



Read-Aloud On Clementine Court

2



On Clementine Court, Colin plays with a hula-hoop.

3



But one hula-hoop is no good for two people. A game of checkers would be a better fit!

Good thing Dani brought her set.

4



They take turns moving pieces. *Clack, clack, clack!*

But wait a minute! Here comes Ned and Ted. Four players is too many for checkers, but perfect for double Dutch.

Ask: "What do you notice? What do you wonder?"

5



They swing and sing and skip and hop. That is, until Jane, Joe, and John come running down the block.

In a single swing, everyone gets tangled up.

Looks like it's time for a different game. How about musical chairs?

6



They run back home and get some chairs—a perfect game for seven kids. They laugh and squeal, waiting for the music to stop.

Honk! Honk! Honk!

That's not music—that's the Anderson's car. Abigail, Gavin, and Faye are here, and they have learned a new game called Capture the Flag. Lucky them, there are ten kids ready to play!

Ask: "What do you notice? What do you wonder?"

7



Two teams set up their bases and choose their flags. The goal is to steal their other teams' flag, and run it back to their base.

The teams race through Clementine Court, trying to keep the flag. Five on the red team and five on blue—just the right amount for a fair game.

Now here comes Donna, Roy, and Al. But with 3 more kids, the teams aren't balanced anymore.

"Why don't we play Steal the Bacon instead?" Colin suggests.

8



The game is a lot like Capture the Flag but there's only one flag. A caller calls on players from different teams to try to snatch the flag first.

With 13 kids, they split into two teams of 6. But poor Donna has been left without a team.

"That's alright," Colin says. "We'll take turns. I can be the caller first."

Colin calls on different kids, two at a time, to try to snatch the "bacon" first.

Ask: "What do you notice? What do you wonder?"

9



It's a lot of fun, but after a few rounds, Jane suggests they switch to Tug of War. Her cousins Felix and Osha and their friend Greg come down to play.

Sixteen kids take their place along the rope, pulling and pulling with all their might.

10



As the afternoon draws on, more kids come out to play. After Tug of War, there's Kick the Can, Freeze Tag, Hide and Seek, Red Light Greenlight... By the time night falls, 22 kids are laughing and cheering.

The parents call their kids in for dinner. They go around Clementine Court, gathering their balls, ropes, flags, and games.

 **Ask:** "What do you notice? What do you wonder?"

11



"Goodbye, goodbye!" voices sing as the kids return home, already looking forward to playing together again on Clementine Court.