

I Read with Pictures

HALLOWEEN
SPECIAL

Patrick Benkö · US English Edition

Who Goes Boo?



A Read-Aloud, Join-In Halloween Adventure

Look. Join in. Color. Tell your own story.

I Read with Pictures

Who Goes Boo?

A Read-Aloud, Join-In Halloween Adventure

Patrick Benkö

US English Edition

For Laurenz

For all our adventures together.

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I Read with Pictures

Read aloud. Join in. Color. Tell stories.

Your child listens to a story, joins in, and colors the pictures. The pictures help your child tell the story, too, even before they can read.

Read the story and the bold activity prompts aloud. The symbols show where your child can join in. After each activity prompt, pause and let your child look, count, or try something out. Your child can also point to something in the picture or simply listen.

The notes in italics are just for you. They tell you when to pause or make a sound and offer extra explanations and activity tips.

On page 3, your child chooses a companion or invents a character. Their companion can be someone they know. When you see ☆, read out the chosen name. Your child can draw their companion into any picture.

At the end, your child makes up a new story about a new picture. Then they can use the picture recap to retell the adventure.

Discover new words

Small numbers lead to explanations and related words at the bottom of the page. Read them together and try the words out.

The symbols guide you



Listen closely



Look carefully



Color and draw



Talk and tell stories



Join in



Your companion's name · page 3

Who is coming with you?

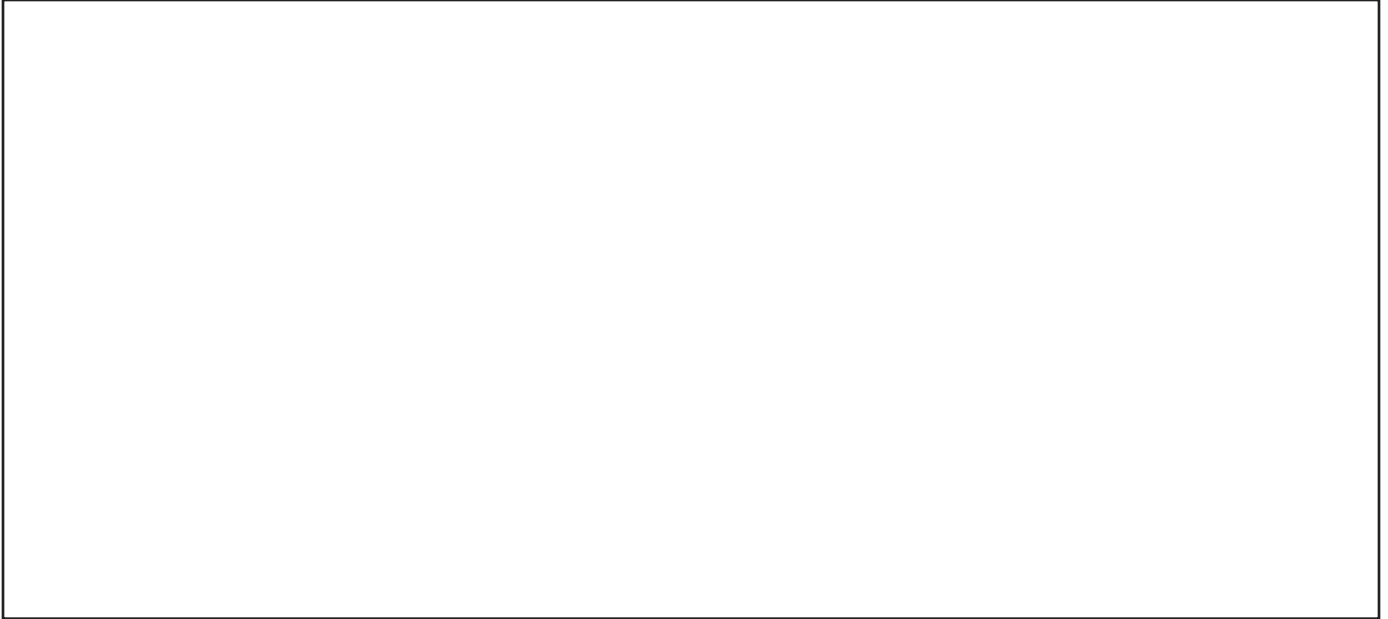
Choose someone to come on your adventure,
or make up a character of your own.

Your name: _____

My companion's name: _____

When you see ☆, read out your companion's name.

This is what my companion looks like:

A large, empty rectangular box with a thin black border, intended for a drawing of a companion.

It's Halloween!

It's Halloween! There's a party at the old mill¹. You and ☆ are on your way.

Along the path, you pass a pumpkin patch². One big, round pumpkin sits right at the front. It doesn't have a face yet.

 **If you like, draw a face on the big pumpkin.**

 **How does your pumpkin look? Happy, sleepy, or something else?**

You and ☆ look at the pumpkin. There's sure to be lots more to discover today!

Discover new words

¹ mill: a building where grain is ground into flour.

² patch: a small area of ground where plants grow.

Related words for patch: garden bed, planting area.



One Shoe Is Missing

Someone is still busy in the costume¹ workshop. The monster costume fits just right. One big monster shoe is on, too. But there's only a sock on the other foot!

"Where's my other shoe?"

👁 **Look at the picture. Can you find the matching shoe?**

It's peeking out of the basket under the table. There it is!

"Thank you! Now I can go to the party, too."

You and ☆ head on down the path.

👉 **How does a silly monster walk? Try it, if you like.**

Discover new words

¹ costume: clothes you wear to dress up as someone or something else.

Related words: dress-up clothes, disguise.

