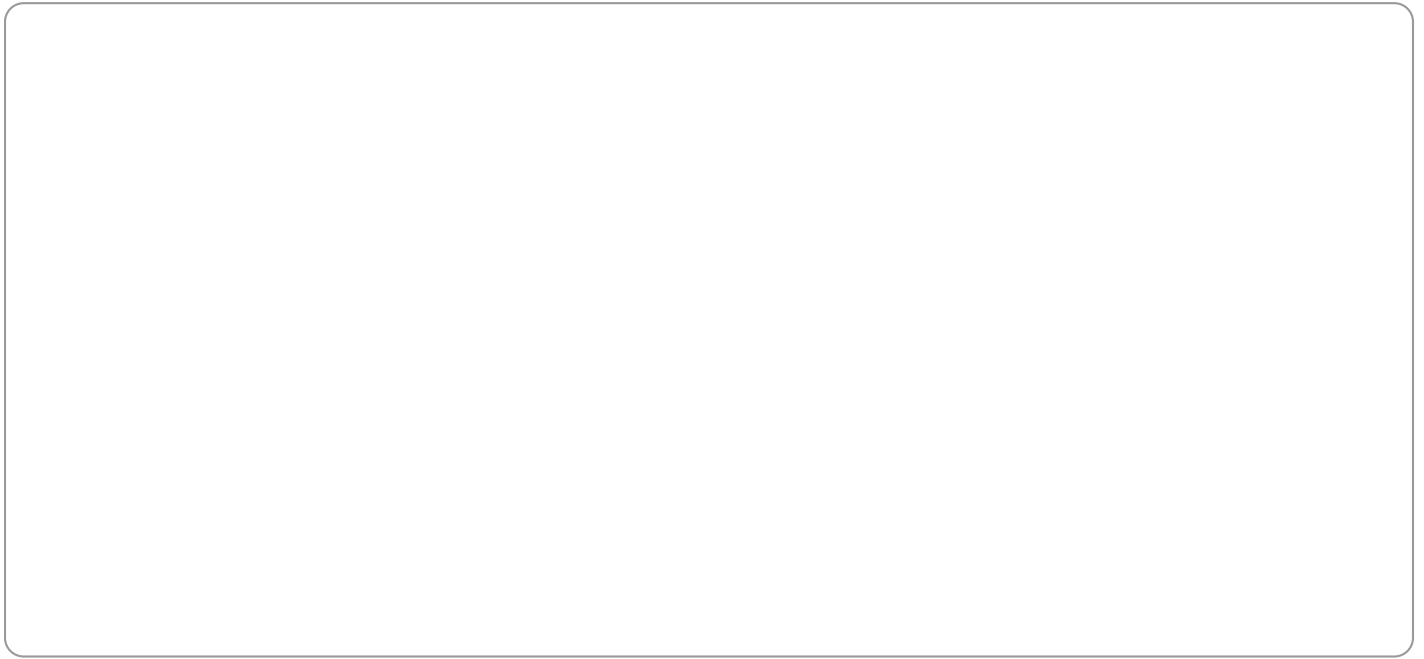
Name _____

Date _____

NEXT STOP WHISPERING DUNES

The friends fly toward the Whispering Dunes. Imagine what might happen next. Use one clue from the episode to make a prediction.

Draw your prediction.



I predict...

My clue from Episode 6 is...

One big question I have is:
