
ALL NATIONS EDITION
AGES 2-5
CAREERVERSE
EXPLORE YOUR FUTURE
COLORING & ACTIVITY BOOK
DREAM
EXPLORE
DISCOVER
BECOME
BUILDING
SKY
TECH
CARE
OCEAN
DETECTIVE
JUSTICE
LEARN
GROW
ACHIEVE
Big Dreams Start Here!

CAREERVERSE

EXPLORE YOUR FUTURE

Coloring & Activity Book



Big Dreams Start Here!

CareerVerse: Explore Your Future

All Nations Edition

Coloring & Activity Book for ages 2-5

by CareerVerse Kids

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Independently published

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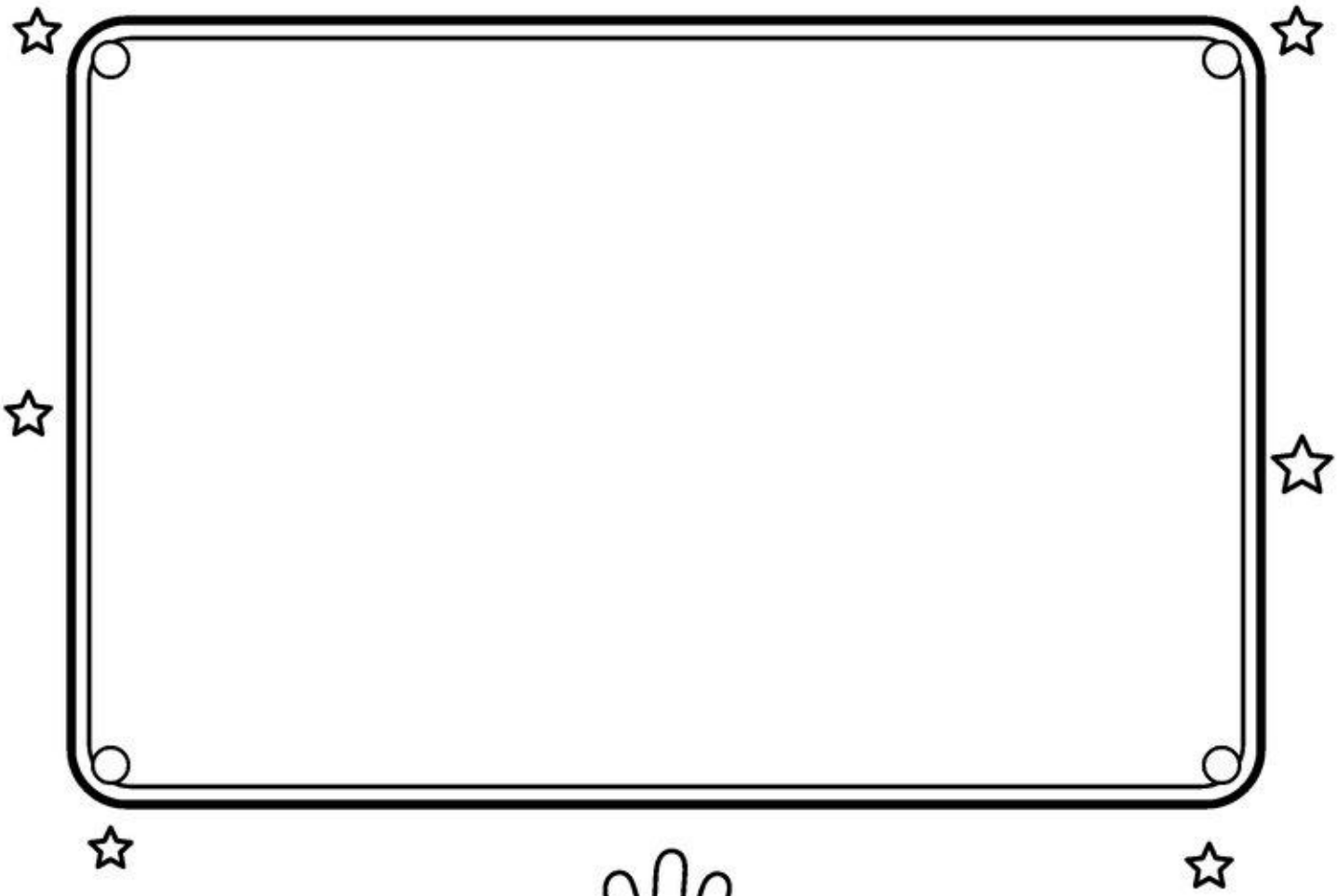
Printed in the United States of America.

THIS BOOK BELONGS TO

My name: _____

I am _____ years old

Draw yourself!





I AM SMART. I AM KIND.
I CAN BE ANYTHING!

MEET THE KIDS



ELI

loves airplanes and big plans.



NIA

loves robots and the ocean.



EMILY

loves drawing and helping people.



SAM

loves bridges and big questions.



ZOE

loves the sea and caring for others.



CALEB

loves fixing things and fair rules.



HANNAH

loves computers and fish.

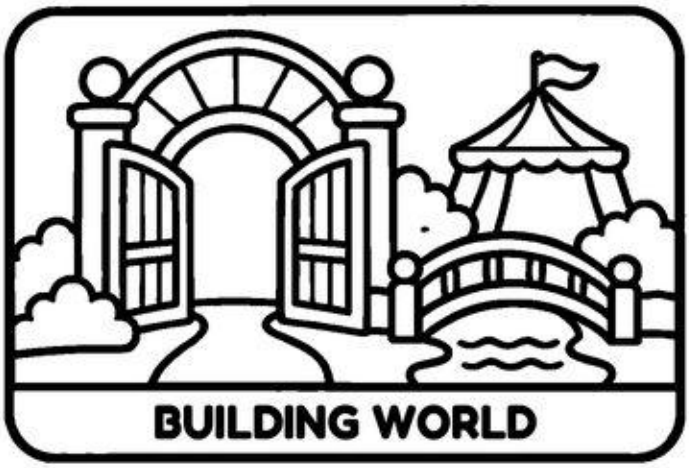


MIKE

loves leading the team.

Which kid are you most like?

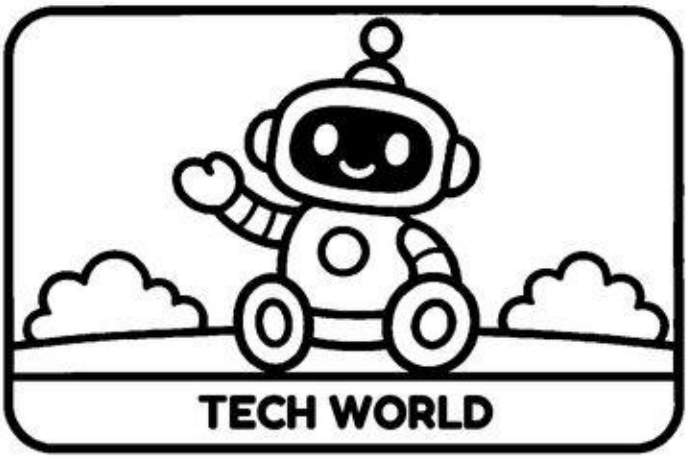
MEET THE WORLDS



BUILDING WORLD



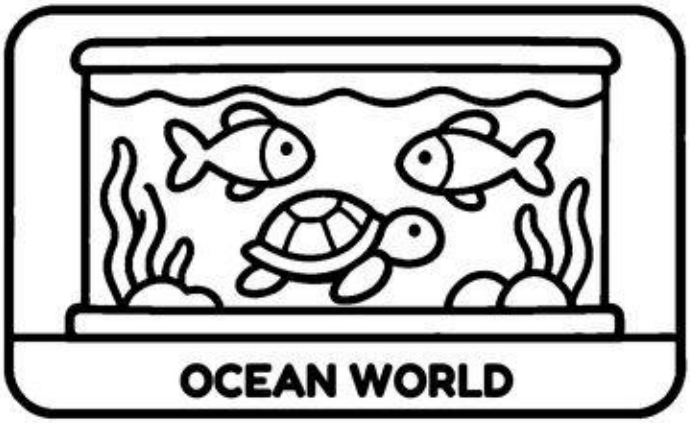
SKY WORLD



TECH WORLD



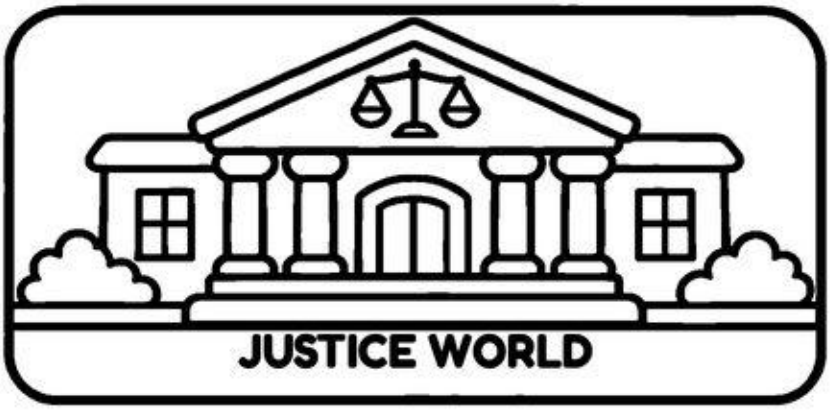
CARE WORLD



OCEAN WORLD



DETECTIVE WORLD



JUSTICE WORLD

WHAT'S INSIDE



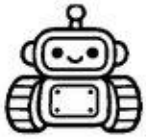
Building World:

Real Estate Developer · Architect · Civil Engineer · Construction Manager



Sky World:

Pilot · Air Traffic Controller · Aircraft Mechanic



Tech World:

Software Developer · Robotics Engineer · Electrical Engineer



Care World:

Pediatric Doctor · Registered Nurse · Neurosurgeon



Ocean World:

Marine Biologist · Oceanographer · Aquarist



Detective World:

Crime Investigators · Forensic Science Technician · Digital Forensic Examiner



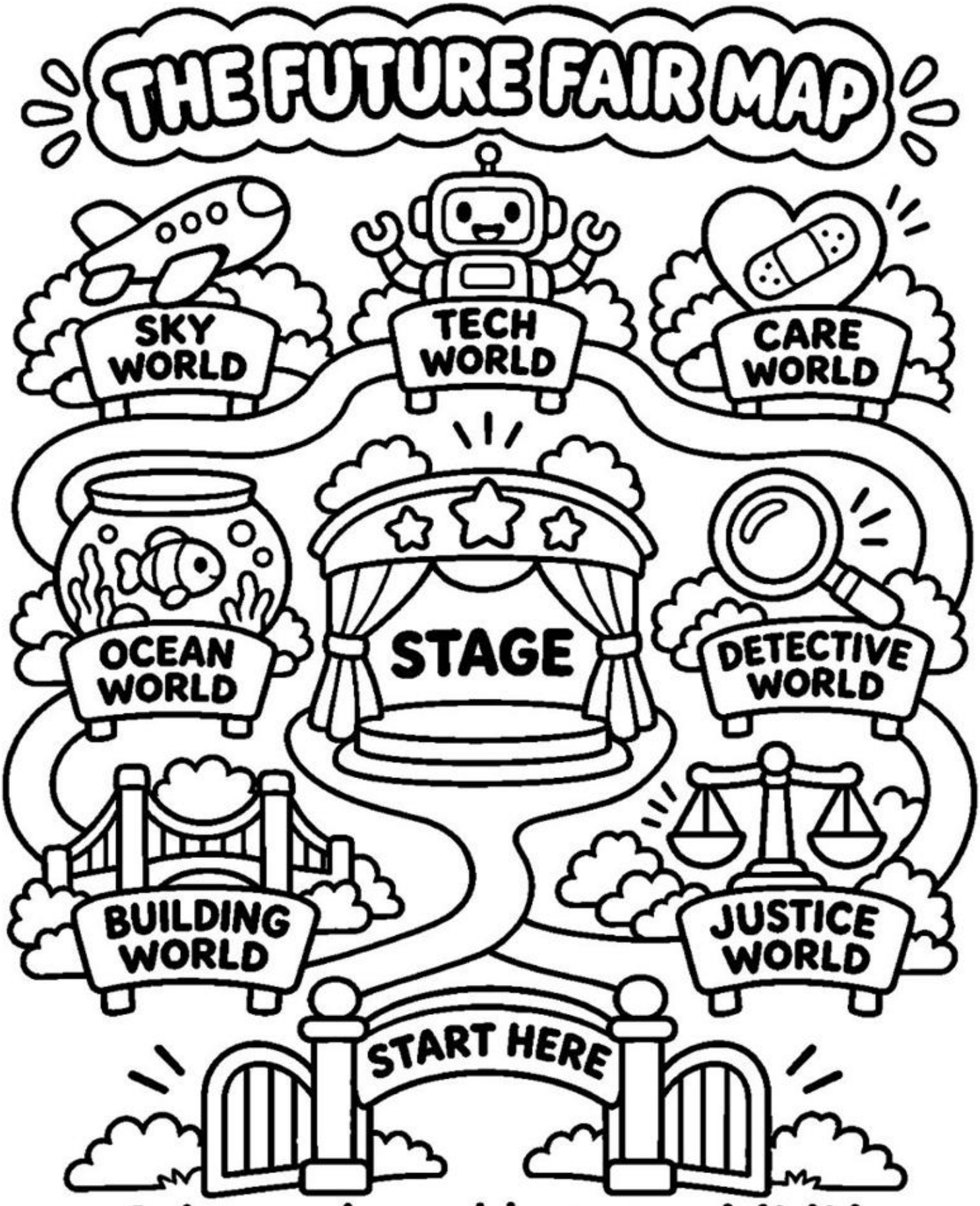
Justice World:

Criminal Defense Attorney · Prosecutor · Family Lawyer · Trial Judge · Supreme Court Justice



The End:

Opening Day · My Favorite Careers · My Word List · Answers · My Certificate



Color each world as you visit it!

BUILDING WORLD

A Place for Everyone



Oh no! The fair gate is blocked. Nobody can get in!

Purposes in this world:



Real Estate Developer



Architect



Civil Engineer



Construction Manager

REAL ESTATE DEVELOPER



3 IMPORTANT WORDS



PLAN (plan)
A real estate developer plans what to build and where.



BUILD (build)
A real estate developer builds homes and buildings.



GROW (grow)
A real estate developer helps communities grow and thrive.



REAL ESTATE DEVELOPER

THE FAIR IS BLOCKED!

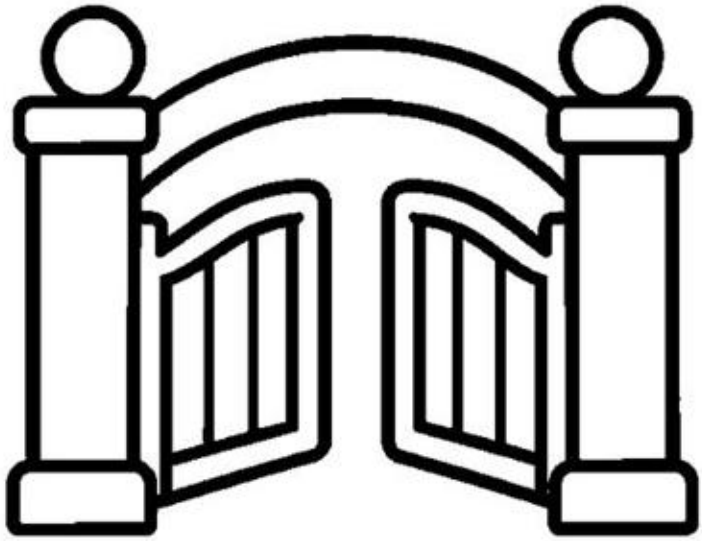


People can't get in. Eli makes a plan for a new way in.

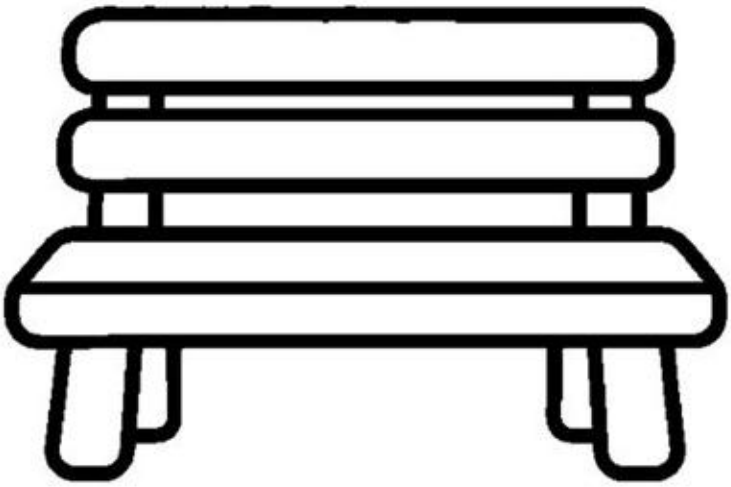
Point to: the plan.

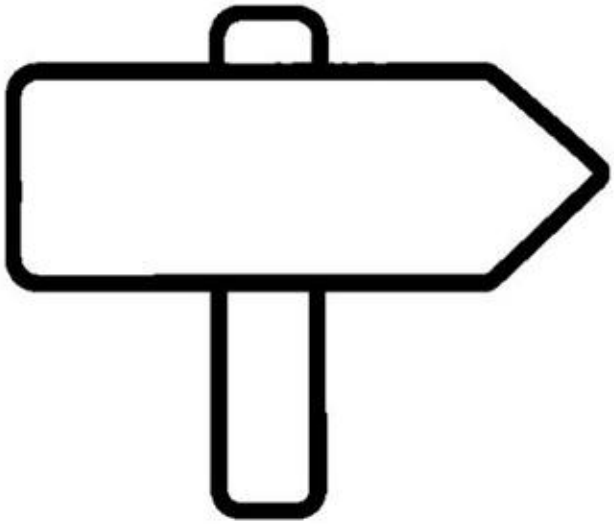
WHAT DOES THE FAIR NEED?

Circle what helps people get in.









Color them all.

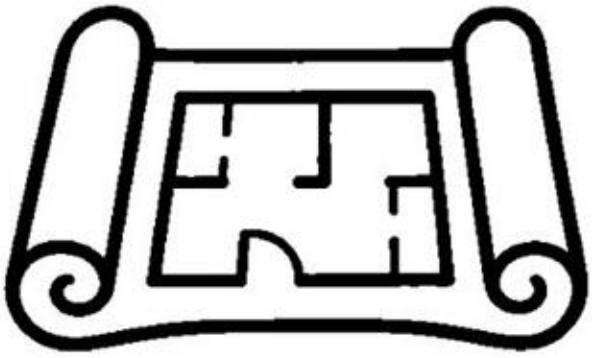
MATCH IT UP!

Color the pictures.

PLAN



BUILD



GROW



Draw a line from each word to its picture.

ME AS A REAL ESTATE DEVELOPER

Draw the place you would build!



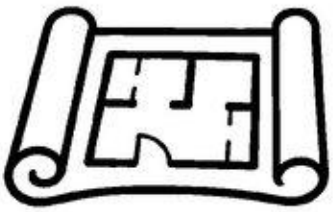
I CAN DEVELOP GREAT PLACES!

My name: _____

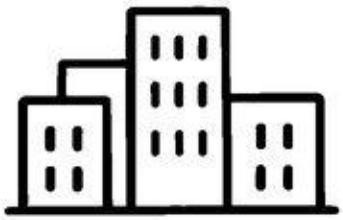
ARCHITECT



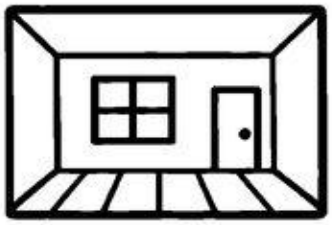
3 IMPORTANT WORDS



PLAN (plan)
An architect draws a plan before anything is built.



SHAPE (shape)
An architect chooses the shape of a building.



SPACE (spays)
An architect makes rooms with space for people.



ARCHITECT

A GATE FOR EVERYONE

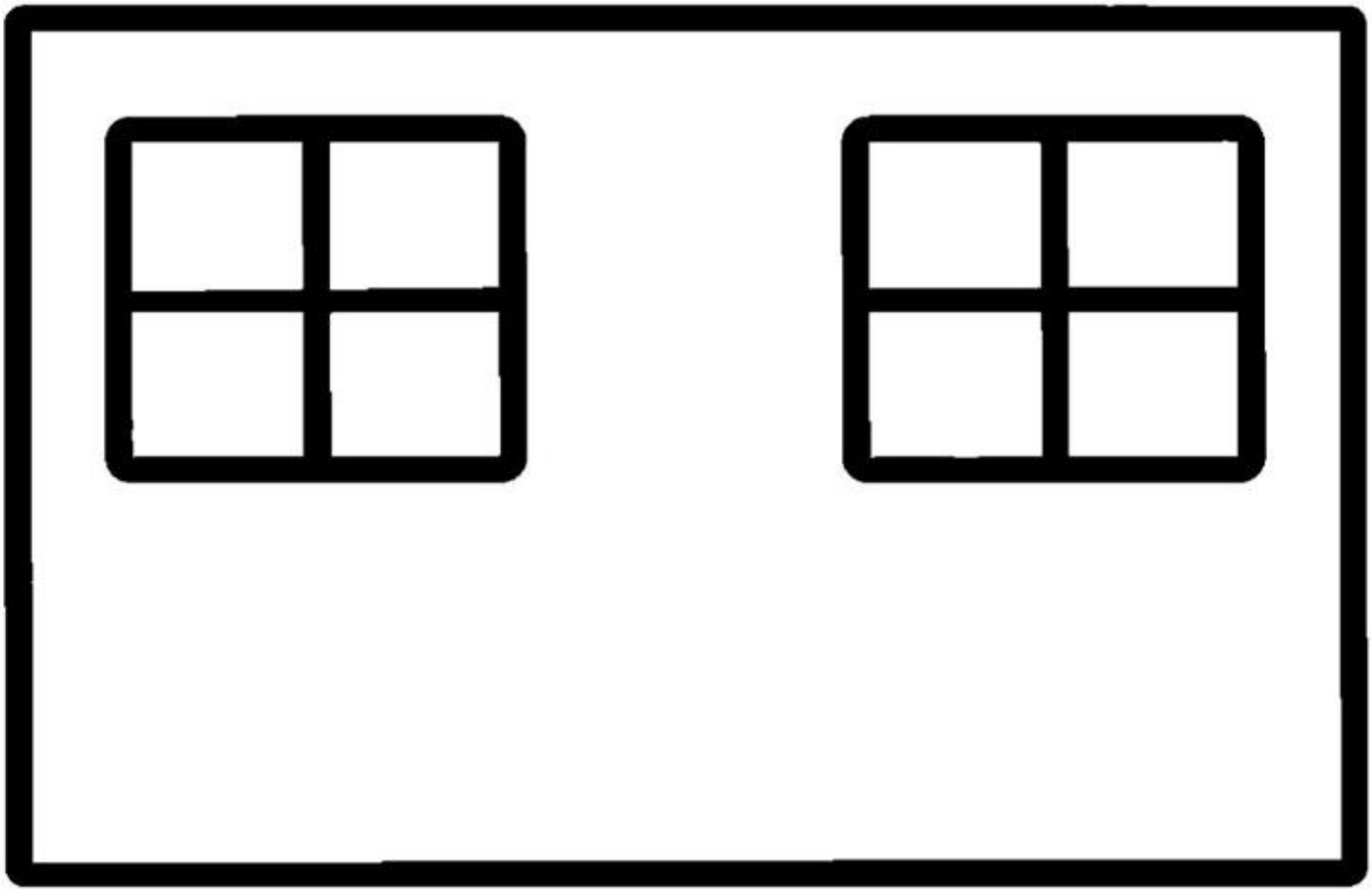


Emily draws a gate that is wide enough for everyone. Strollers and wheelchairs too!

Point to: the wide gate.

FINISH THE HOUSE

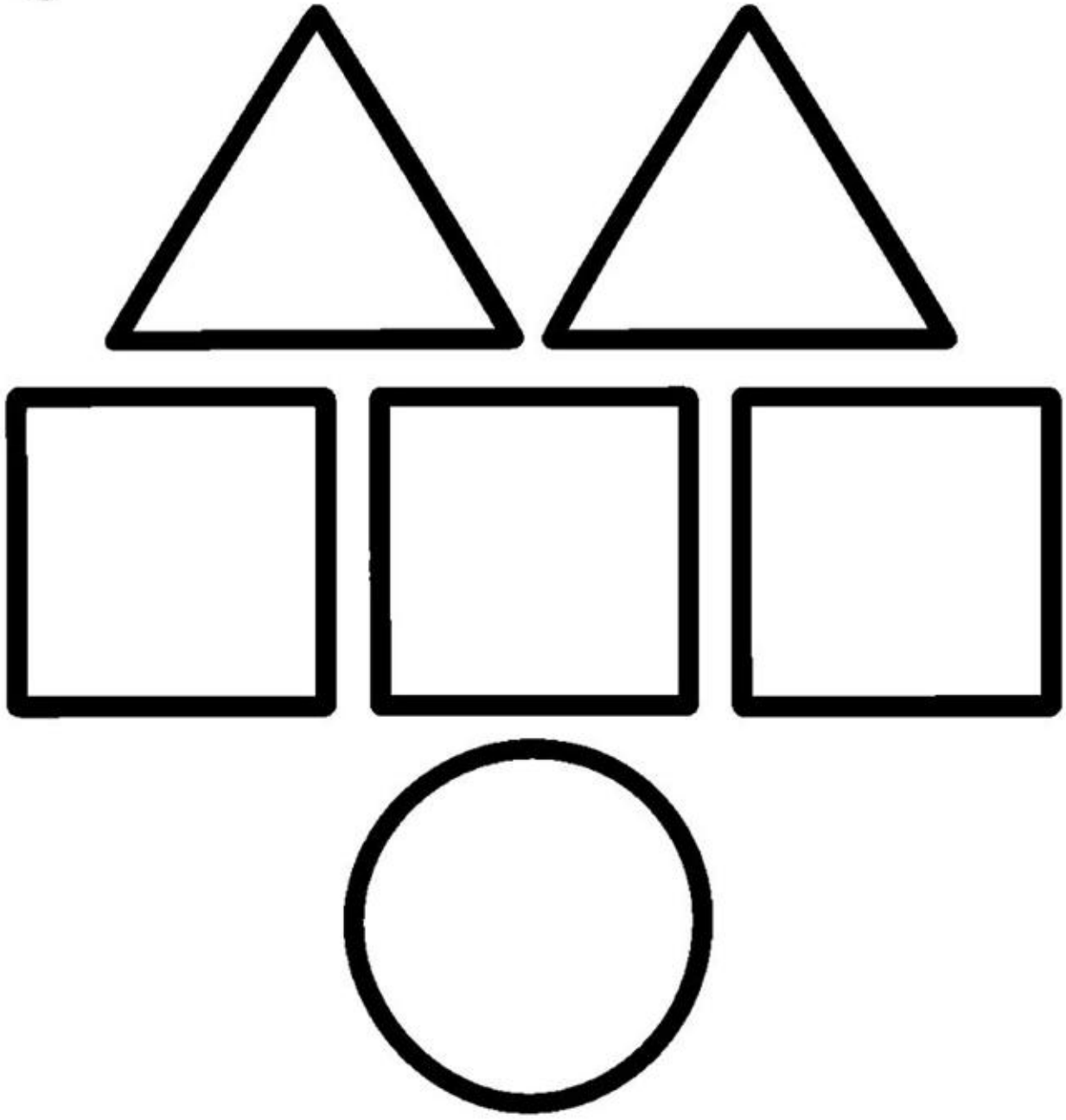
Color the house.



Draw the missing roof and door.

SHAPES IN BUILDINGS

Color the shapes.



Count the squares, triangles and circles.

ME AS AN ARCHITECT

Draw your dream house!



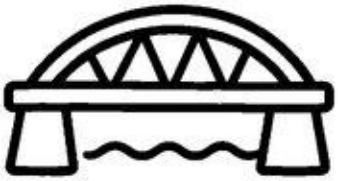
I CAN DESIGN MY DREAMS!

My name: _____

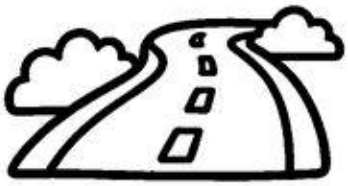
CIVIL ENGINEER



3 IMPORTANT WORDS



BRIDGE (brij)
A civil engineer builds bridges to cross rivers.



ROAD (rohd)
A civil engineer plans roads for cars and buses.



STRONG (strawng)
A civil engineer makes sure bridges are strong and safe.


CIVIL ENGINEER

A STRONG BRIDGE

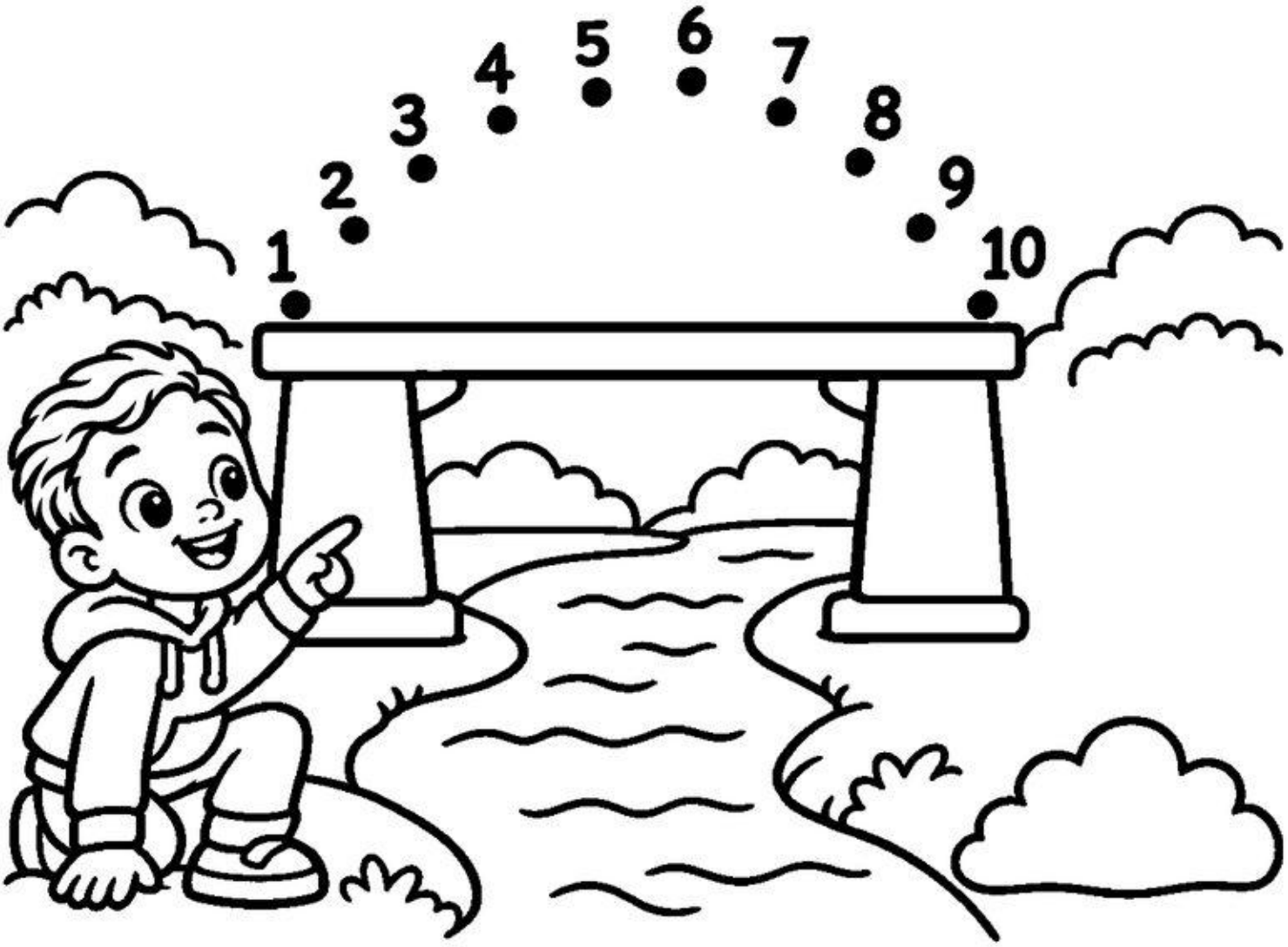


A stream is in the way. Sam plans a strong bridge across it.

Point to: the bridge.

CROSS THE STREAM

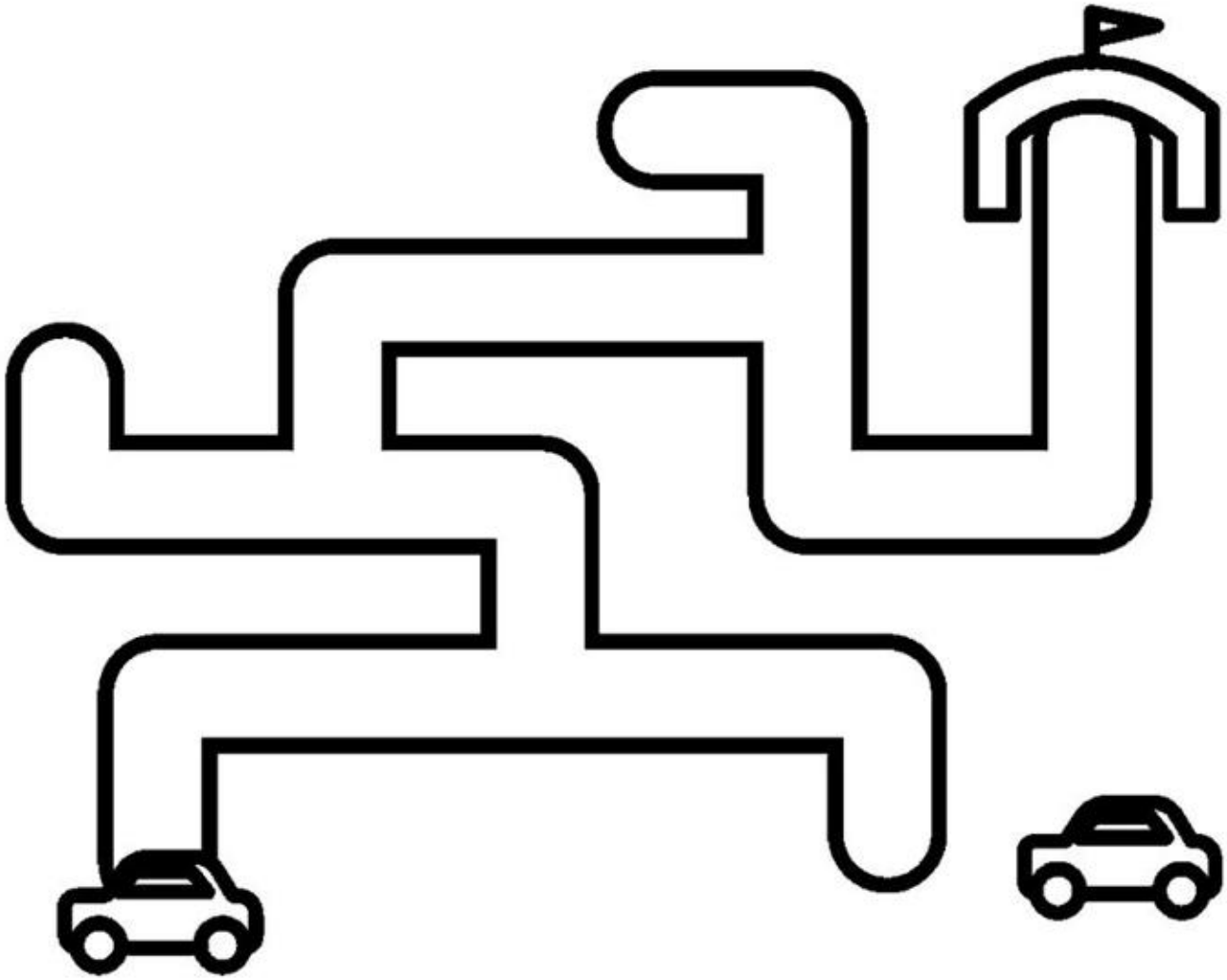
Color the bridge.



Connect the dots 1 to 10
to finish the bridge.

ROAD MAZE

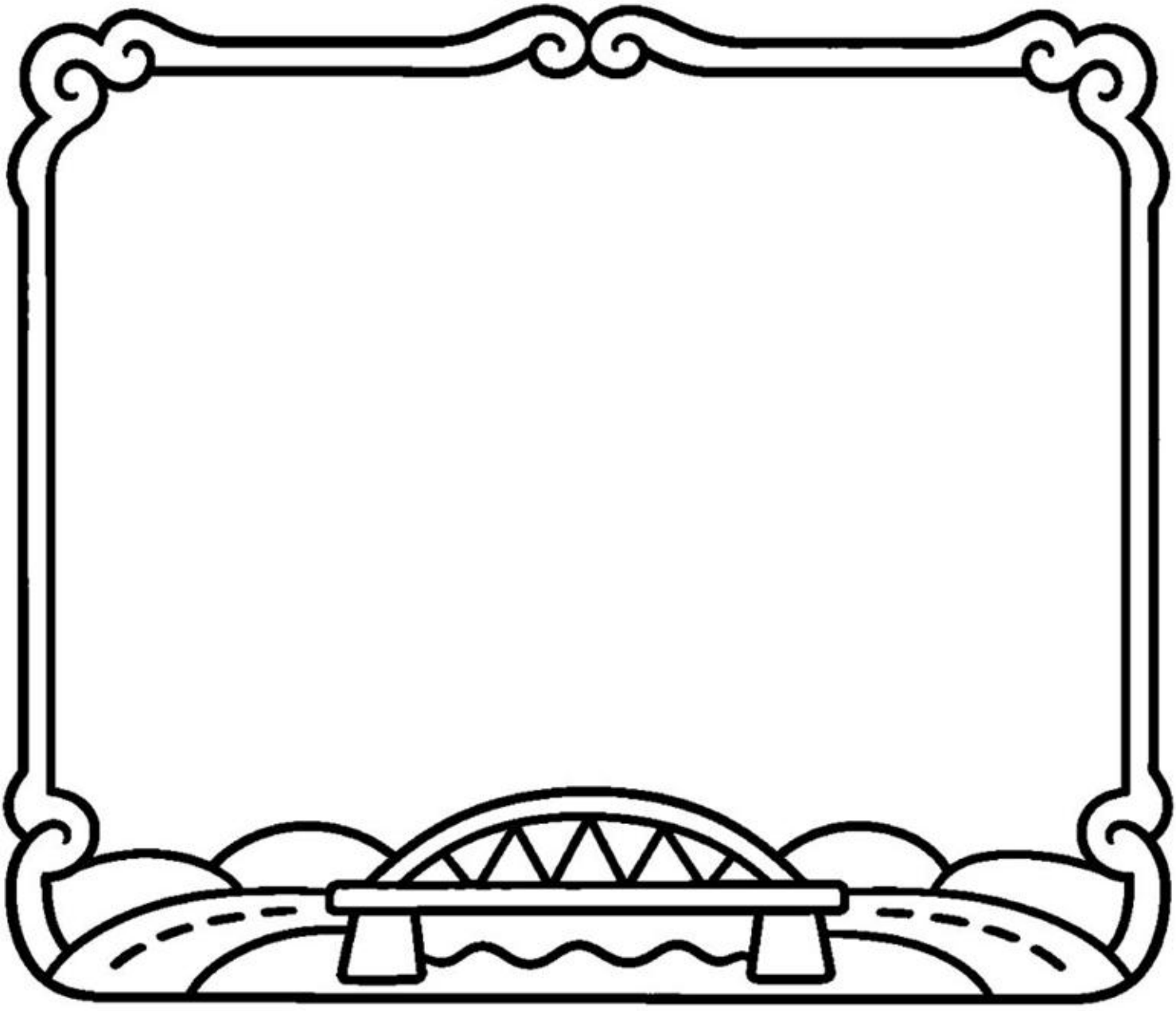
Color the cars.



Help the car follow the road to the fair.

ME AS A CIVIL ENGINEER

Draw a bridge you would build!



I CAN BUILD STRONG THINGS THAT HELP PEOPLE!

My name: _____



CONSTRUCTION MANAGER



3 IMPORTANT WORDS



TEAM (teem)
A construction manager leads the building team.



ORDER (or-der)
A construction manager puts the work in order: first, next, last.



SITE (syt)
A construction manager keeps the building site safe.


CONSTRUCTION
MANAGER

FIRST, NEXT, LAST

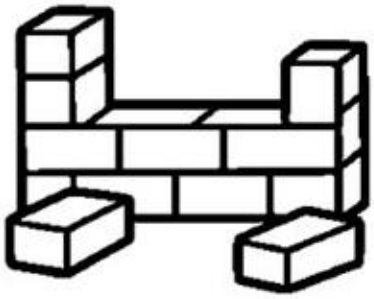


Mike leads the team. First the path, next the bridge, last the gate!

Point to: Mike's clipboard.

FIRST, NEXT, LAST

Color the pictures.



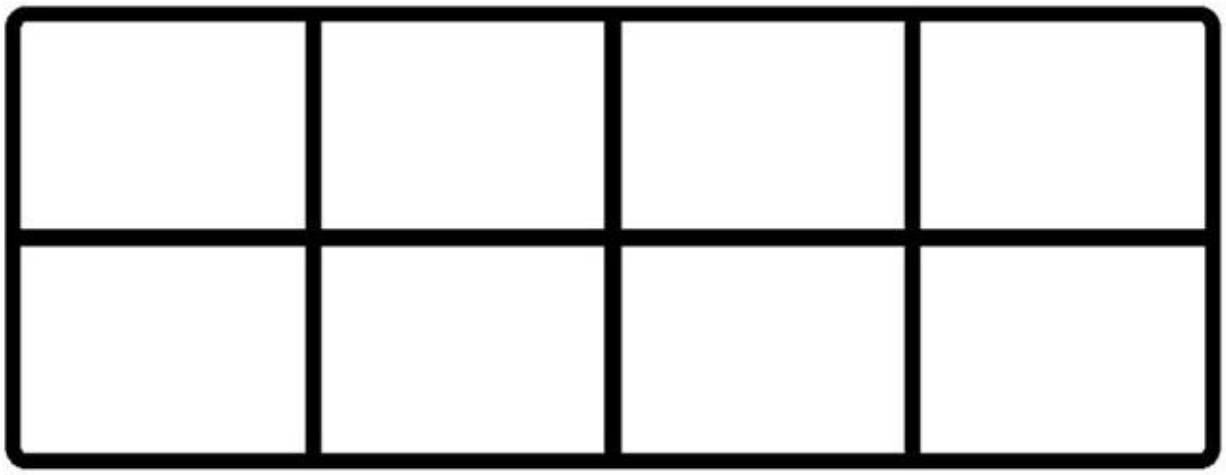




Write 1, 2, 3 to put them in order.

COUNT THE BRICKS

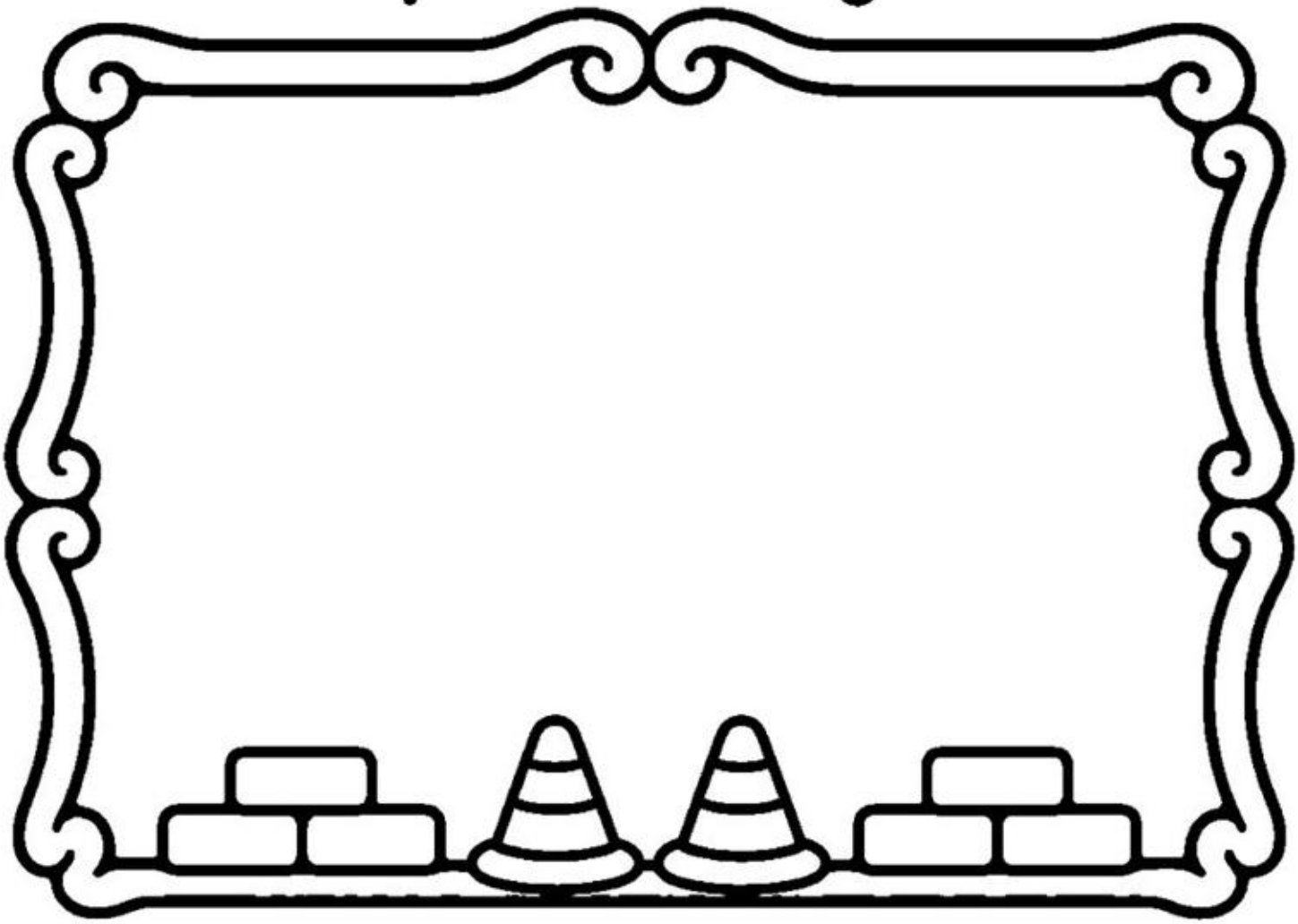
Color the big bricks.



123 Count the bricks in the wall.

ME AS A CONSTRUCTION MANAGER

Draw your building team!



I CAN LEAD A TEAM!

My name: _____

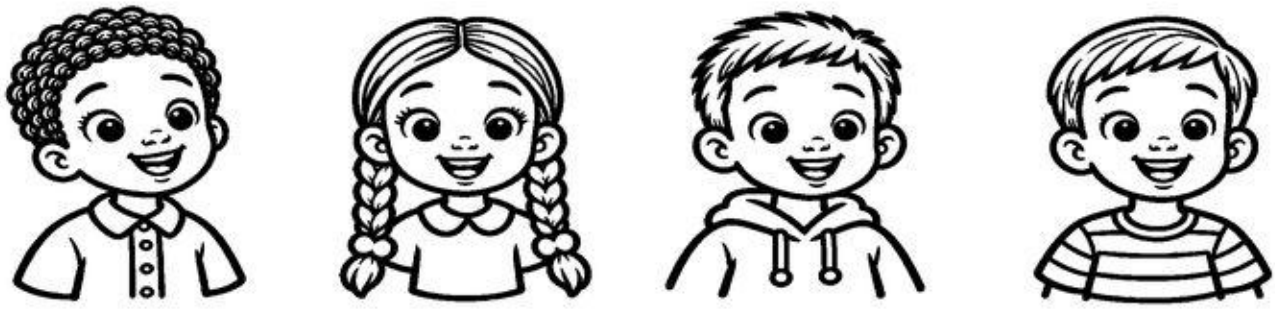
WE DID IT!

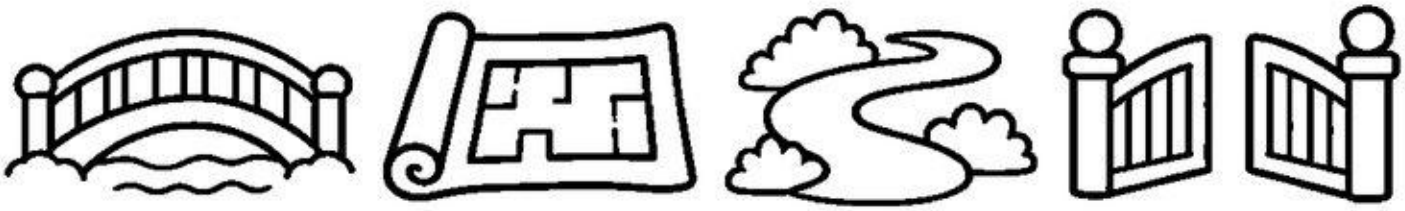


The new gate is open. Now everyone can come in!

Color the new gate.

Draw a line from each kid to the part they made.





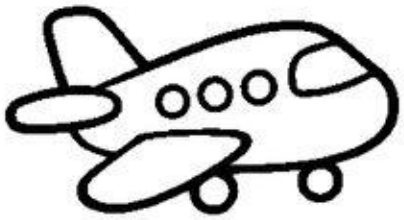
SKY WORLD

Ready for Arrival



The toy plane show starts soon.
But something is wrong!

Purposes in this world:



Pilot



Air Traffic Controller



Aircraft Mechanic

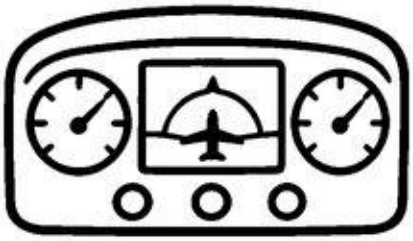
PILOT



3 IMPORTANT WORDS



AIRCRAFT (air-kraft)
A machine that flies, like a plane or a helicopter.



CONTROLS (kun-trohlz)
The buttons and wheel that help the pilot fly.



WEATHER (weh-ther)
The rain, wind, sun and clouds outside.


PILOT

WAIT FOR THE WIND

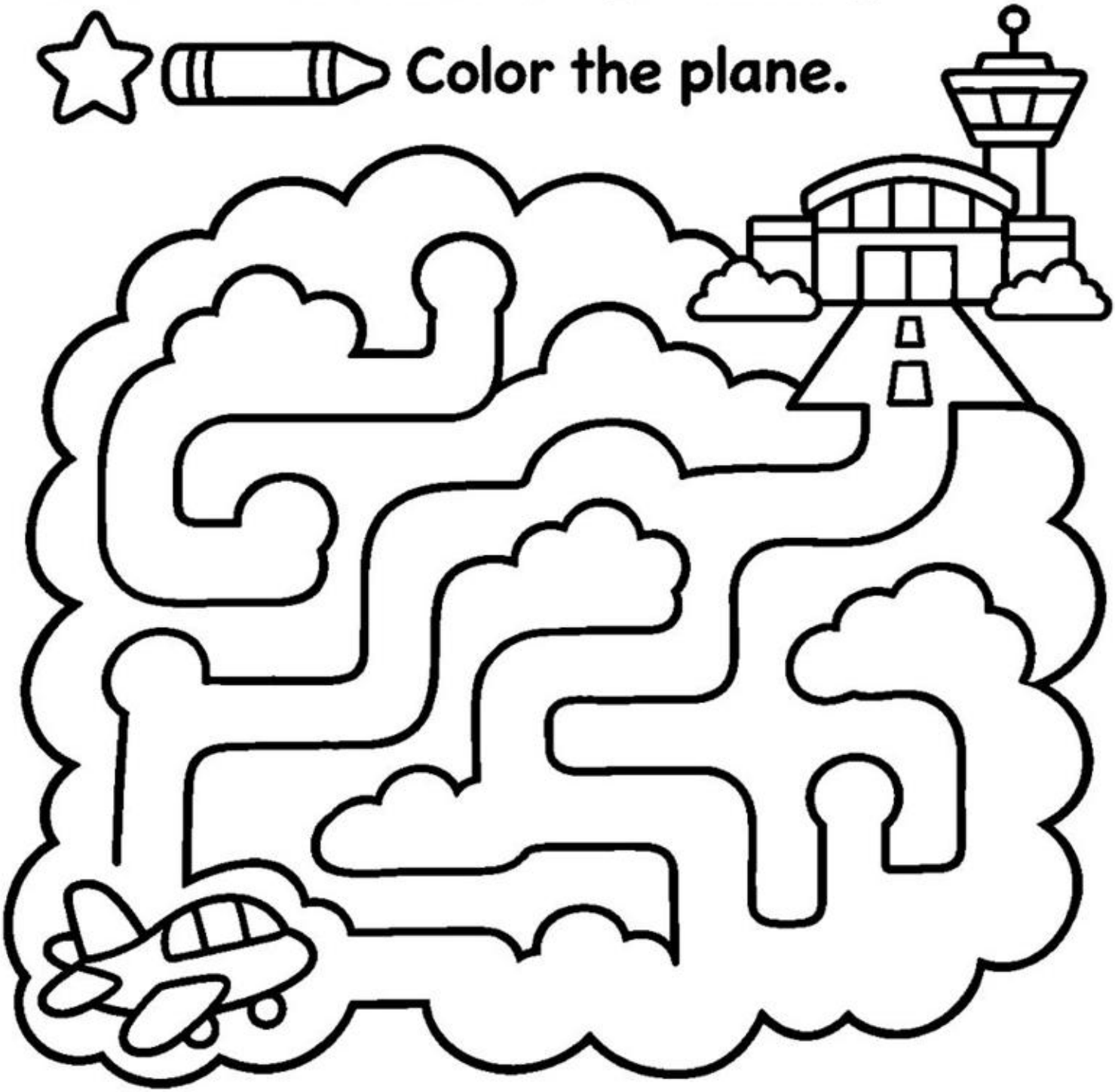


Eli checks the weather before the plane show.
Windy! He waits for a calm sky.

Point to: the windsock.

FLY THE PLANE

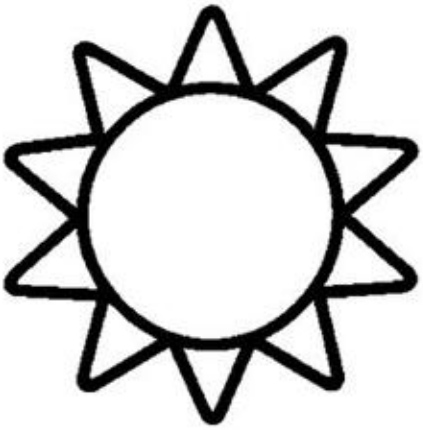
Color the plane.



Fly the plane through the clouds to the airport.

WHAT IS THE WEATHER?

Point to the sun.









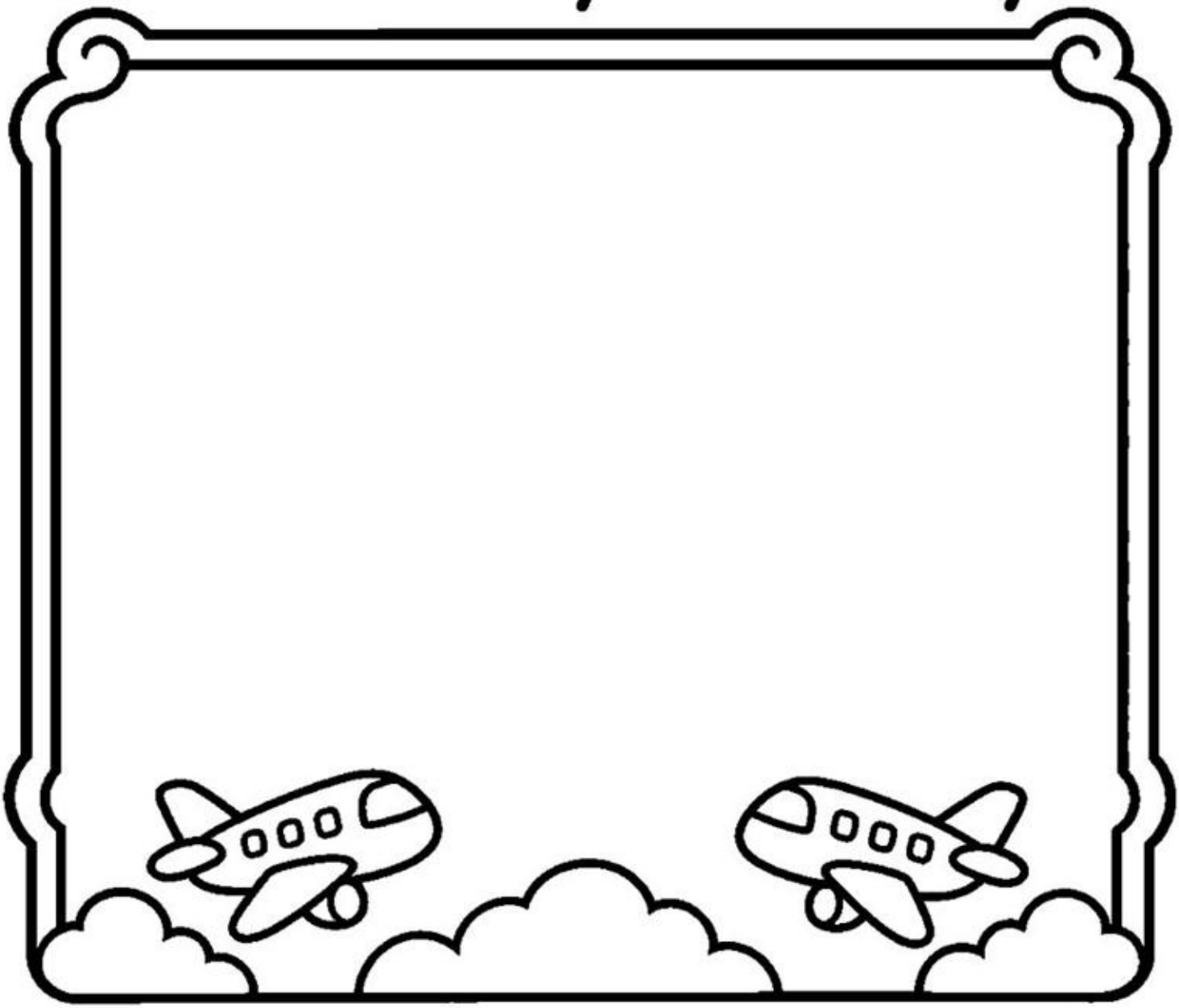




Draw a line from each weather to what you wear.

ME AS A PILOT

Draw where you would fly!



I CAN REACH THE SKY!

My name: _____

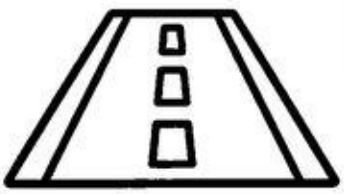
AIR TRAFFIC CONTROLLER



3 IMPORTANT WORDS



TOWER (tow-er)
An air traffic controller works high up in a tower.



RUNWAY (run-way)
An air traffic controller tells planes which runway to use.



SIGNAL (sig-nul)
An air traffic controller sends signals to keep planes safe.



AIR TRAFFIC CONTROLLER

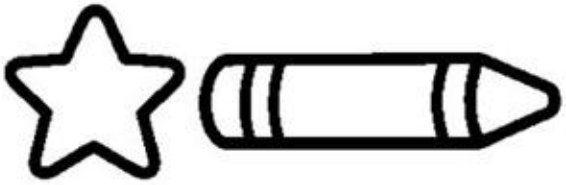
ONE AT A TIME



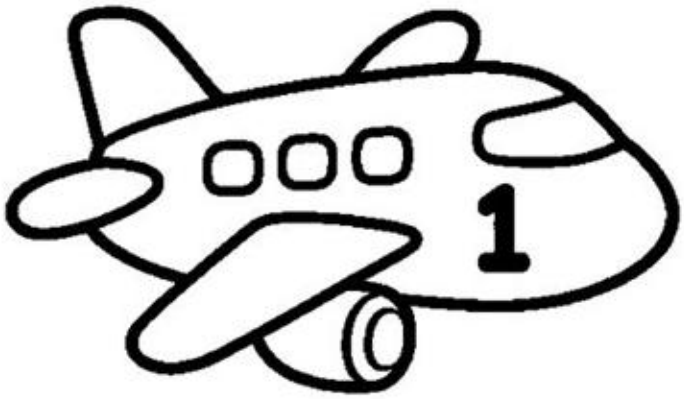
Two planes want the same runway.
Mike says, 'One at a time!'

Point to: the runway.

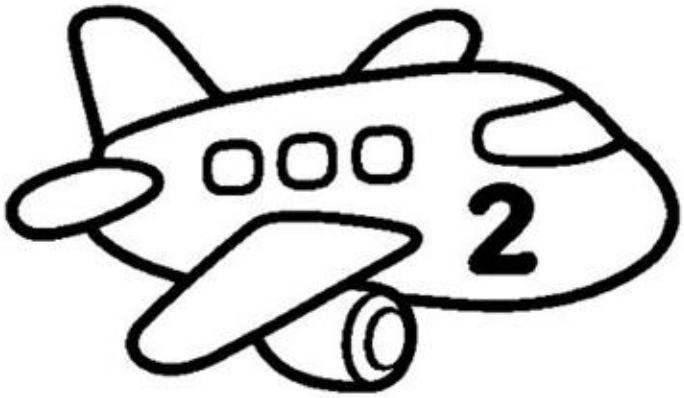
MATCH THE RUNWAY



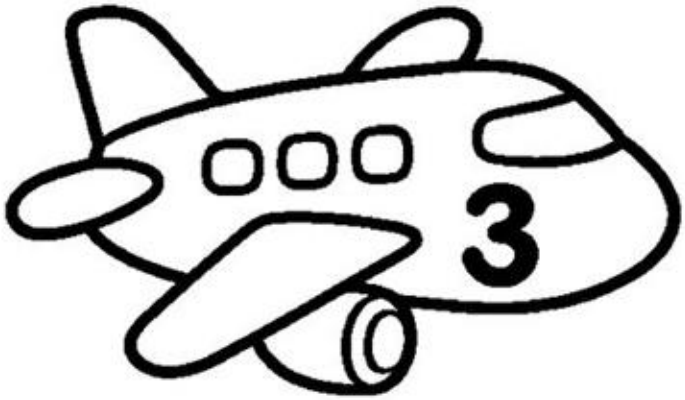
Color each plane and its runway the same color.











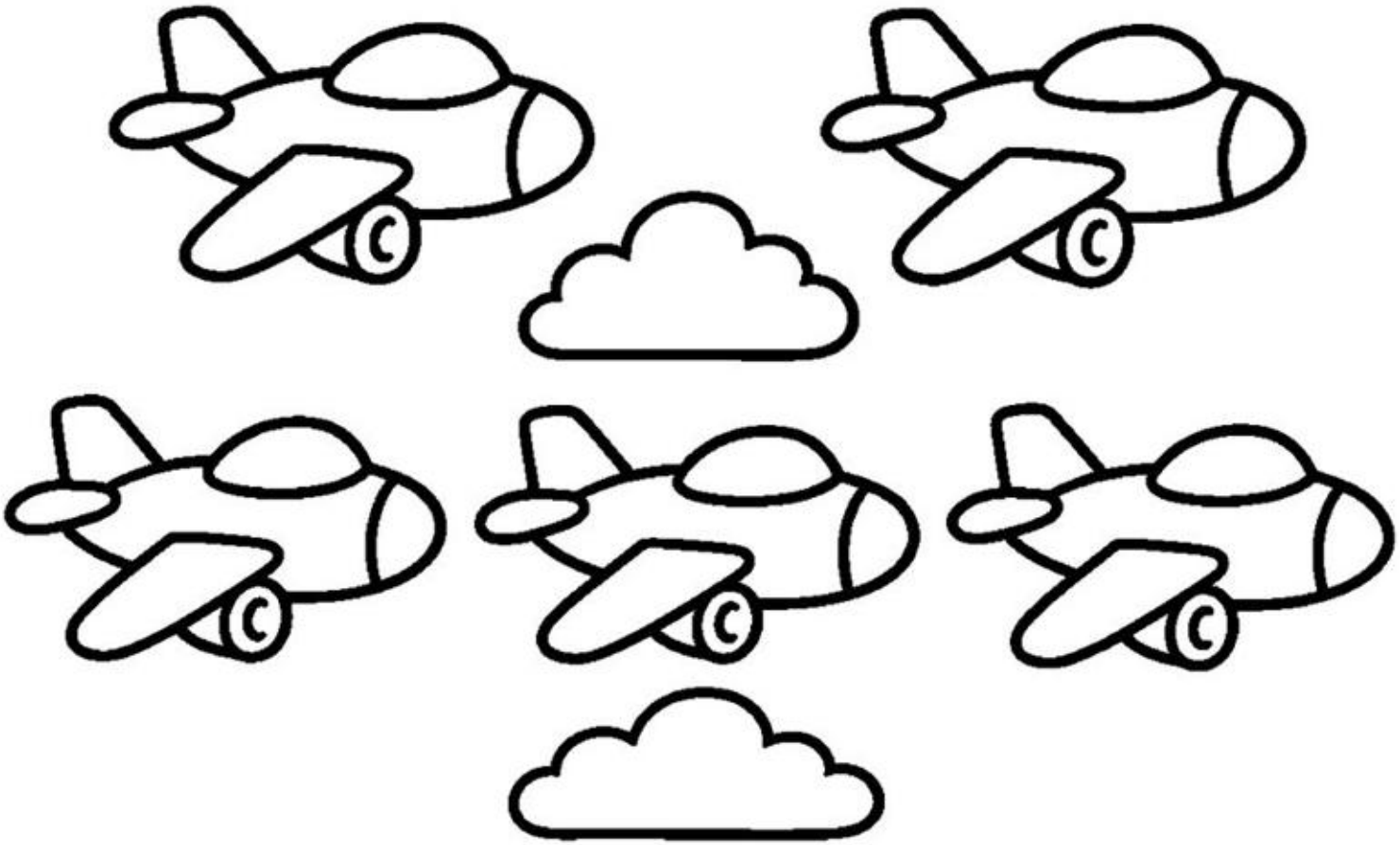




Match each plane to the runway with the same number.

COUNT THE PLANES

Color the planes in the sky.



3 4 5



Count them and circle the number.

ME AS AN AIR TRAFFIC CONTROLLER

Draw your tower!



I CAN KEEP OTHERS SAFE!

My name: _____

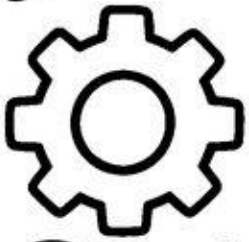
AIRCRAFT MECHANIC



3 IMPORTANT WORDS



INSPECT (in-spekt)
An aircraft mechanic inspects every part of the plane.



REPAIR (ri-pair)
An aircraft mechanic repairs parts that are broken.



TOOL (tool)
An aircraft mechanic uses tools to fix airplanes.



AIRCRAFT MECHANIC

A LOOSE WING

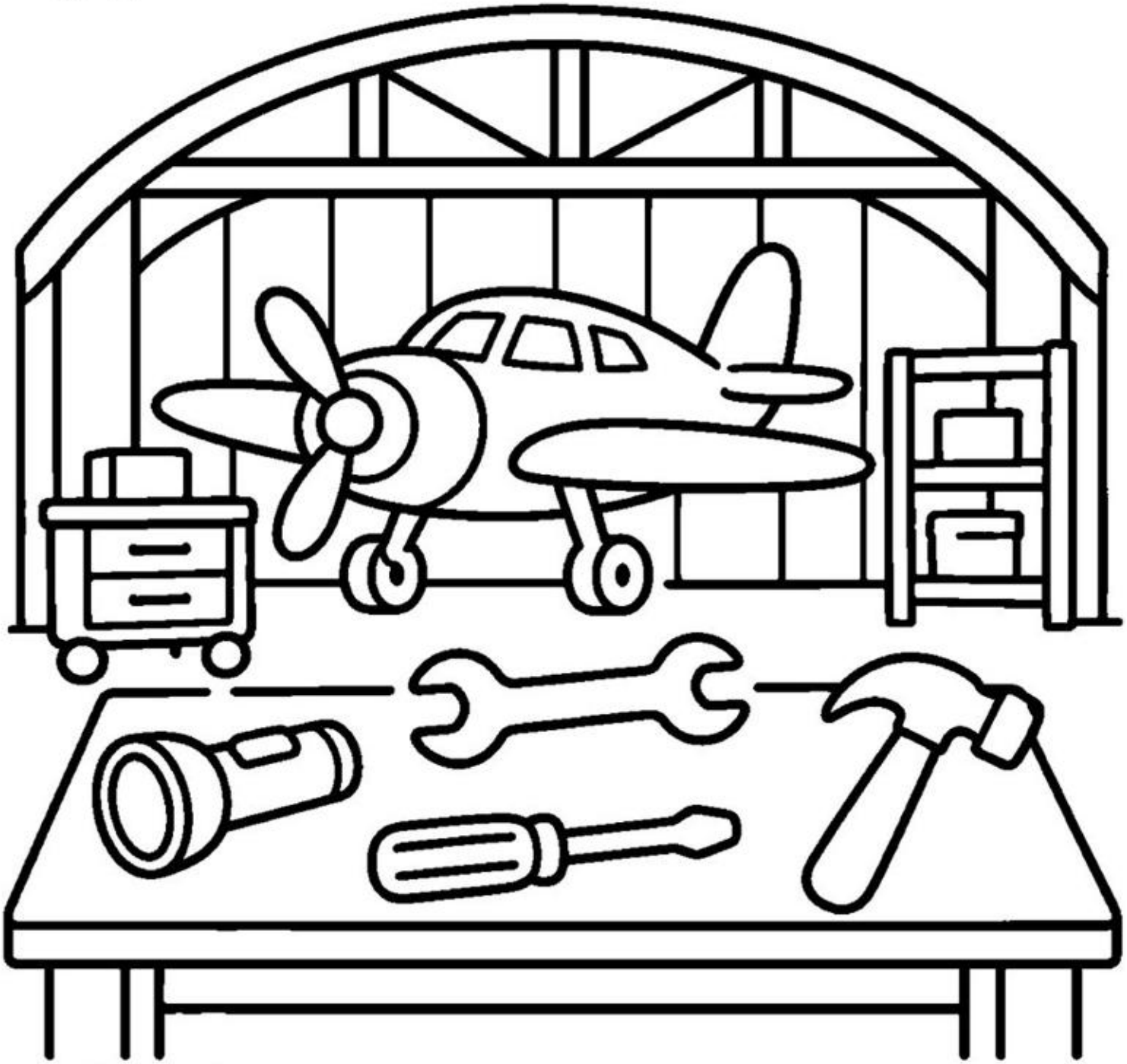


Caleb finds a loose wing. He fixes it before the plane can fly.

Point to: the wing.

FIND THE TOOL

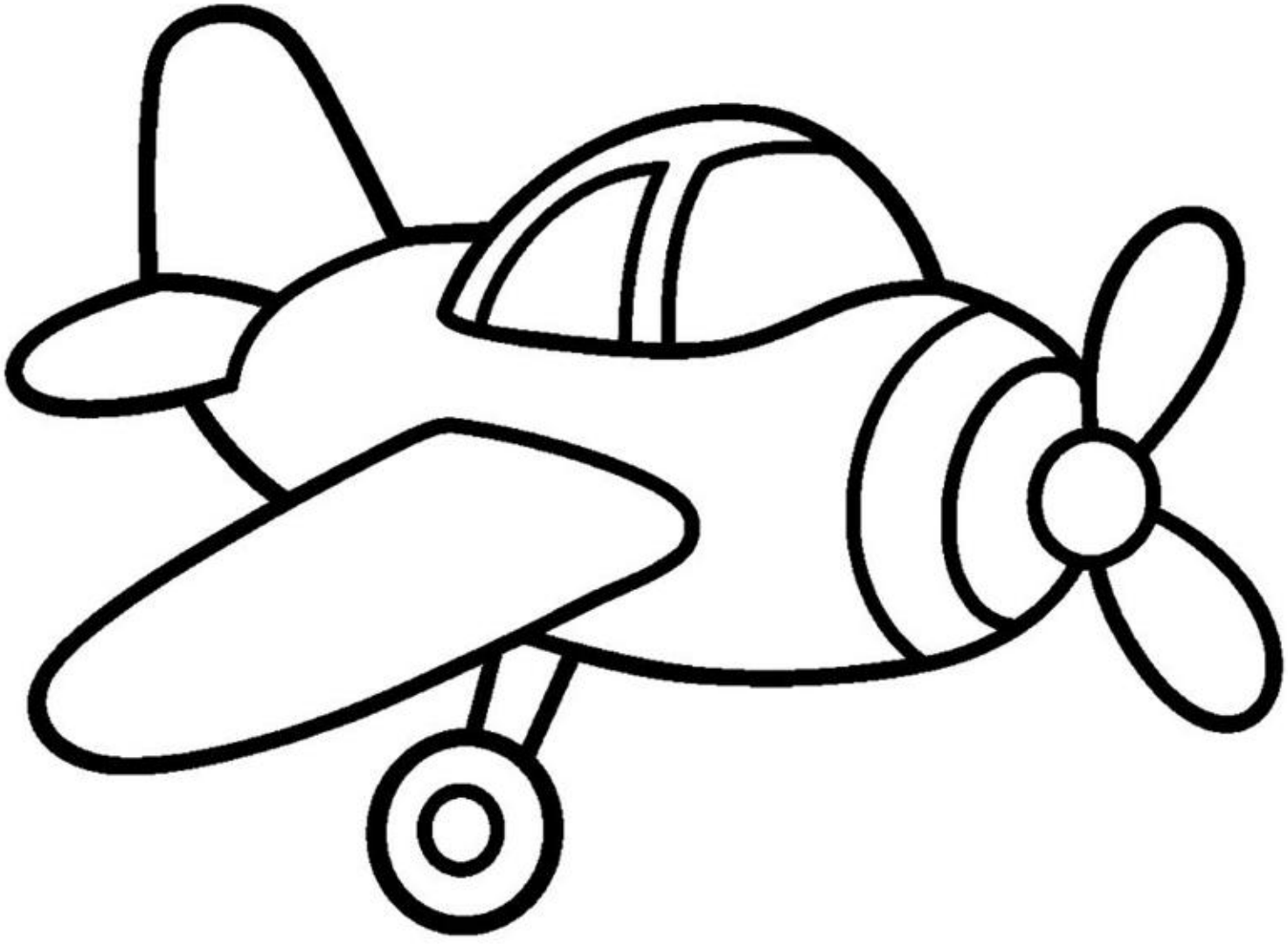
Circle the wrench.



Find and color all 4 tools.

FIX THE PLANE

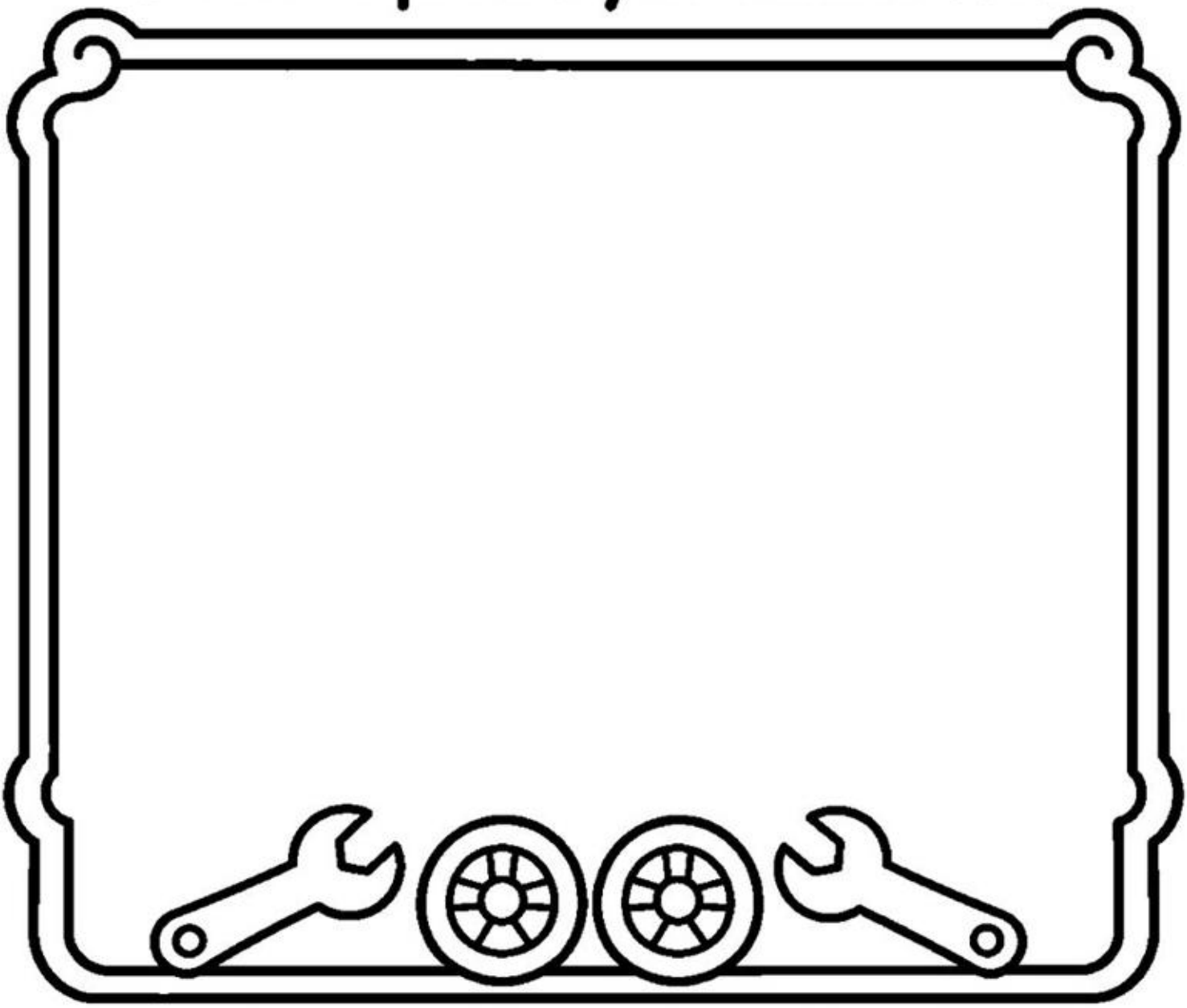
Color the plane.



Draw the missing wing and wheel.

ME AS AN AIRCRAFT MECHANIC

Draw a plane you would fix!



I CAN FIX THINGS!

My name: _____



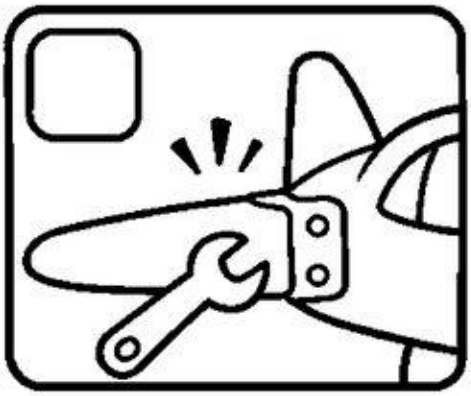
WE DID IT!

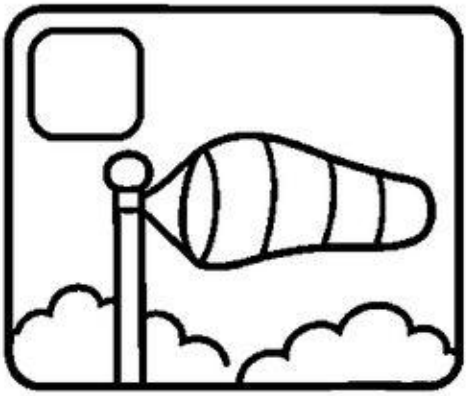


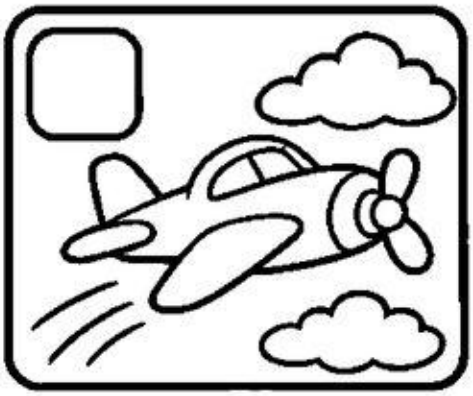
Check, fix, then fly. The planes are ready!

Color the planes in the sky.

Put the steps in order 1-2-3: fix the wing, check the weather, fly.







TECH WORLD

A Helper That Listens

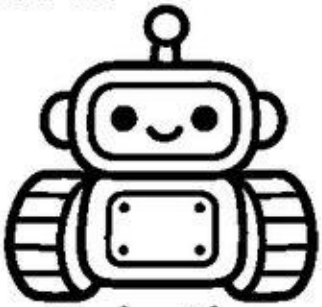


Beep! The robot guide is going the wrong way!

Purposes in this world:



Software Developer



Robotics Engineer

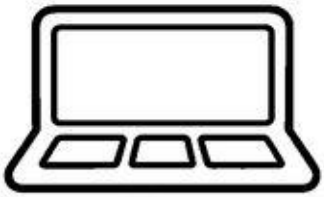


Electrical Engineer

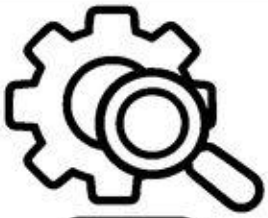
SOFTWARE DEVELOPER



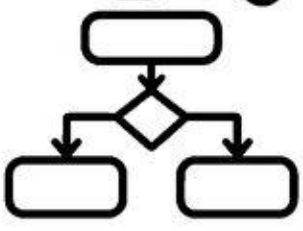
3 IMPORTANT WORDS



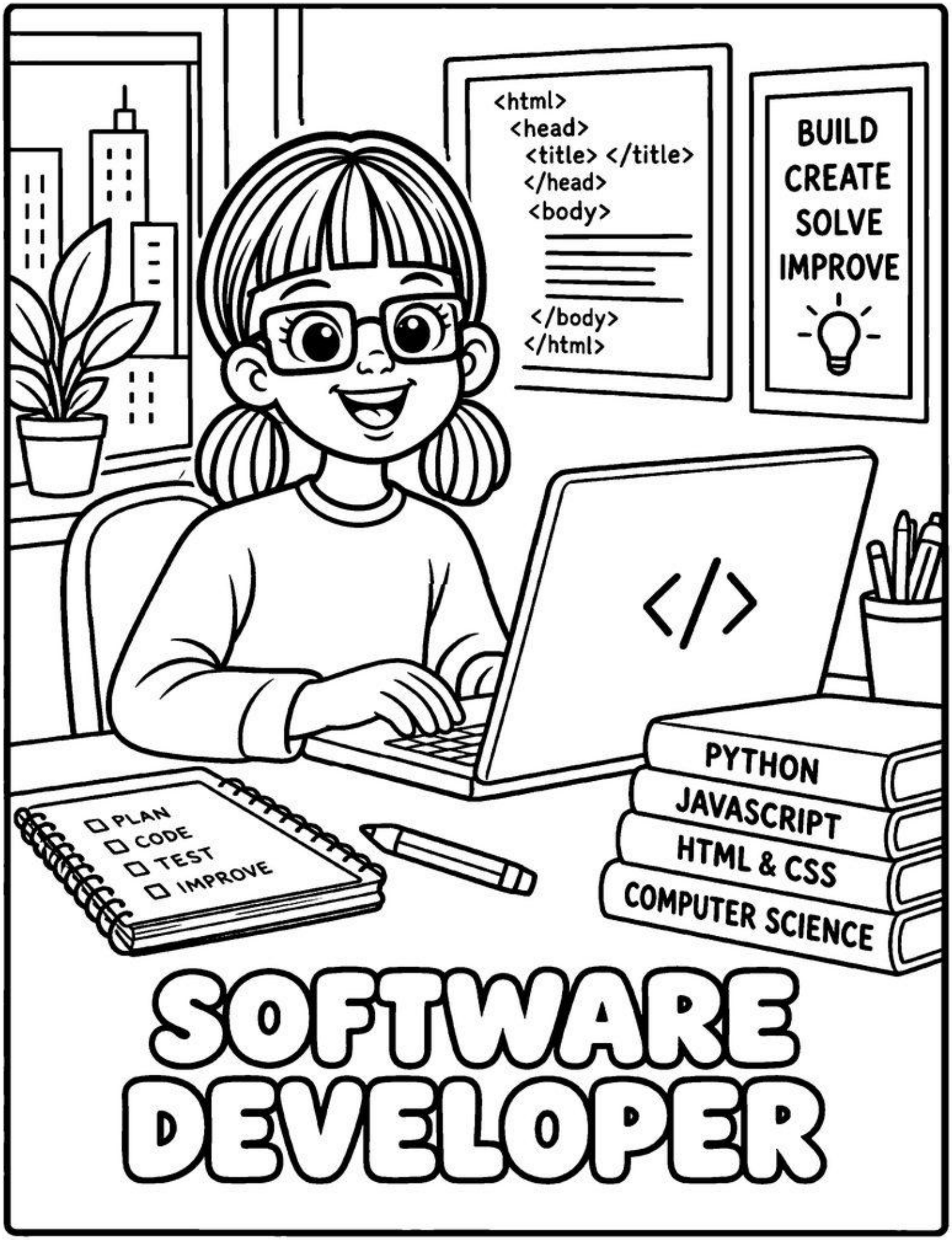
CODE (kohd)
Words that tell a computer what to do.



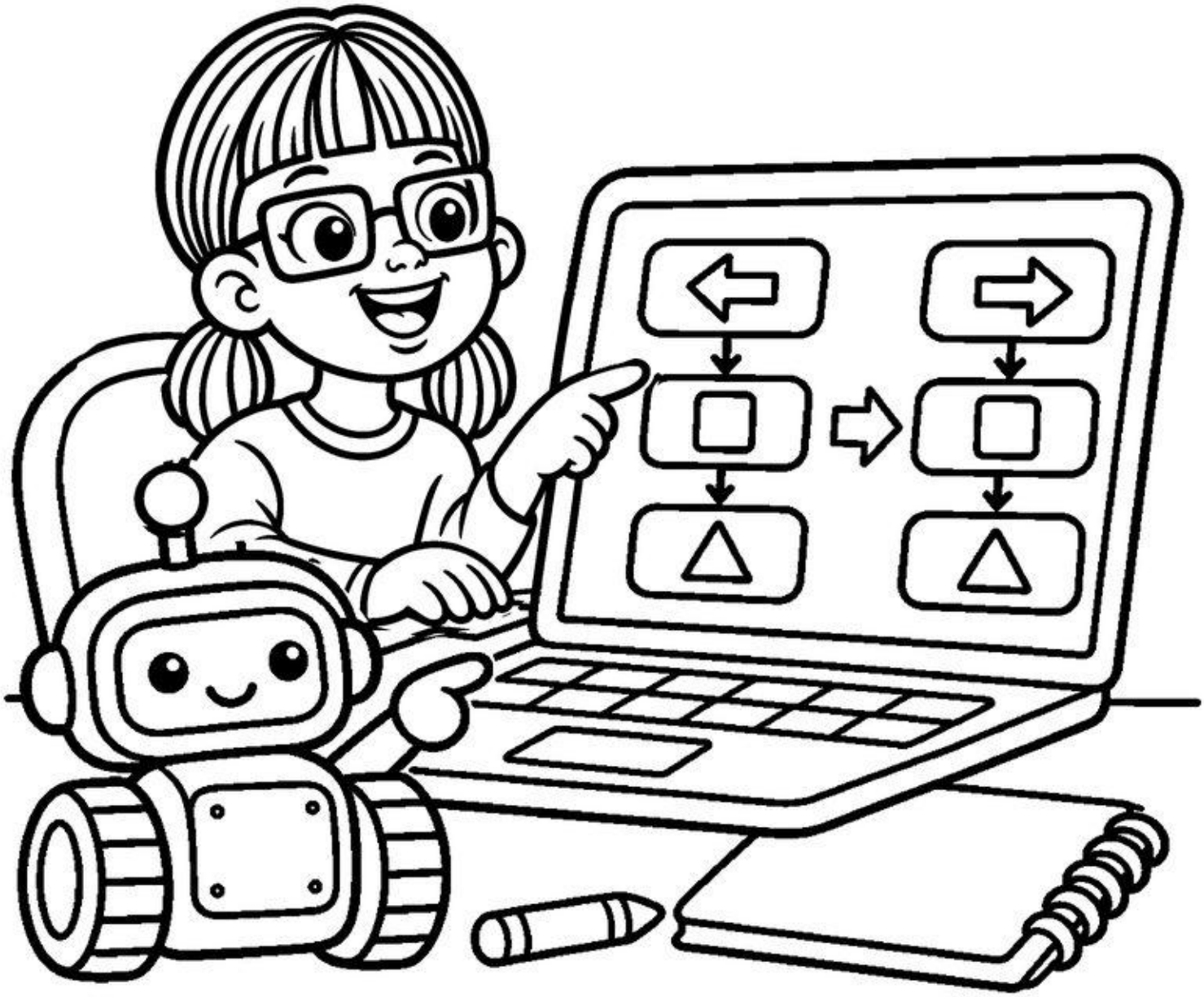
DEBUG (dee-bug)
Finding and fixing mistakes in code.



STEPS (stehps)
Doing things one at a time, in order.


<html>
<head>
<title> </title>
</head>
<body>
</body>
</html>
BUILD
CREATE
SOLVE
IMPROVE
</>
PLAN
CODE
TEST
IMPROVE
PYTHON
JAVASCRIPT
HTML & CSS
COMPUTER SCIENCE
SOFTWARE
DEVELOPER

THE WRONG WAY



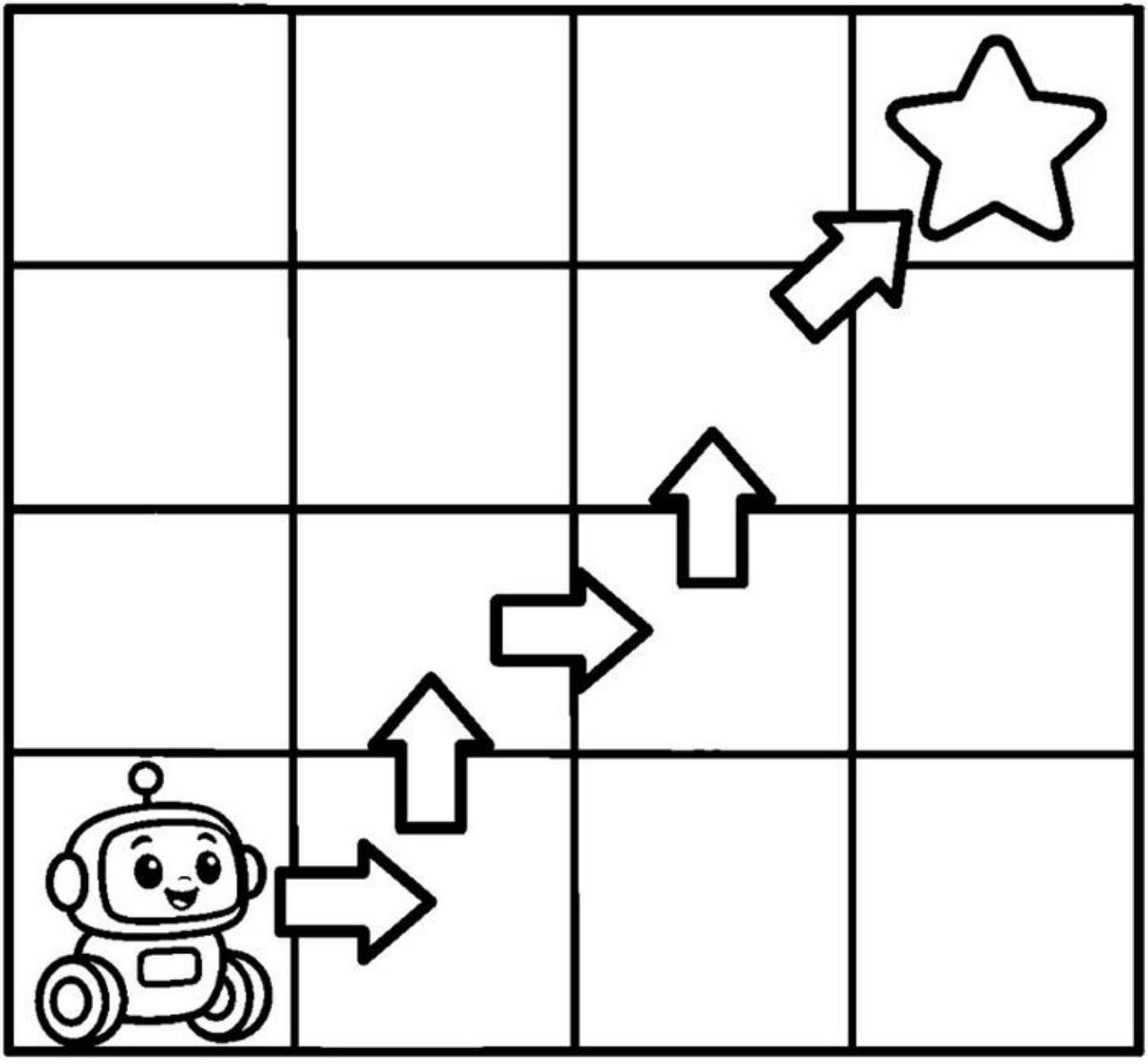
The robot guide goes the wrong way. Hannah finds the mistake in the steps and fixes it.

Point to: the robot.

FOLLOW THE ARROWS



Color the arrows.

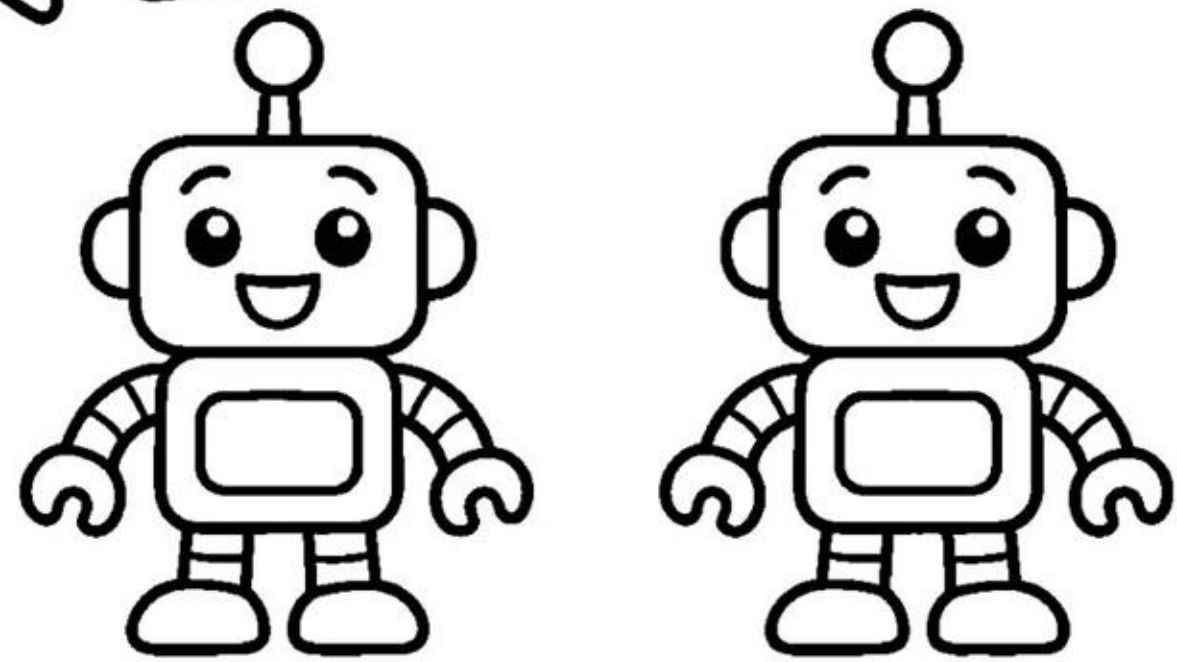


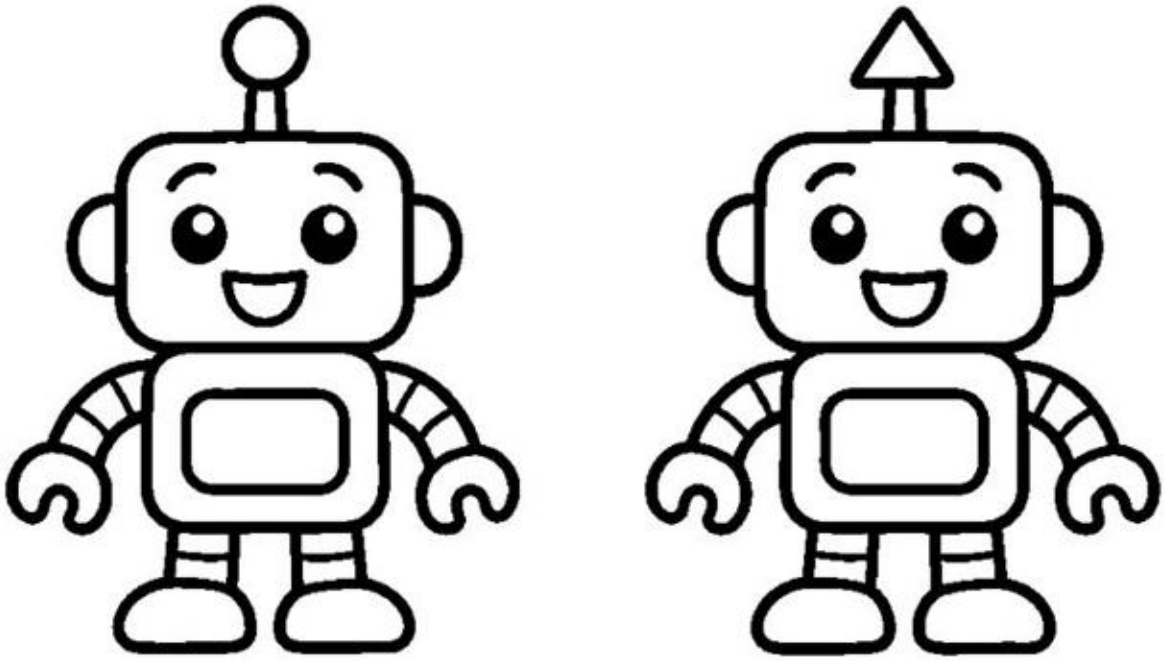


Follow the arrows to help the robot reach the star.

FIX THE MISTAKE

Color the robots.

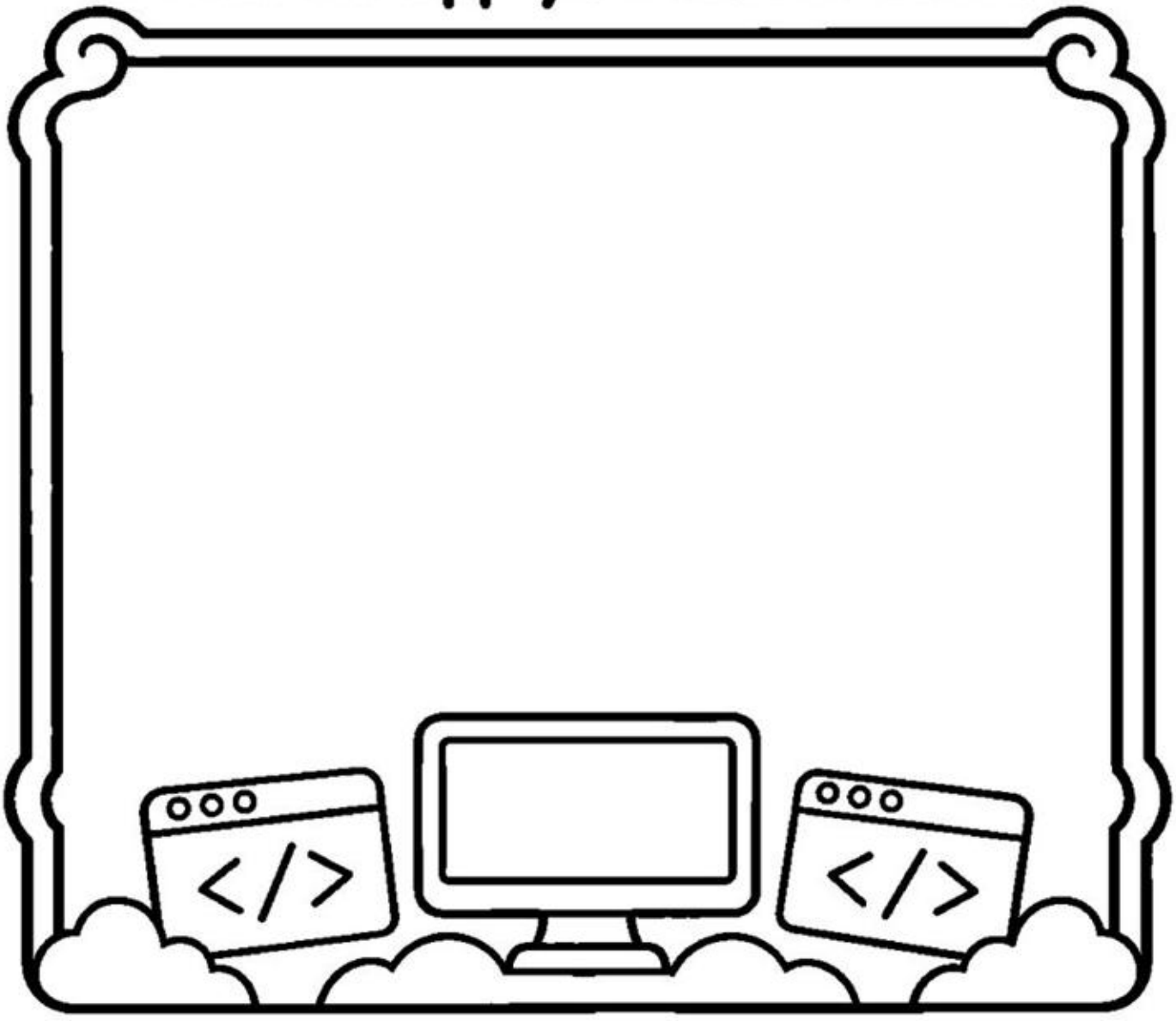




Circle the robot that is different.

ME AS A SOFTWARE DEVELOPER

Draw an app you would make!

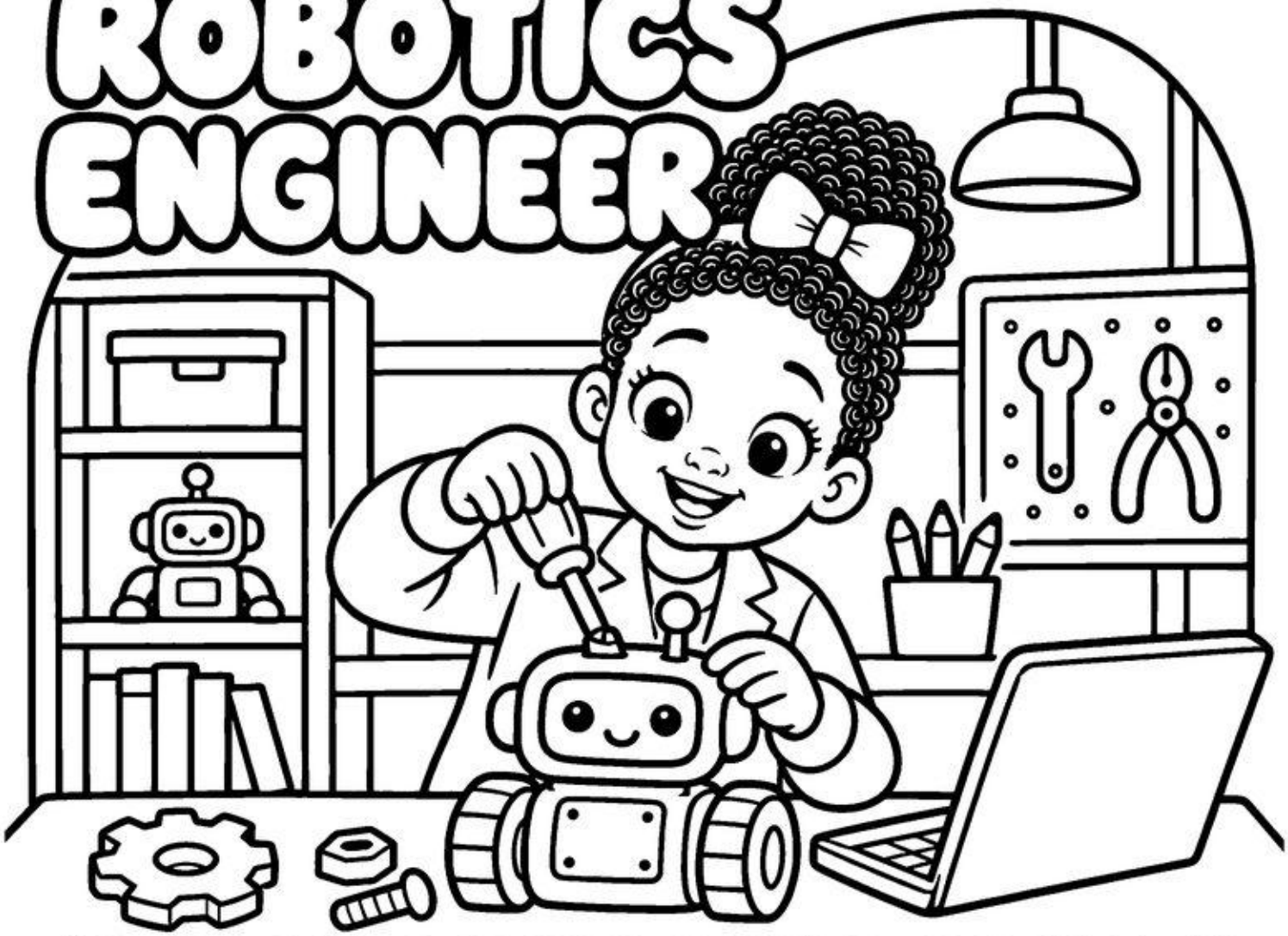


I CAN CREATE NEW IDEAS!

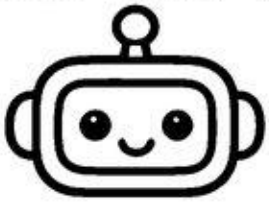
My name: _____



ROBOTICS ENGINEER



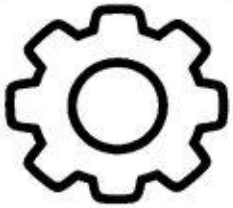
3 IMPORTANT WORDS



ROBOT (roh-bot)
A machine that can help with a task.



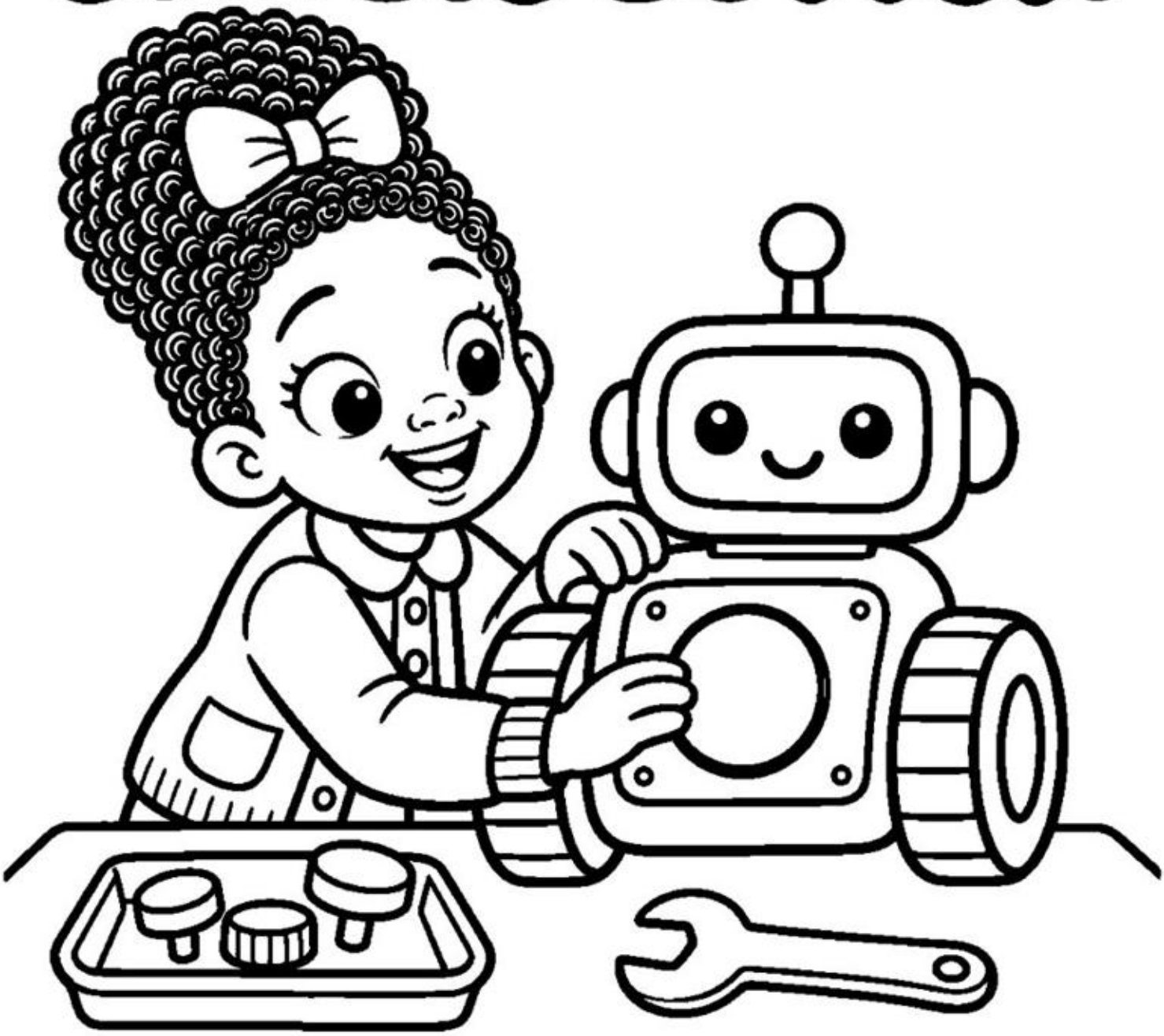
PROGRAM (proh-gram)
Steps that tell a robot what to do.



ENGINEER (en-juh-neer)
A person who builds and fixes machines.


BUILD
CODE
INNOVATE
CREATE
ROBOTICS
ENGINEER

ONE BIG BUTTON

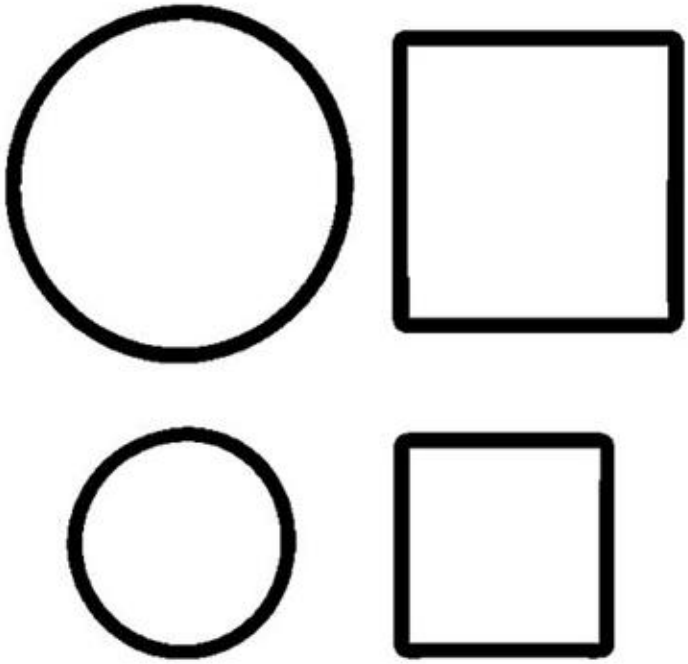


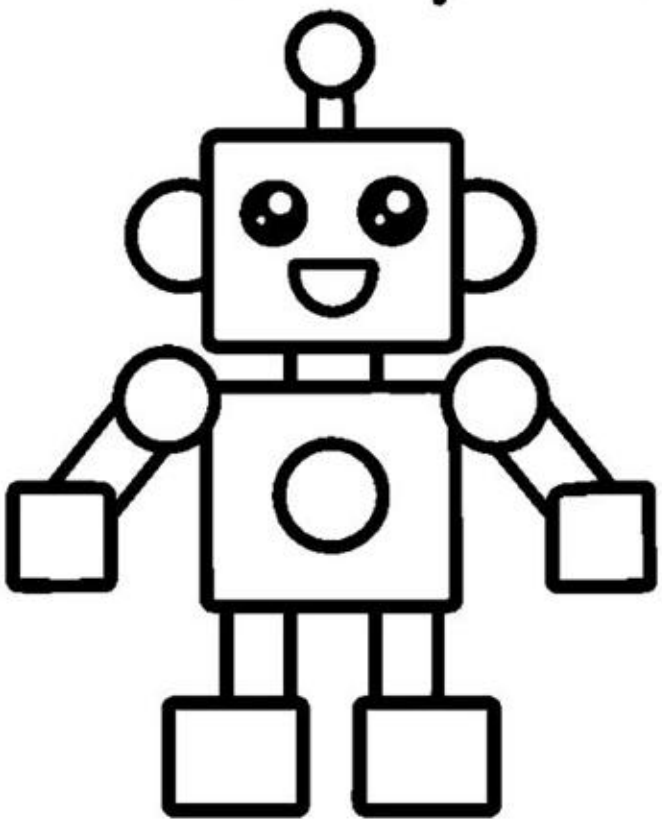
The robot has too many buttons. Nia gives it one big button that is easy to press.

Point to: the big button.

BUILD A ROBOT

Color the robot parts.

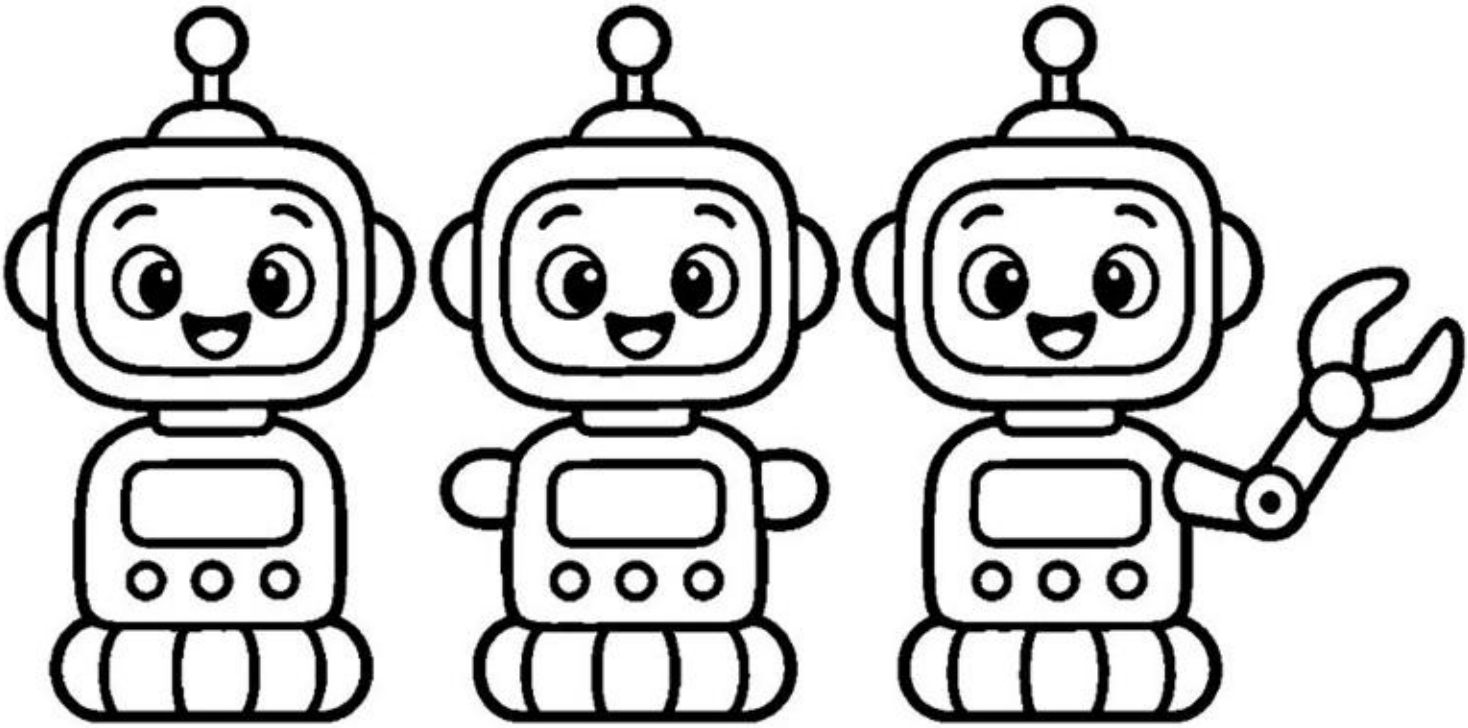


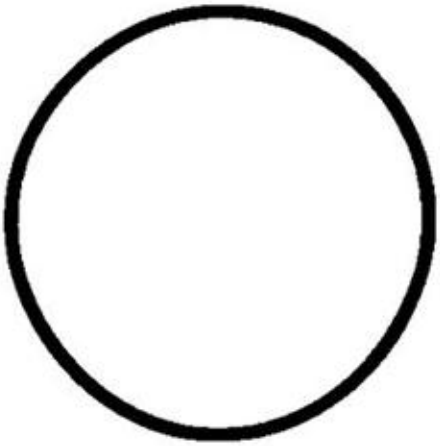


Draw a robot using circles and squares.

TRY, CHANGE, TRY AGAIN

Color the robots.

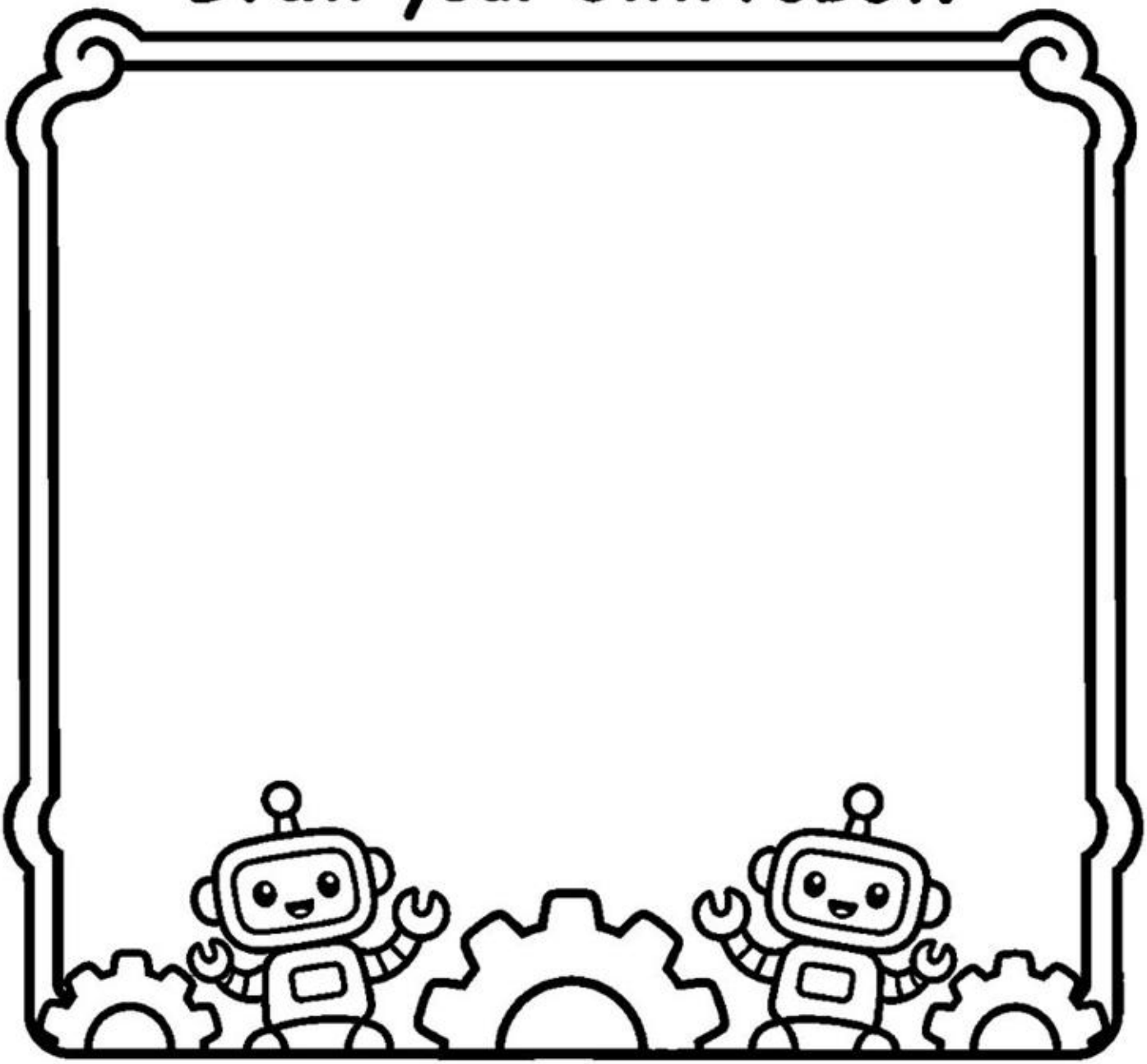




Draw a line to the robot that can pick up the ball.

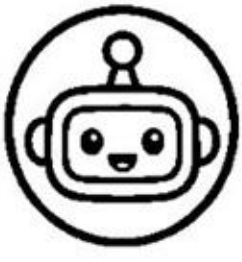
ME AS A ROBOTICS ENGINEER

Draw your own robot!



I CAN INVENT HELPERS!

My name: _____



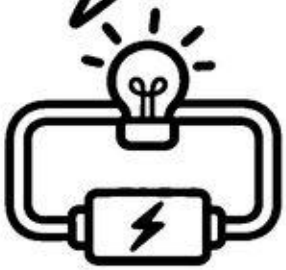
ELECTRICAL ENGINEER



3 IMPORTANT WORDS



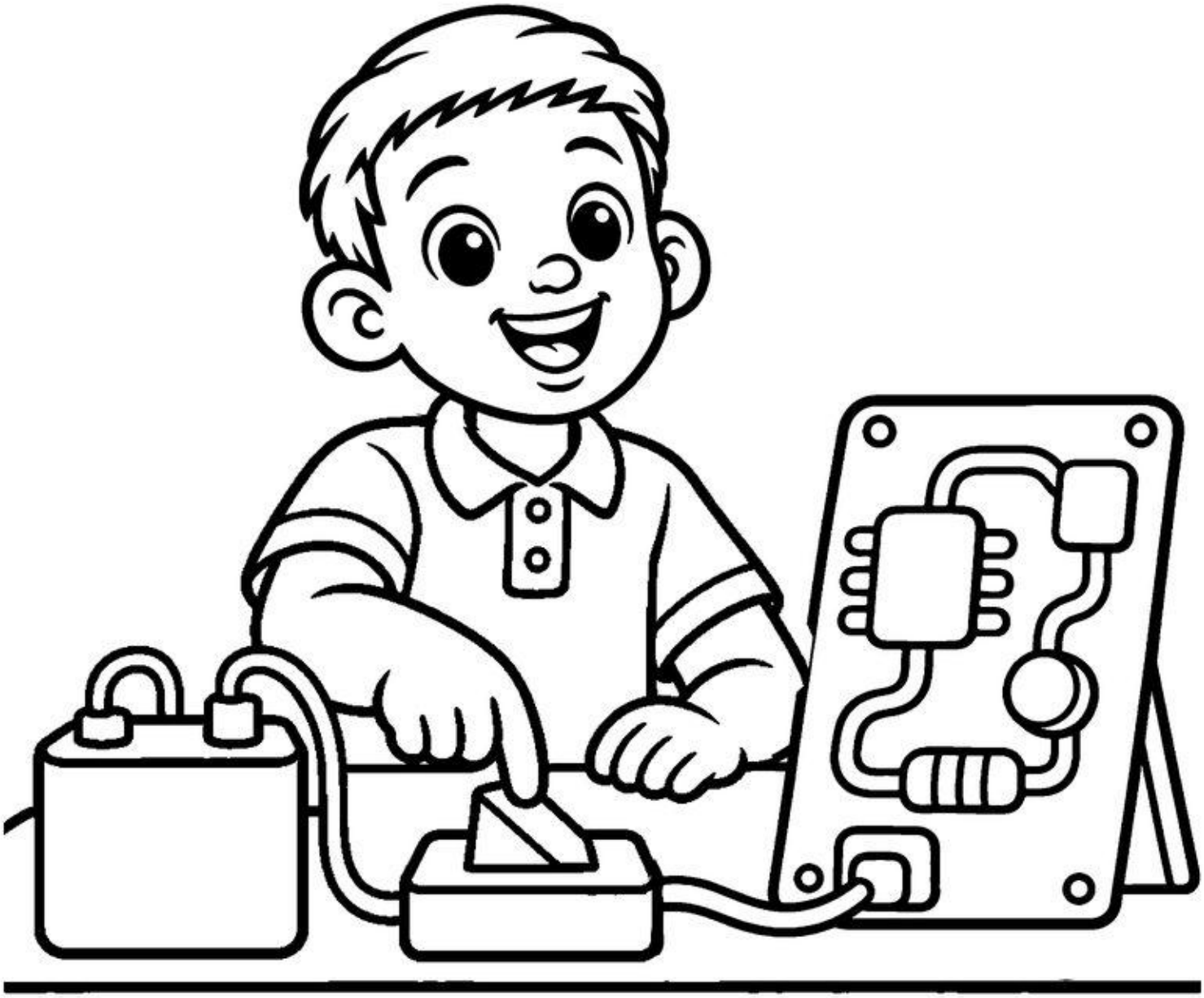
POWER (pow-er)
Power makes lights and machines work.



CIRCUIT (sur-kit)
An electrical engineer builds circuits for power to flow.

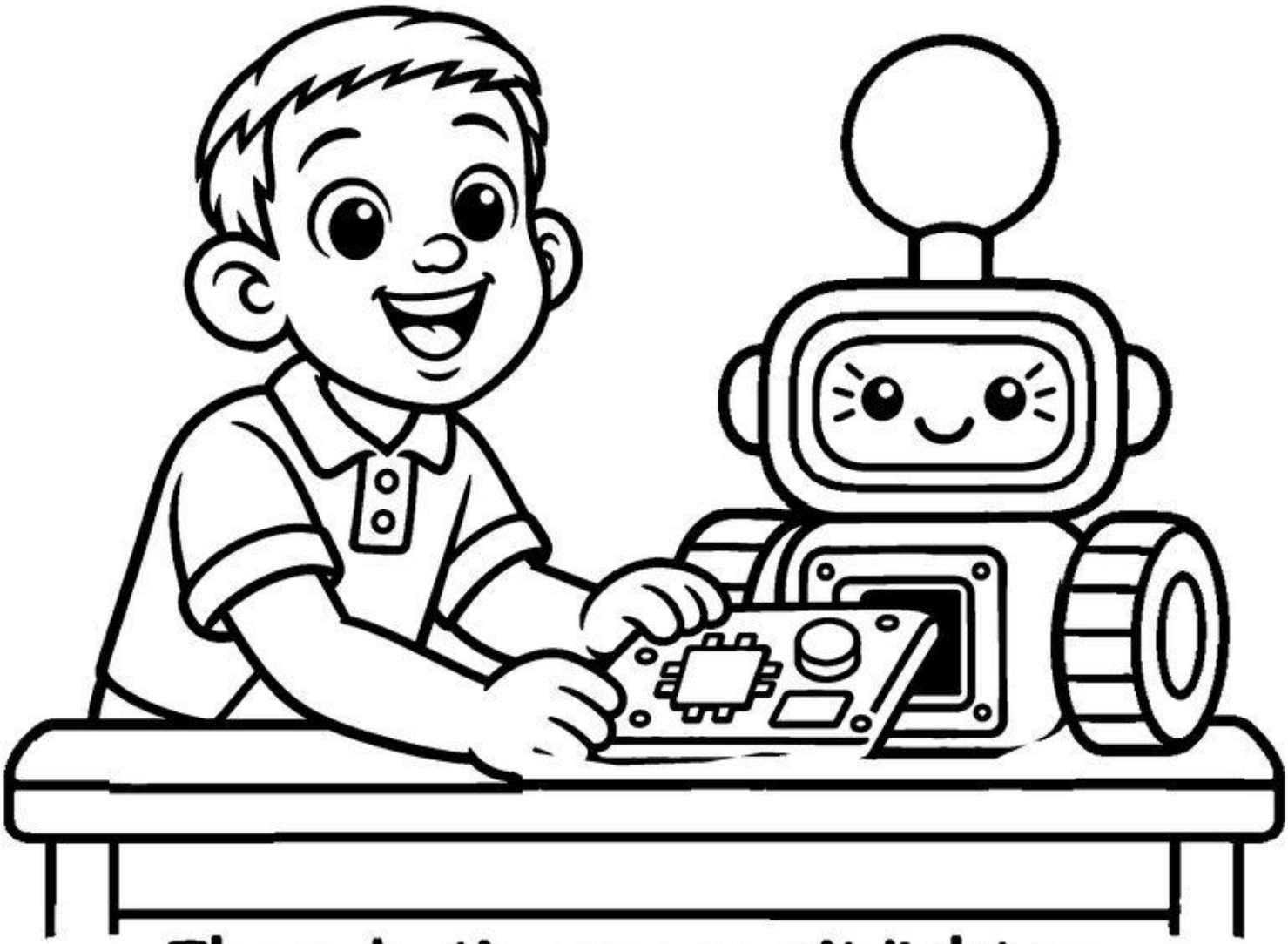


SWITCH (swich)
A switch turns the power on and off.



ELECTRICAL ENGINEER

LIGHT IT UP!



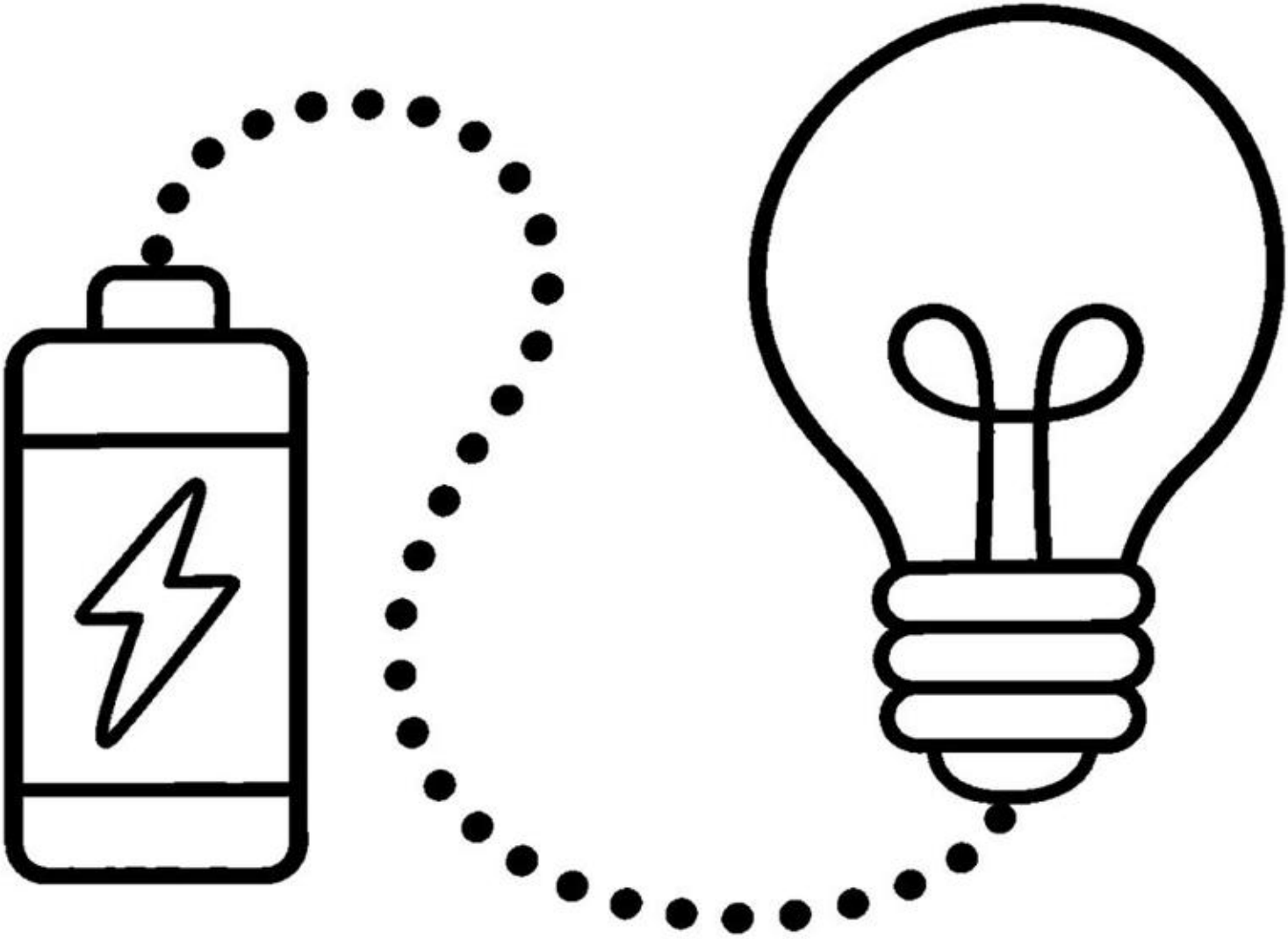
The robot's eyes won't light up. Mike builds a new circuit board and puts it inside the robot. Now its eyes glow!



Point to: the circuit board.

CONNECT THE WIRE

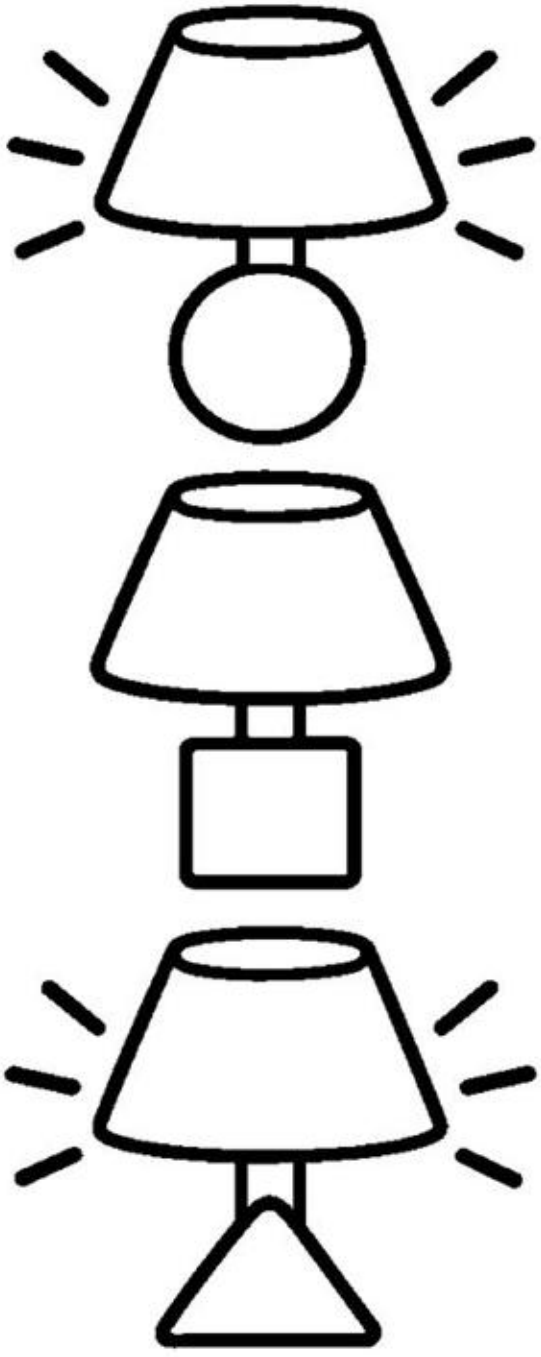
Color the light bulb.

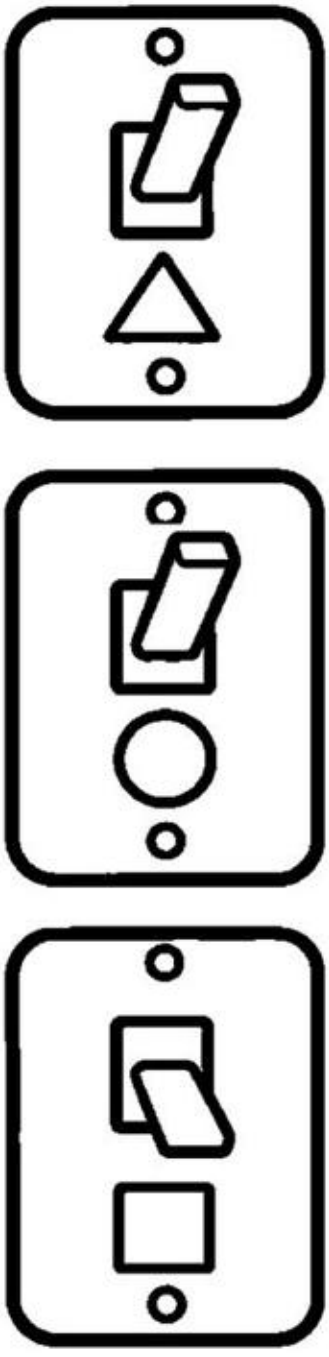


Trace the wire from the battery to the bulb.

ON OR OFF?

Color the lights that are on.

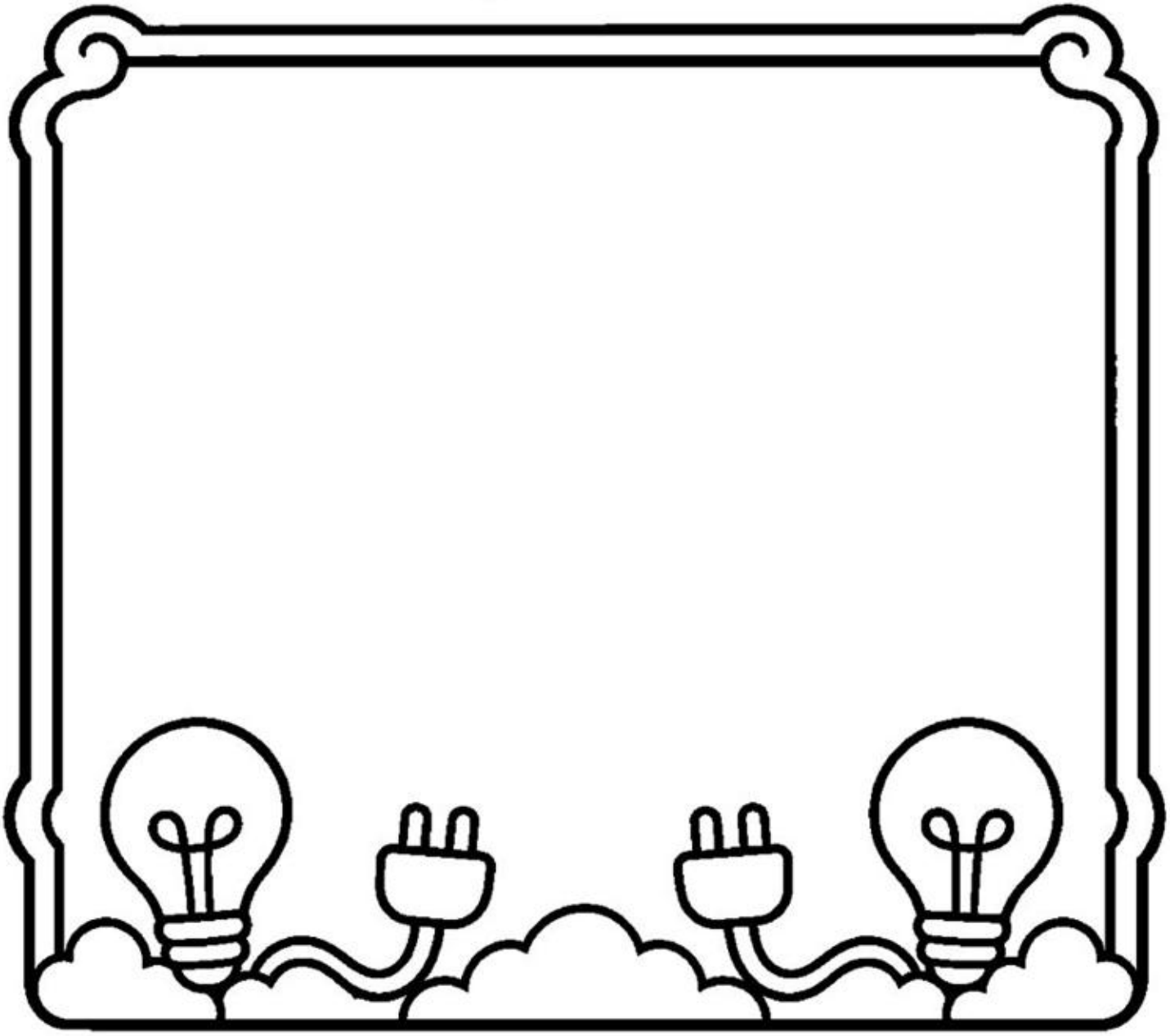




Draw a line from each switch to its lamp.

ME AS AN ELECTRICAL ENGINEER

Draw something that uses electricity!



I CAN INVENT AND POWER ANYTHING!

My name: _____

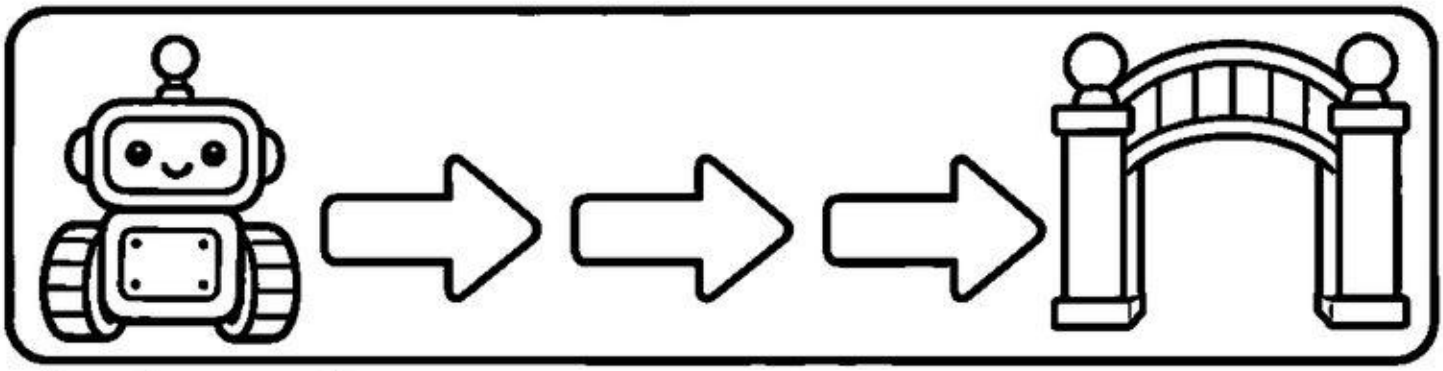


WE DID IT!



Now the robot helps everyone find their way!

Color the robot.



Follow the arrows to help the robot reach the gate.

CARE WORLD

A Caring Welcome



Everyone is getting the same help. Is that right?

Purposes in this world:



Pediatric Doctor



Registered Nurse



Neurosurgeon

PEDIATRIC DOCTOR



3 IMPORTANT WORDS



STETHOSCOPE (steth-uh-skohp)
A tool to listen to your heart.



PATIENT (pay-shunt)
A person the doctor helps.



CHECKUP (chek-up)
A visit to make sure you are healthy.


PEDIATRIC DOCTOR
HEALTHY KIDS BRIGHT FUTURES
Be Kind
Help Others
Make a Difference

TEDDY'S CHECKUP



Emily gives teddy a checkup.
She listens to teddy's heart.

Point to: the stethoscope.

LISTEN TO TEDDY

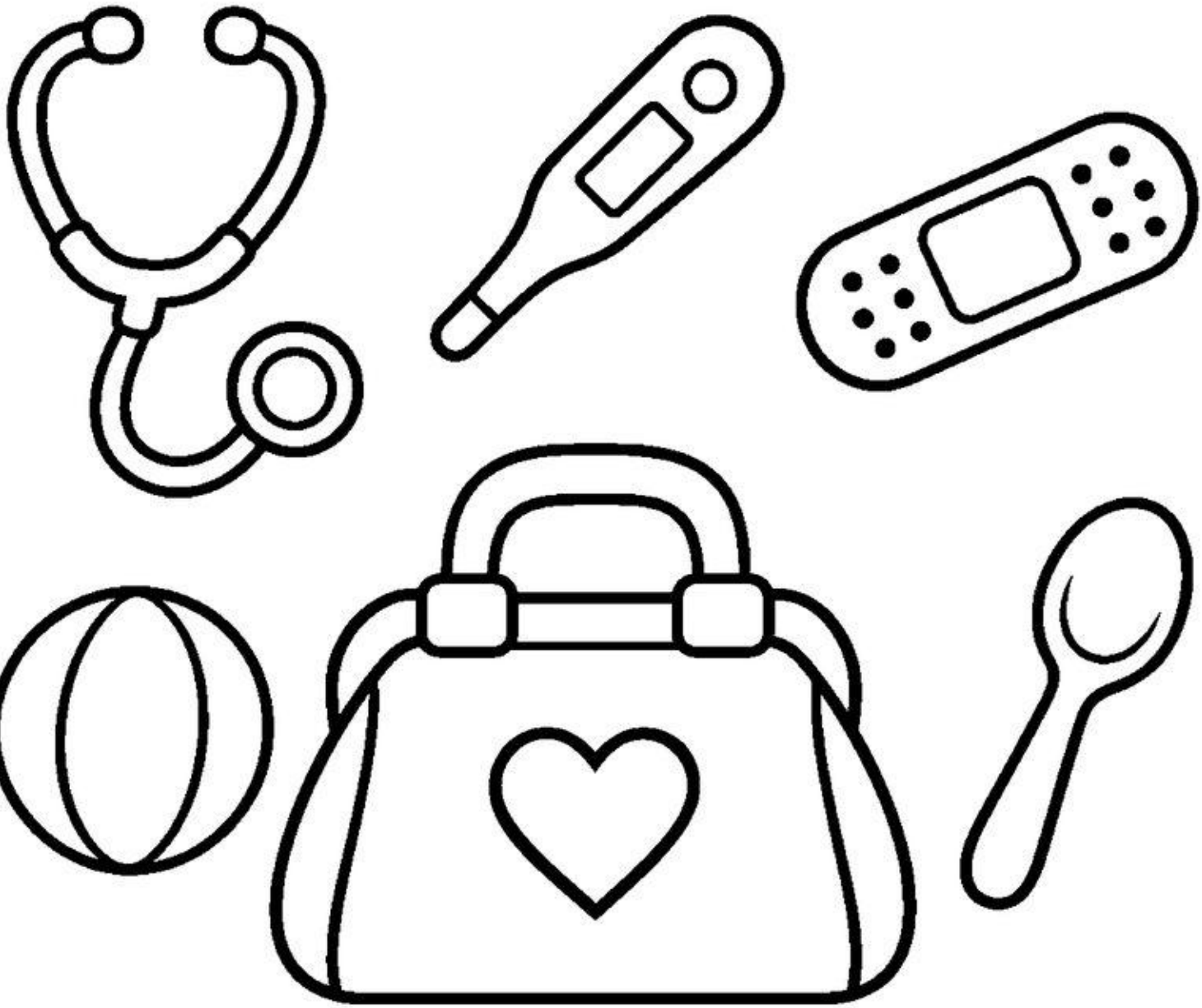
Color teddy.



Put a bandage on teddy's knee (draw it).

DOCTOR TOOLS

Circle the stethoscope.



Find and color 3 doctor tools.

ME AS A PEDIATRIC DOCTOR

Draw yourself helping a patient!

I CAN HELP OTHERS FEEL BETTER!

My name: _____



REGISTERED NURSE



3 IMPORTANT WORDS



CARE (kair)
A nurse takes care of people who are sick or hurt.



LISTEN (lis-un)
A nurse listens to how patients feel.



TEAM (teem)
A nurse works as a team with doctors.


REGISTERED
NURSE

HOW CAN I HELP?



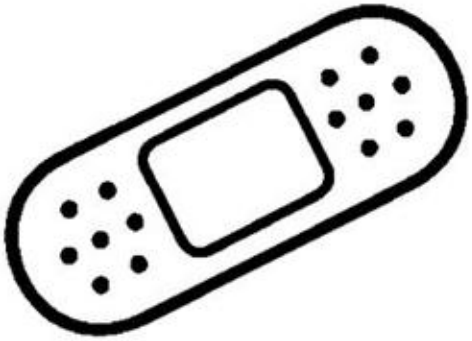
Zoe asks each visitor, 'How can I help you?' Not everyone needs the same thing.

Point to: Zoe.

WHAT DO THEY NEED?

Color the people.

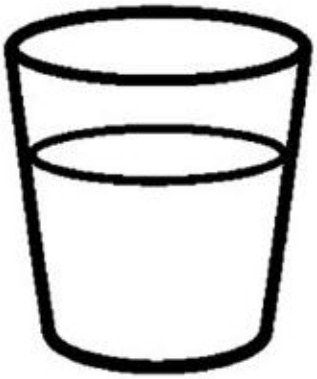








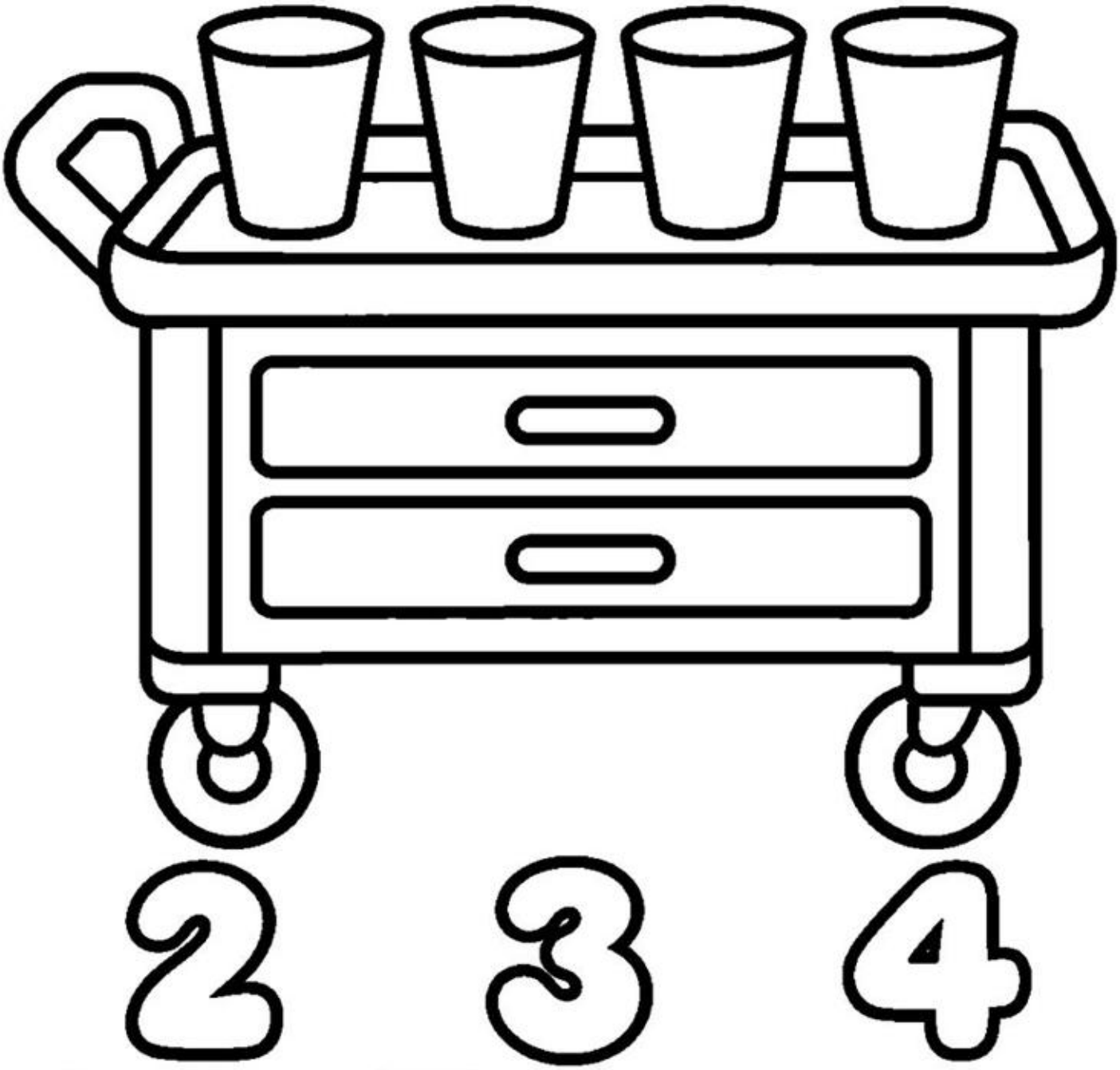




Draw a line from each person to what helps them.

THE NURSE'S CART

Color the cart.



2 3 4

Count the cups and circle the number.

ME AS A NURSE

Draw yourself taking care of someone!

I CAN CARE FOR OTHERS!

My name: _____



NEUROSURGEON



3 IMPORTANT WORDS



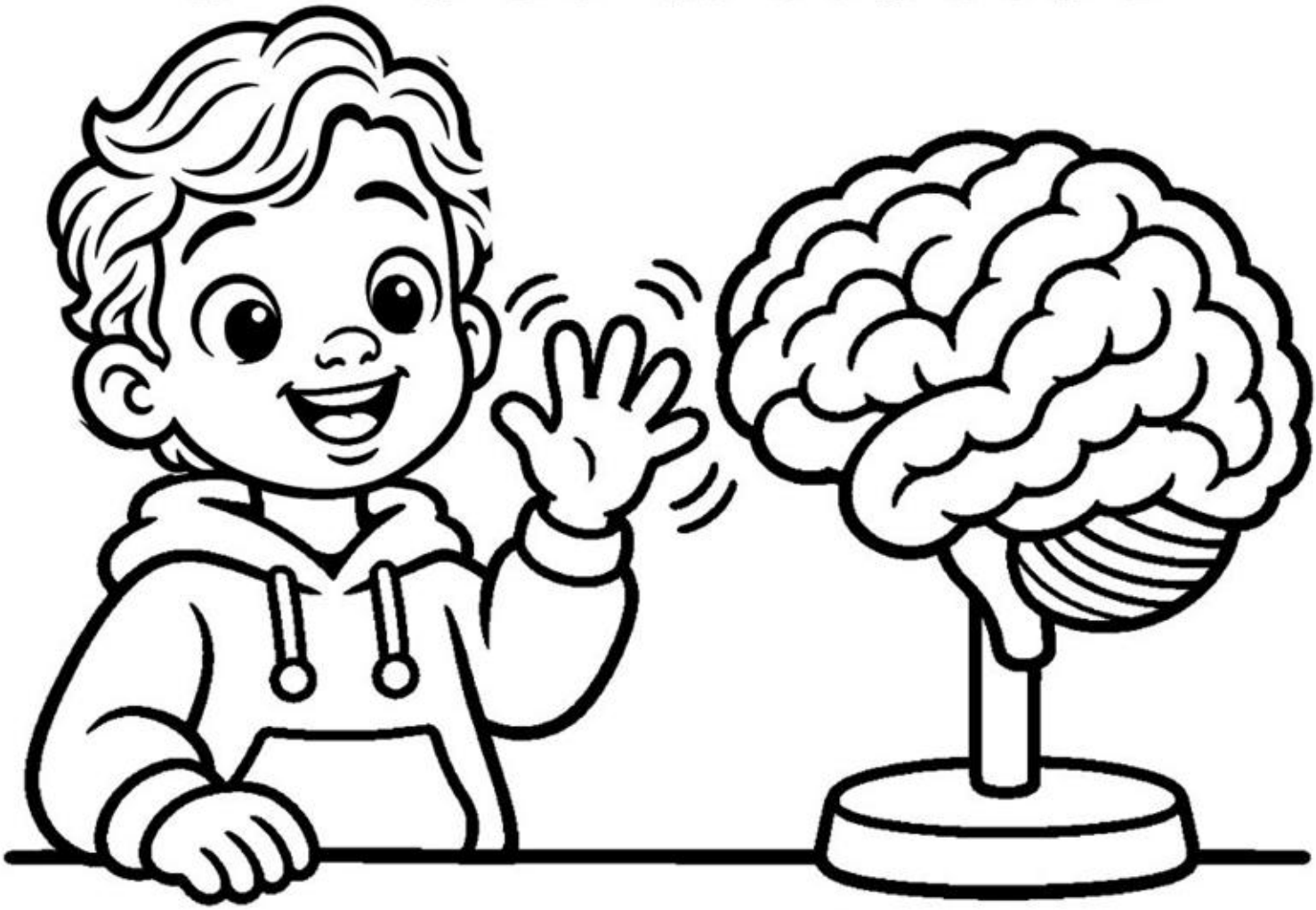
BRAIN (brayn)
The part of your body that helps you think.

SPINE (spyn)
The bones that go down your back.

NERVES (nurvz)
Tiny paths that carry messages from your brain.


NEUROSURGEON

MESSAGES FROM YOUR BRAIN



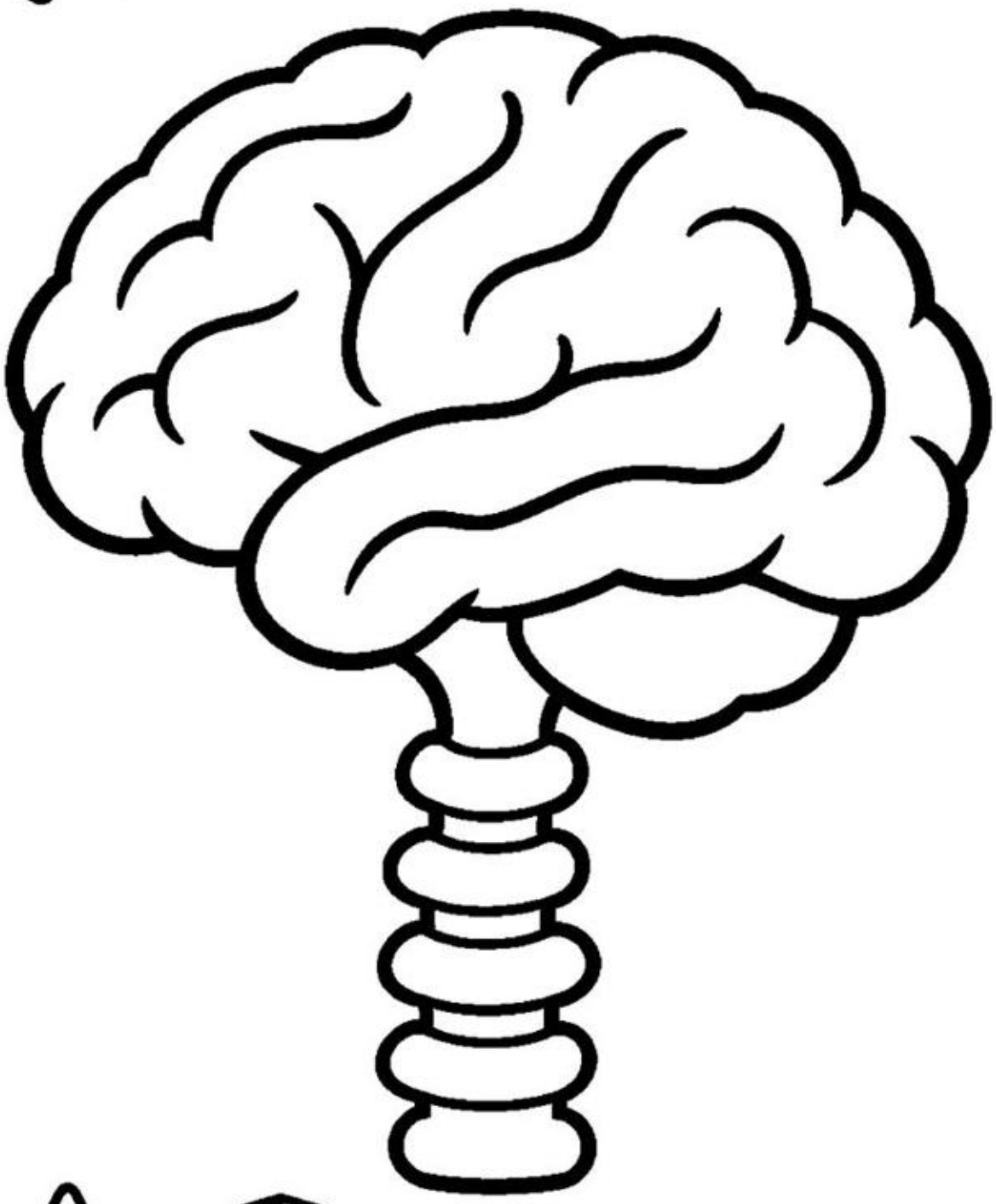
Sam shows how the brain sends messages. Wiggle your fingers. Your brain told them to!



Point to: the brain.

COLOR THE BRAIN

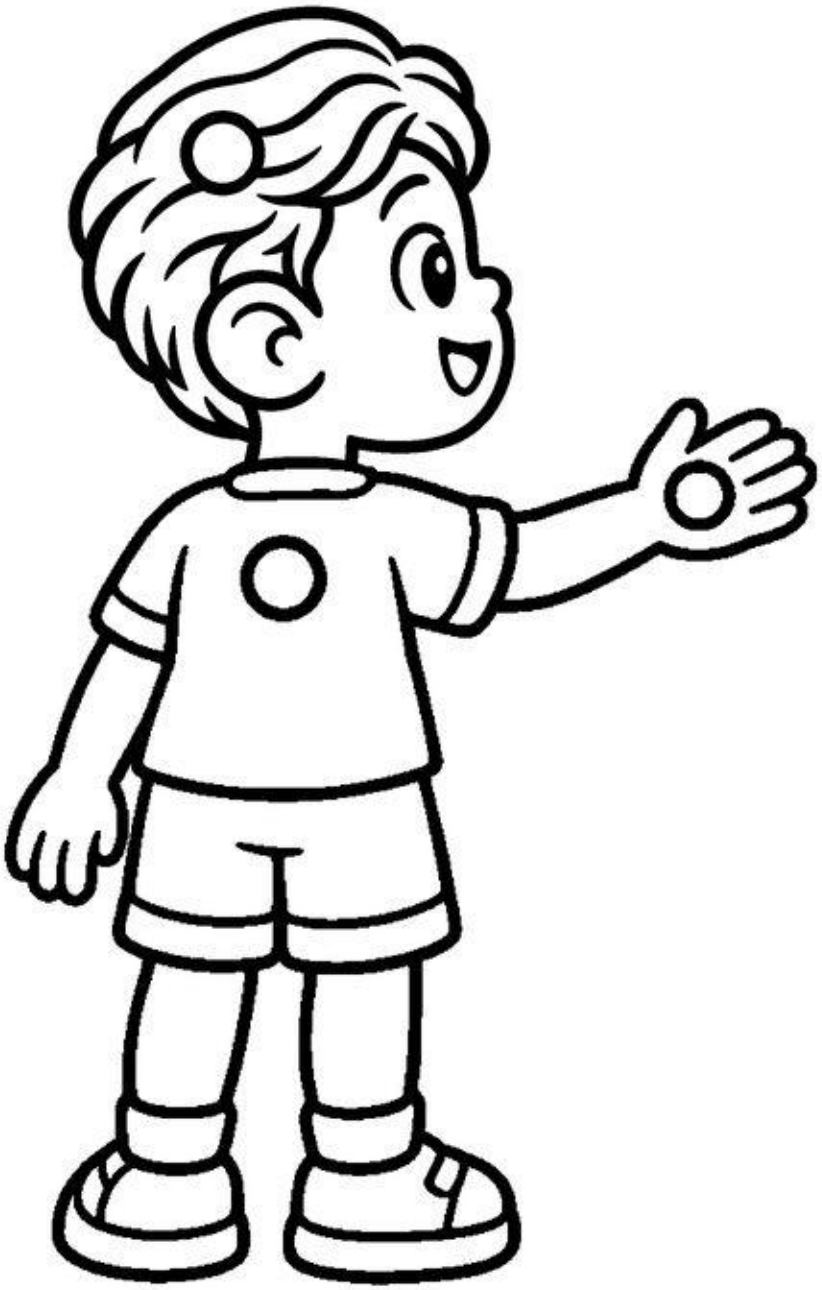
Color the big brain.

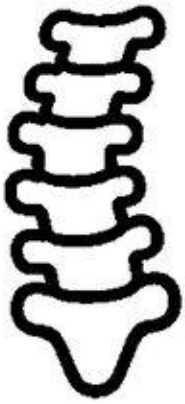


Color the spine a different color.

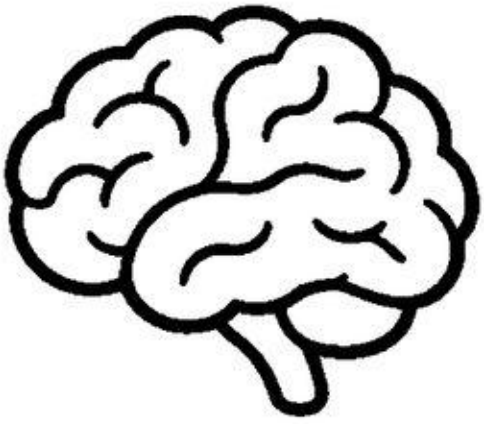
MOVE AND THINK

Point to your head.





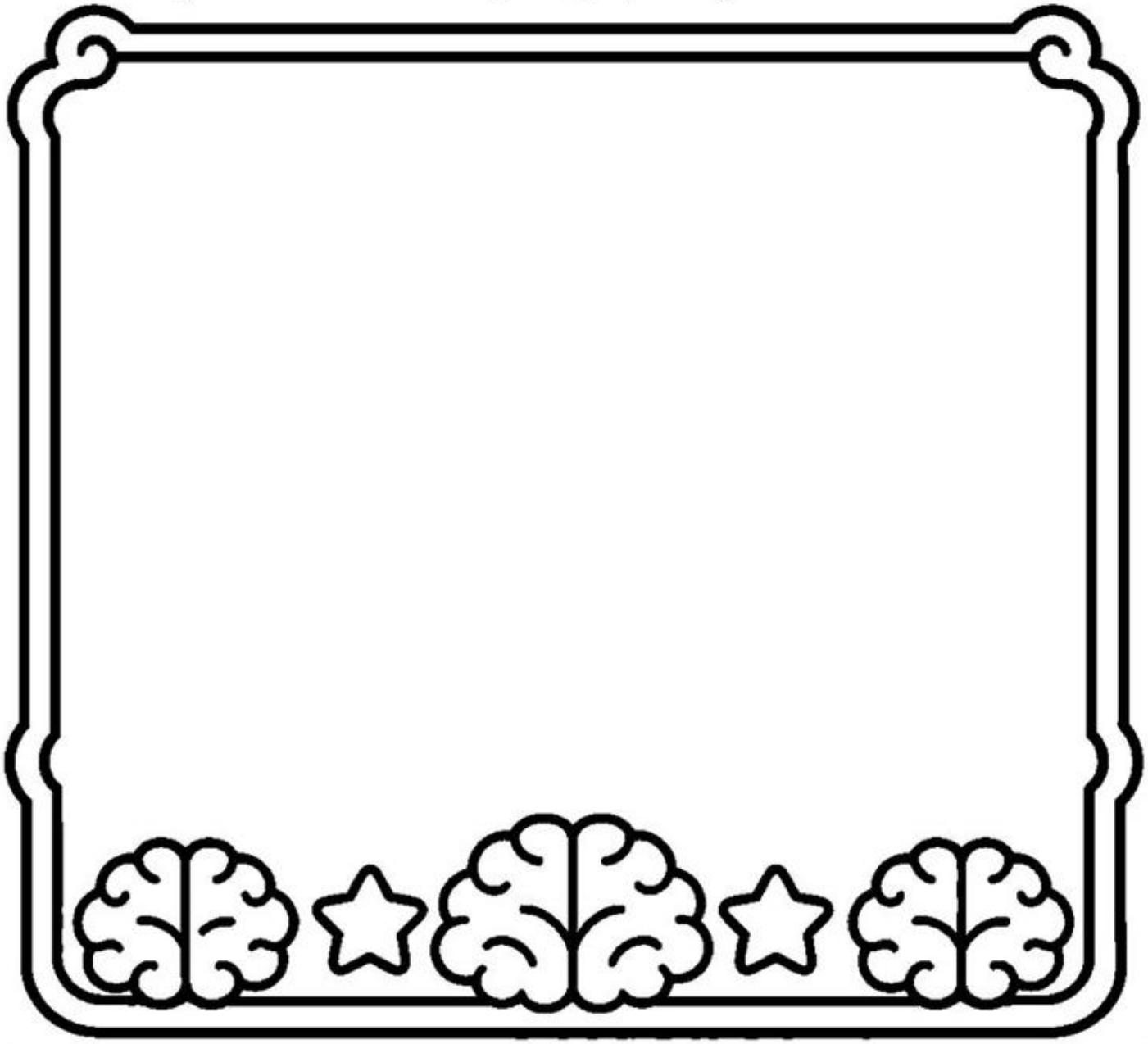




Draw a line from each body part to its picture.

ME AS A NEUROSURGEON

Draw yourself helping people feel better!



I AM SMART AND CAREFUL!

My name: _____



WE DID IT!



We ask, we listen, then we help!

Color the helpers.



Draw a line from each visitor to the help they need.

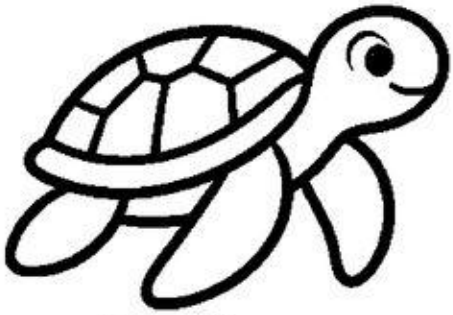
OCEAN WORLD

An Ocean Worth Caring For



Look! All the sea animals are squeezed in one corner!

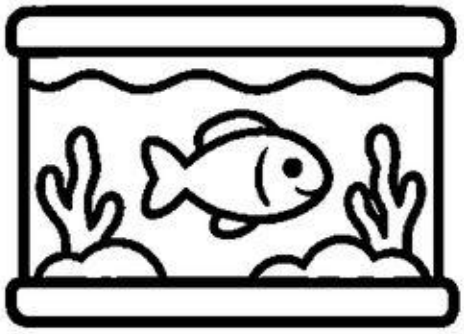
Purposes in this world:



Marine Biologist



Oceanographer



Aquarist

MARINE BIOLOGIST



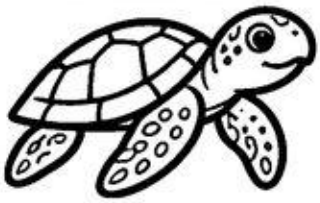
3 IMPORTANT WORDS



OCEAN (oh-shun)
The big salty water that covers most of the Earth.



CORAL REEF (kor-ul reef)
A home for many sea animals.

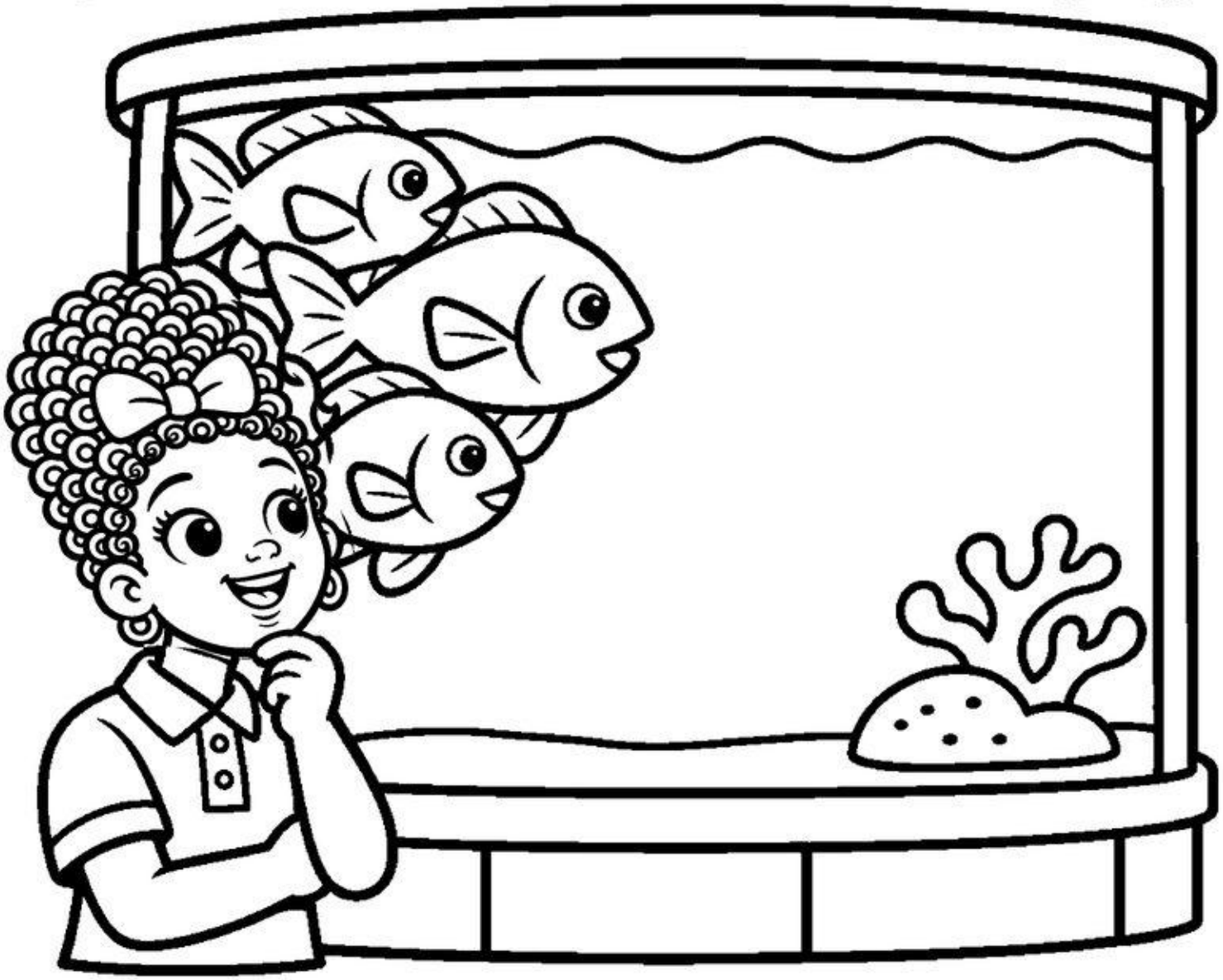


HABITAT (hab-ih-tat)
The home where an animal lives.



MARINE BIOLOGIST

TOO CROWDED!

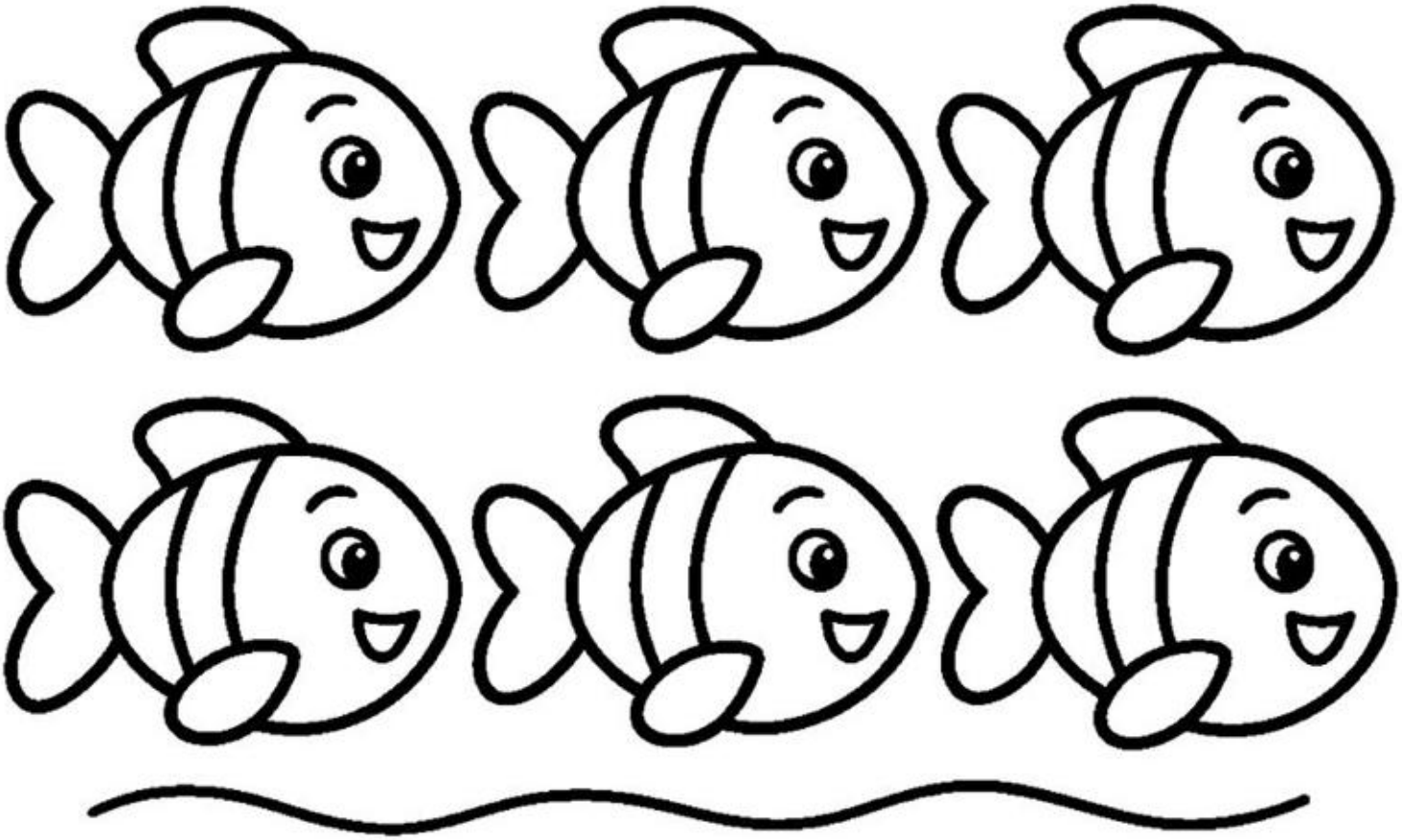


Nia sees all the fish crowded in one corner. Every animal needs its own home.

Point to: the crowded fish.

COUNT THE FISH

Color the big fish.

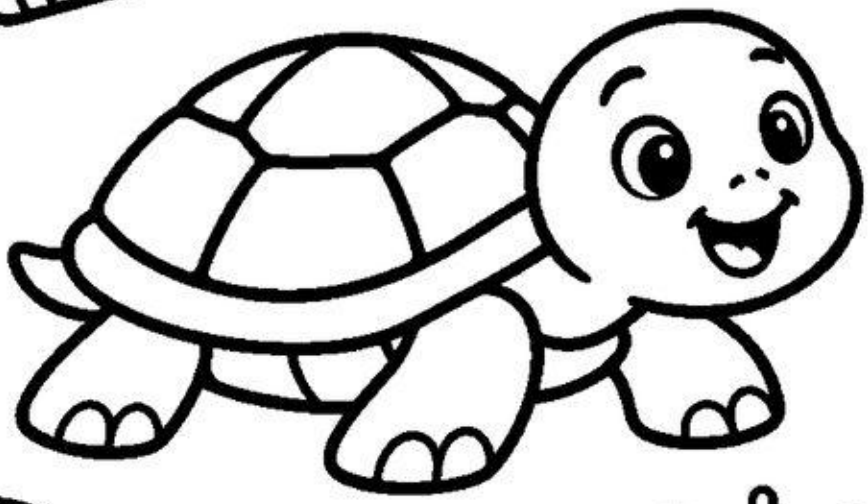


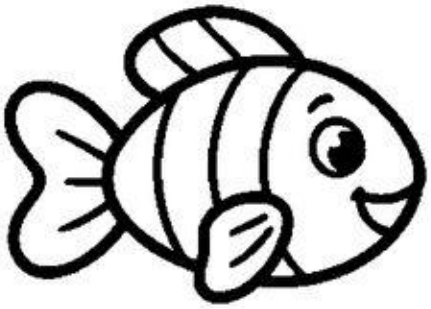
4 5 6

Count the fish and circle the number.

WHO LIVES THERE?

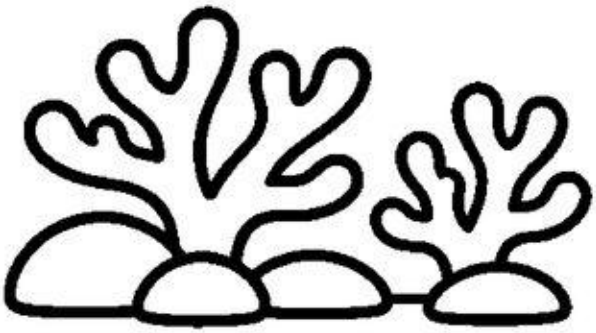
Color the turtle.



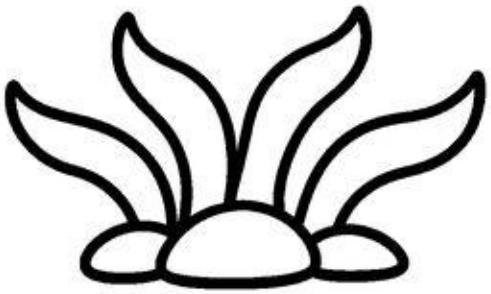








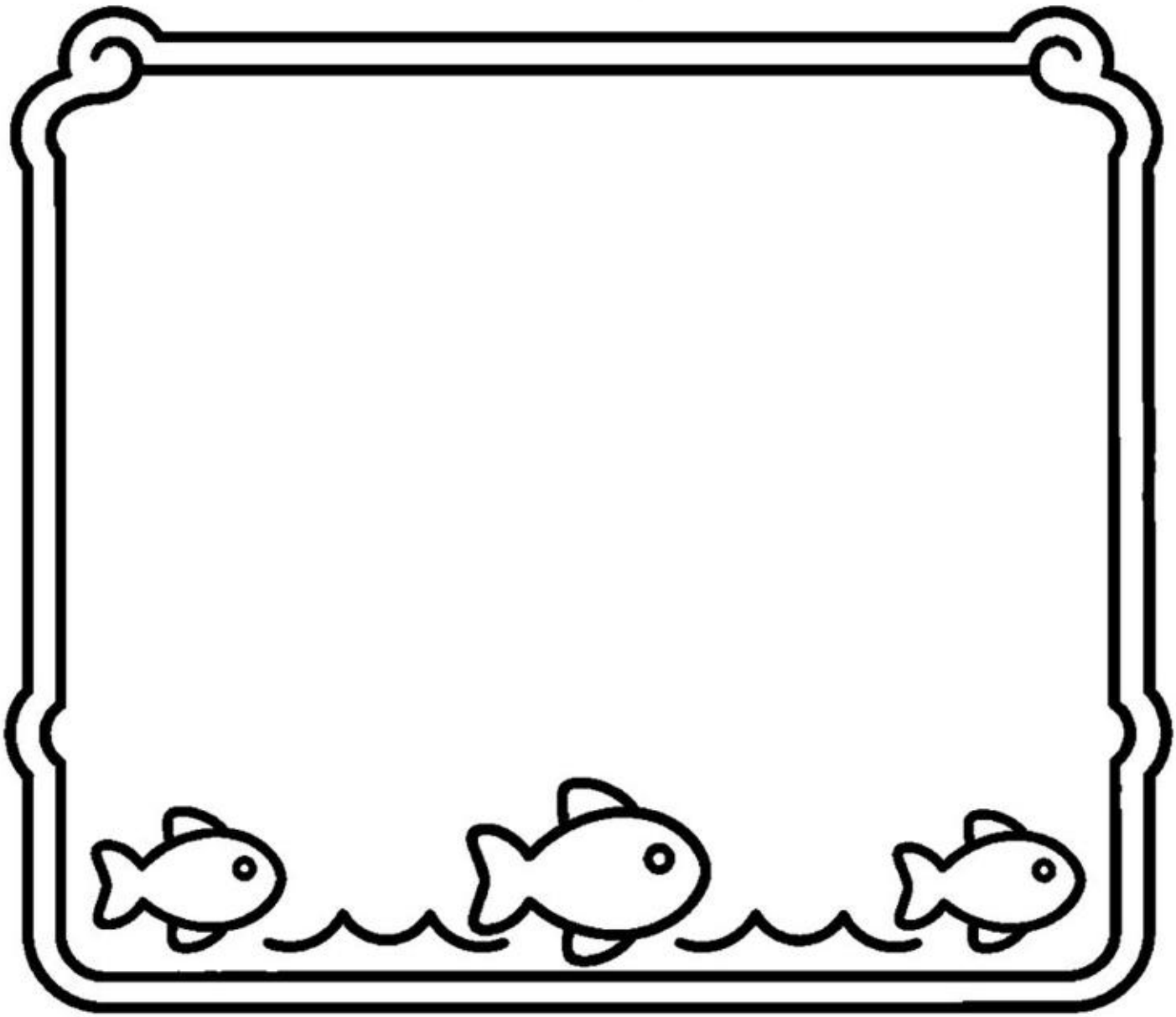




Draw a line from each animal to its home.

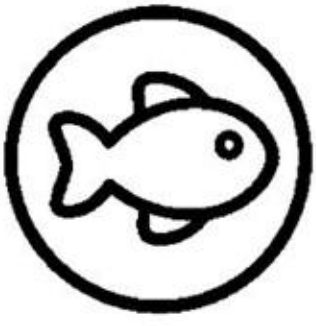
ME AS A MARINE BIOLOGIST

Draw the sea animal you would study!



I CAN PROTECT THE OCEAN!

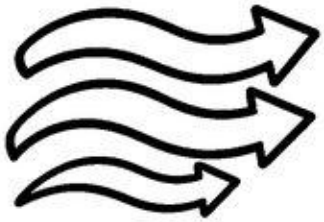
My name: _____



OCEANOGRAPHER



3 IMPORTANT WORDS



CURRENT (kur-unt)

A current is water moving through the ocean like a river.



WAVE (wayv)

An oceanographer studies how waves move.



WATER (waw-ter)

An oceanographer tests ocean water to keep it healthy.



OCEANOGRAPHER

FOLLOW THE WATER

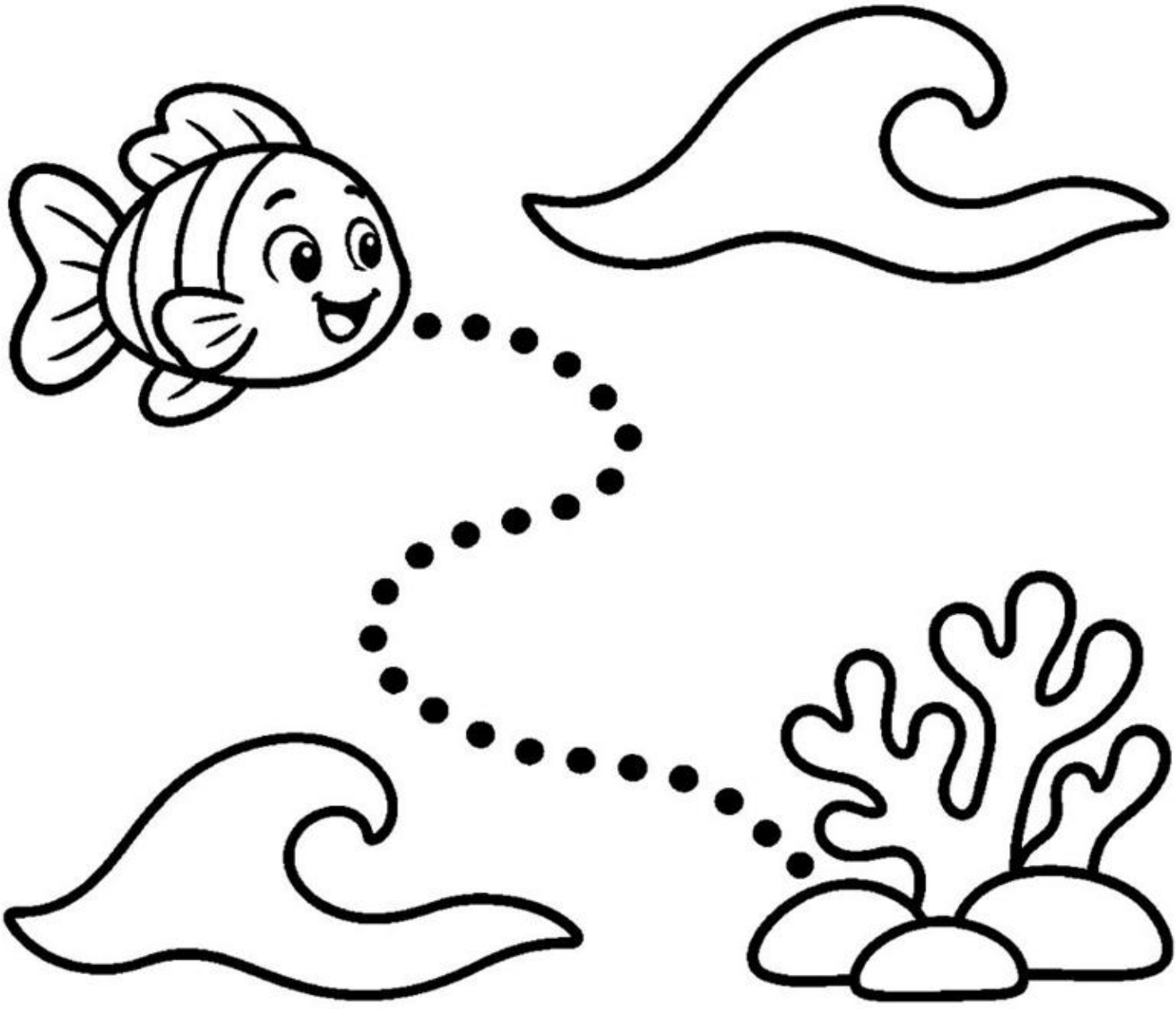


Zoe watches the water move. The current carries the fish to new places.

Point to: the waves.

FOLLOW THE CURRENT

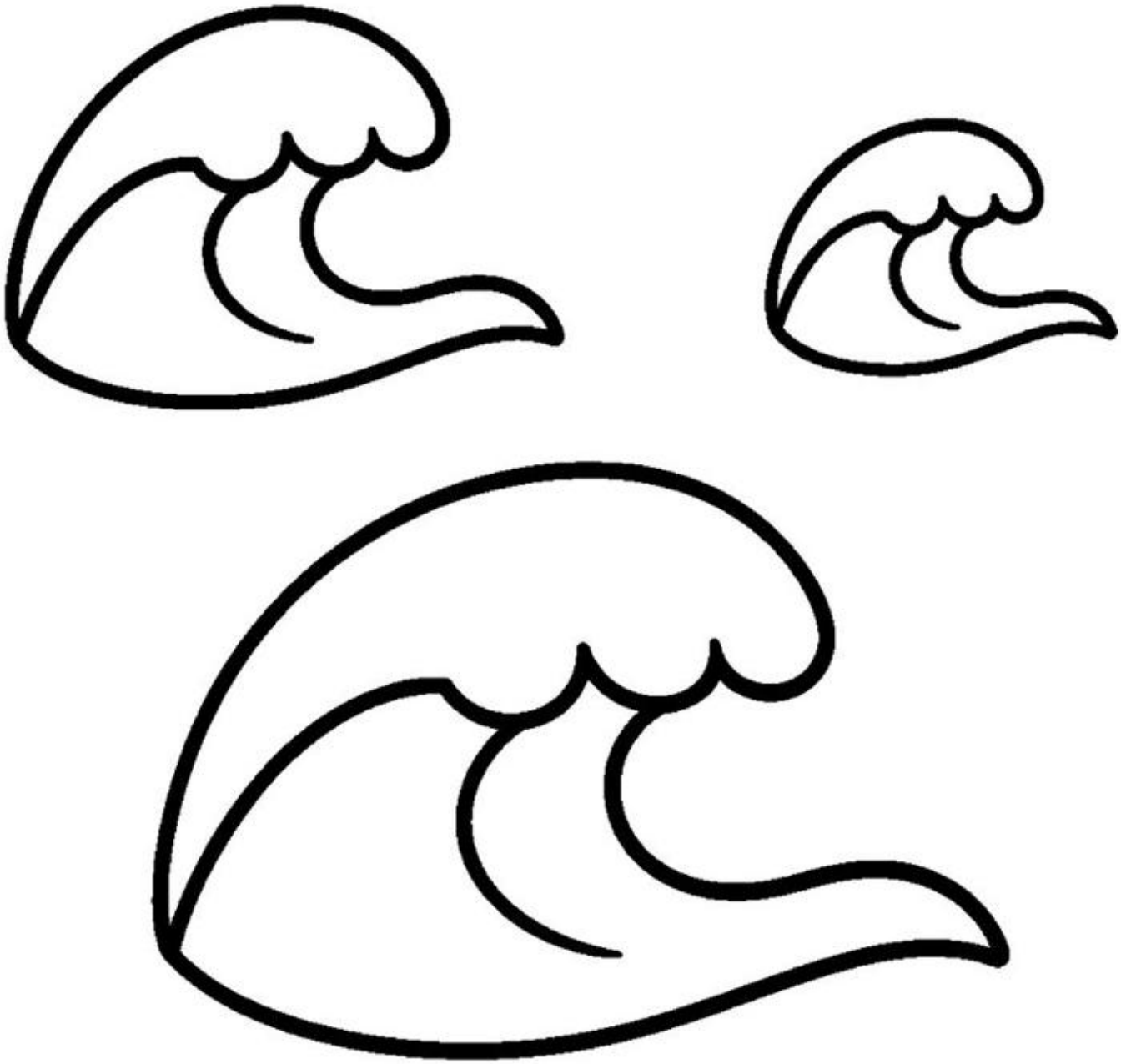
Color the waves.



Trace the current to help the fish swim to the reef.

BIG WAVE, SMALL WAVE

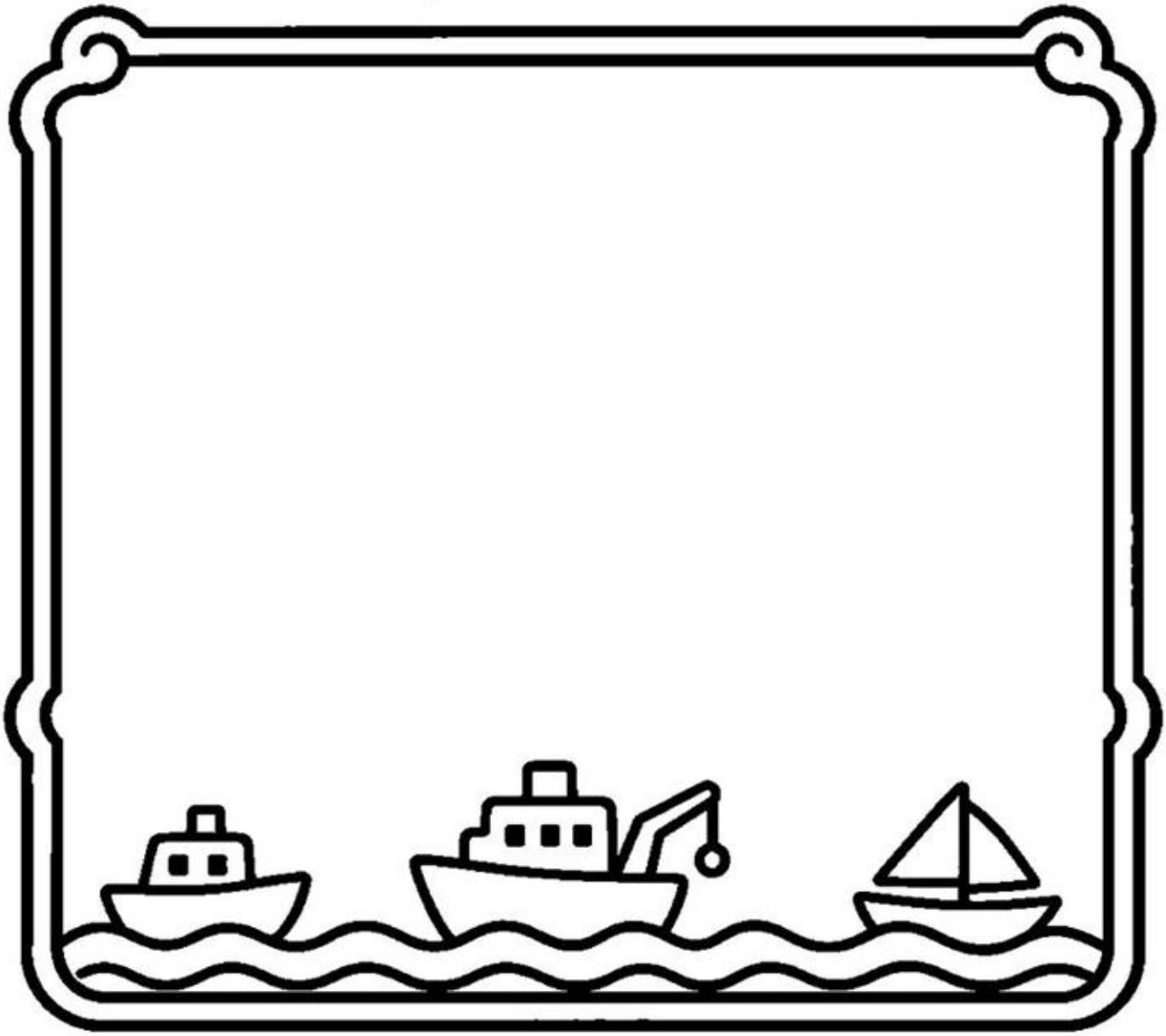
Color the big wave.



Circle the biggest wave
and the smallest wave.

ME AS AN OCEANOGRAPHER

Draw your ocean boat!



I CAN EXPLORE THE WORLD!

My name: _____



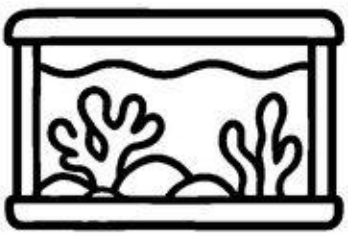
AQUARIST



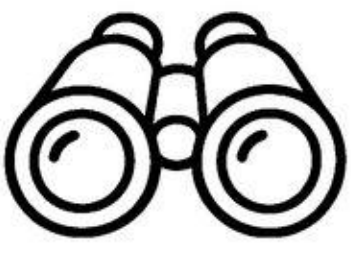
3 IMPORTANT WORDS



CARE (kair)
An aquarist takes care of fish and sea animals.



HABITAT (hab-ih-tat)
An aquarist keeps each tank like the animal's home.

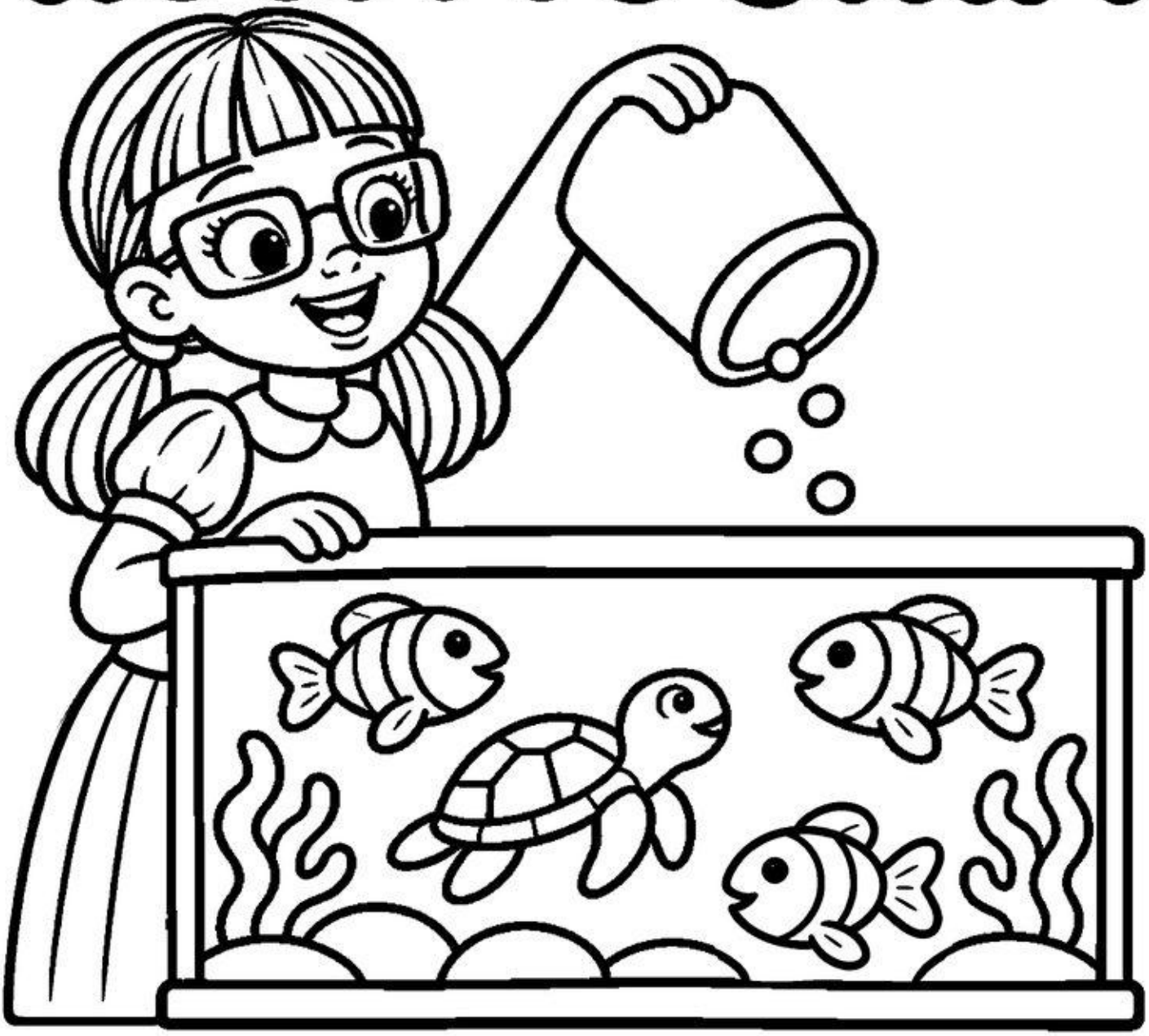


OBSERVE (ub-zurv)
An aquarist observes the animals every day.



AQUARIST

ROOM TO SWIM

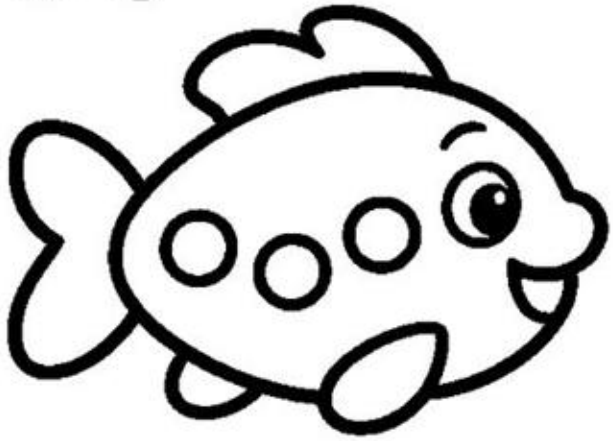


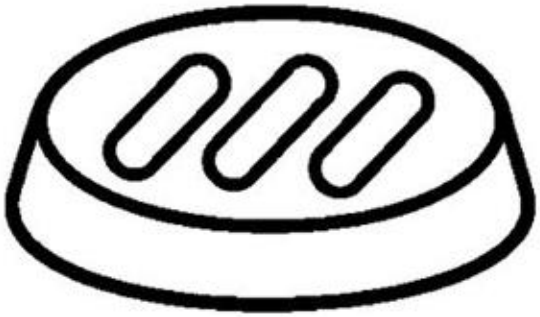
Hannah gives every animal room to swim, food to eat and clean water.

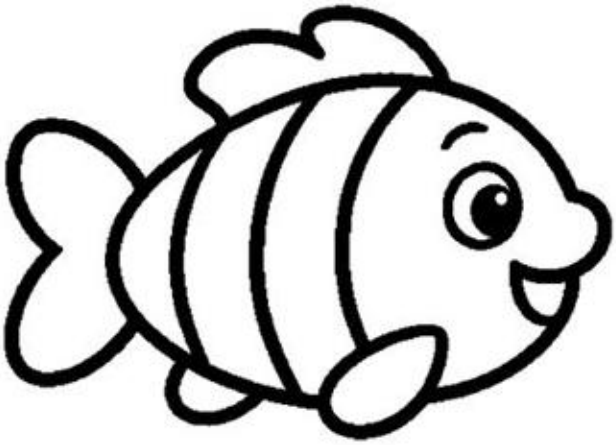
Point to: the fish food.

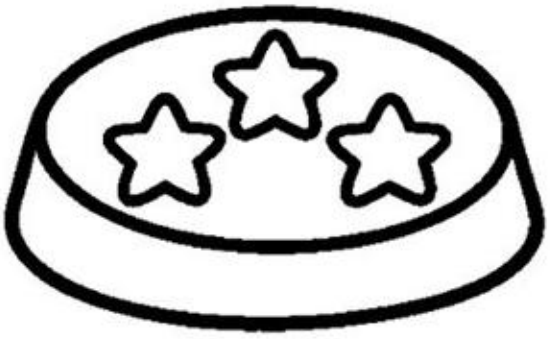
FEED THE FISH

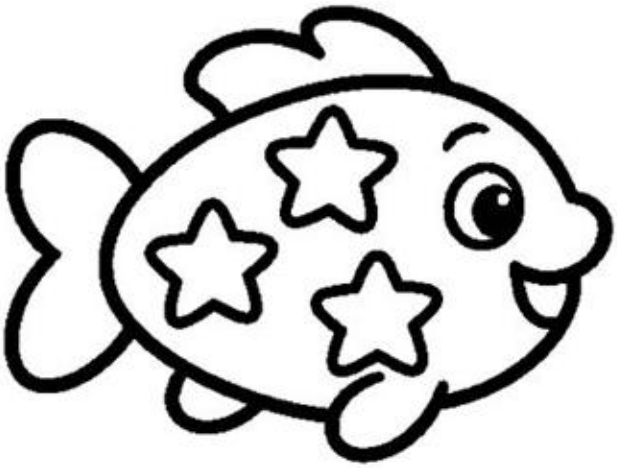
Color the fish.

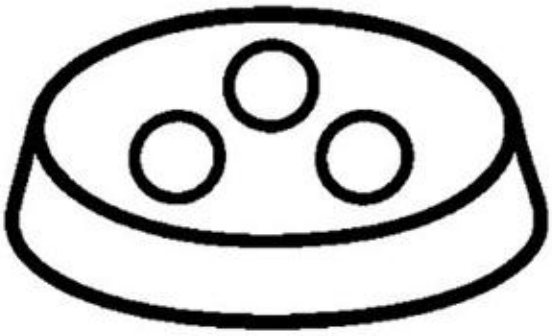










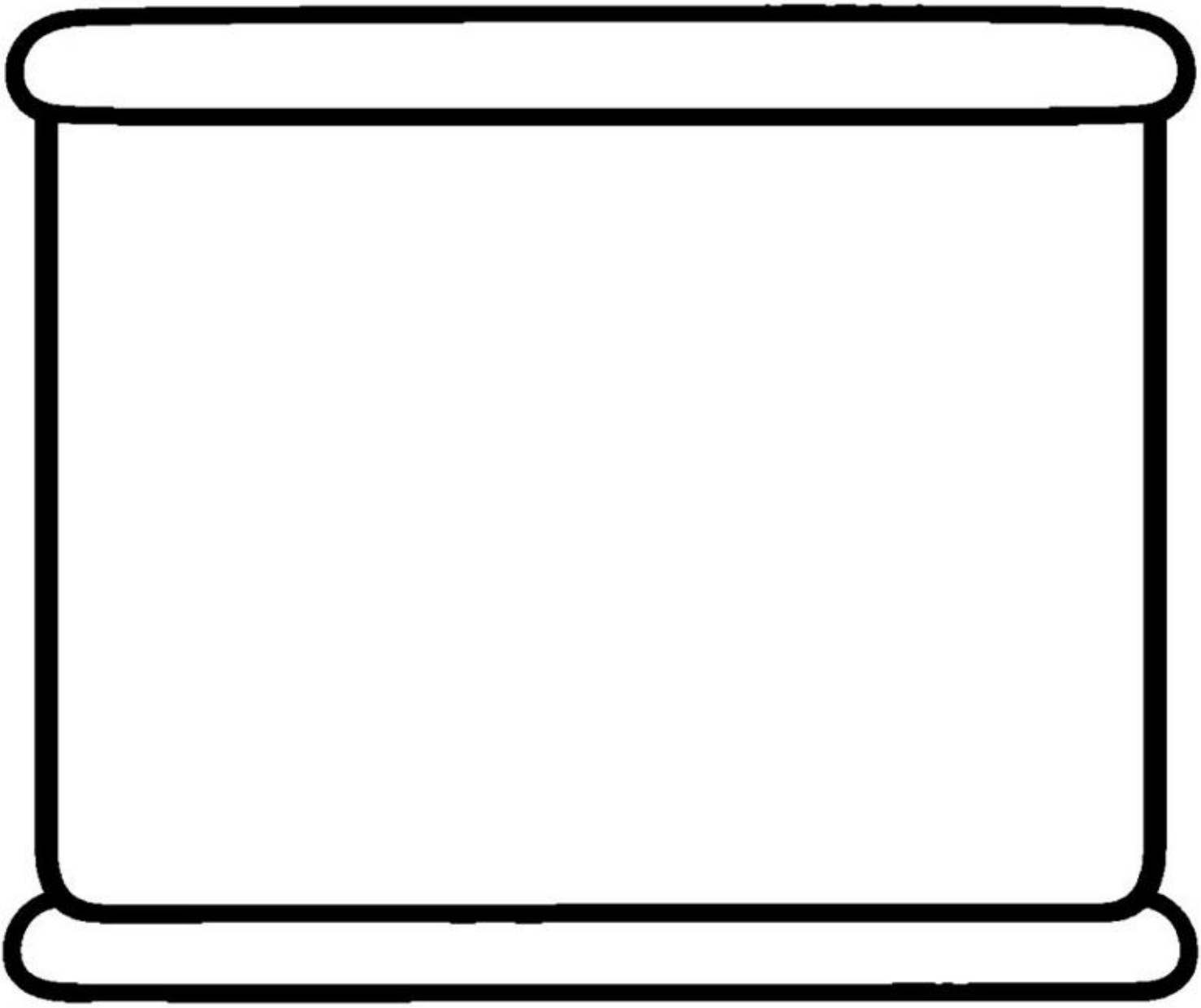


Draw a line from each fish to its food.

FILL THE TANK



Color the tank.

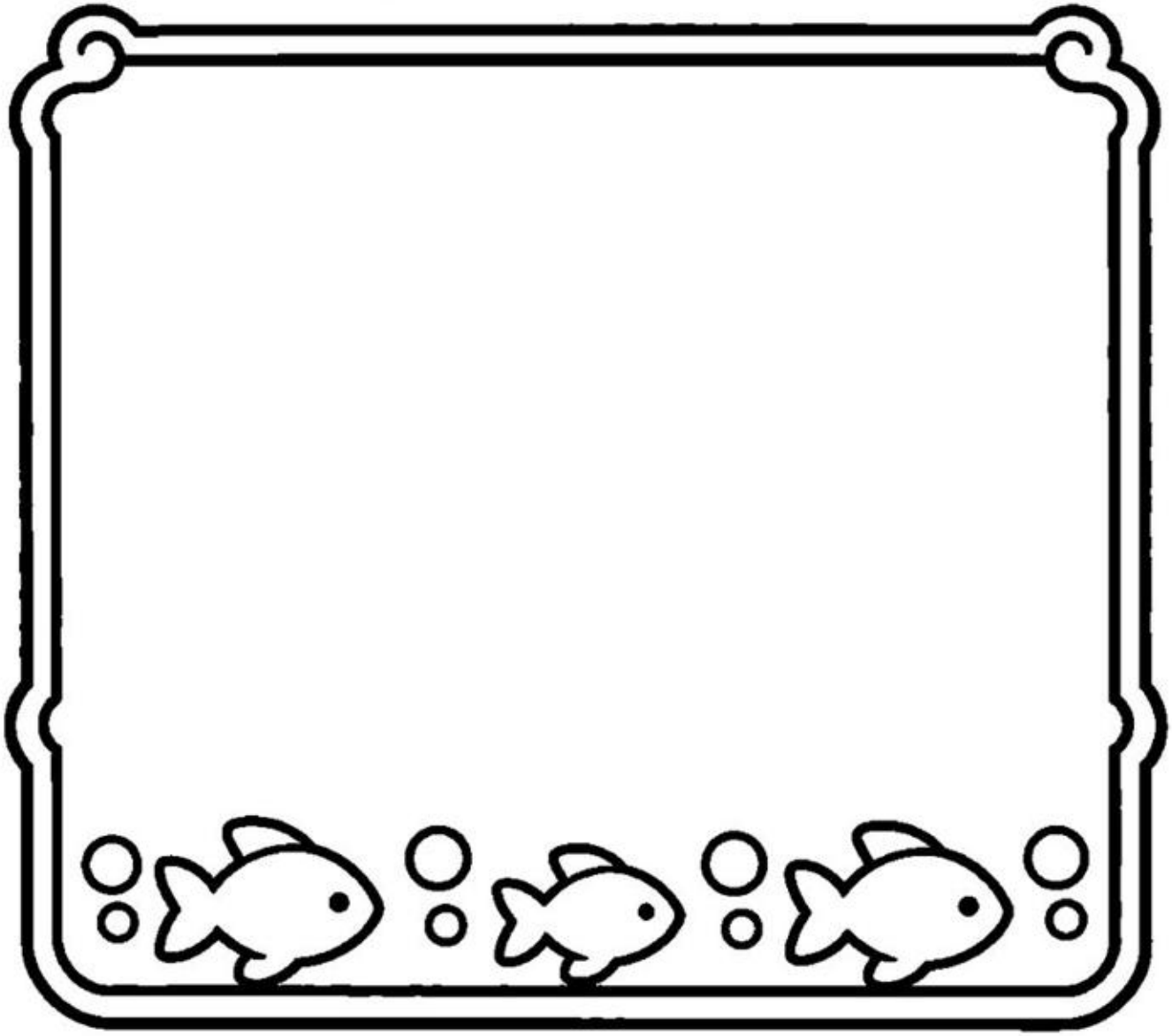




Draw a fish, a plant and a rock in the tank.

ME AS AN AQUARIST

Draw your own aquarium!



I CAN TAKE CARE OF LIVING THINGS!

My name: _____

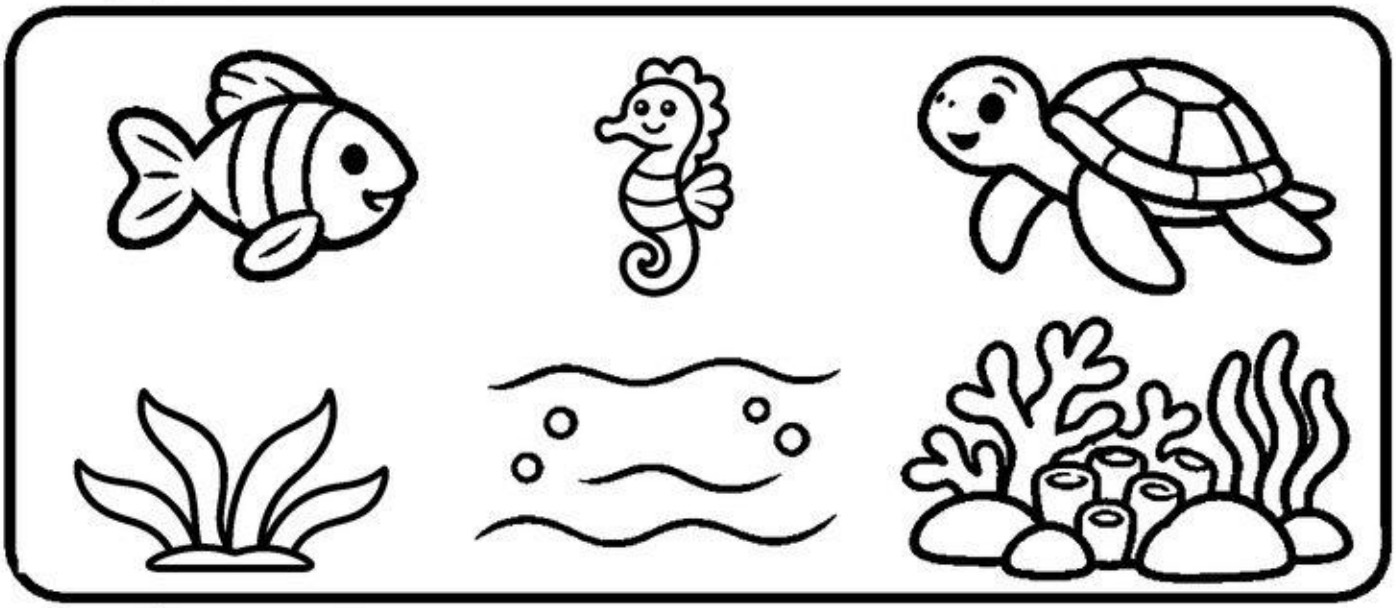


WE DID IT!



Now every animal has a home!

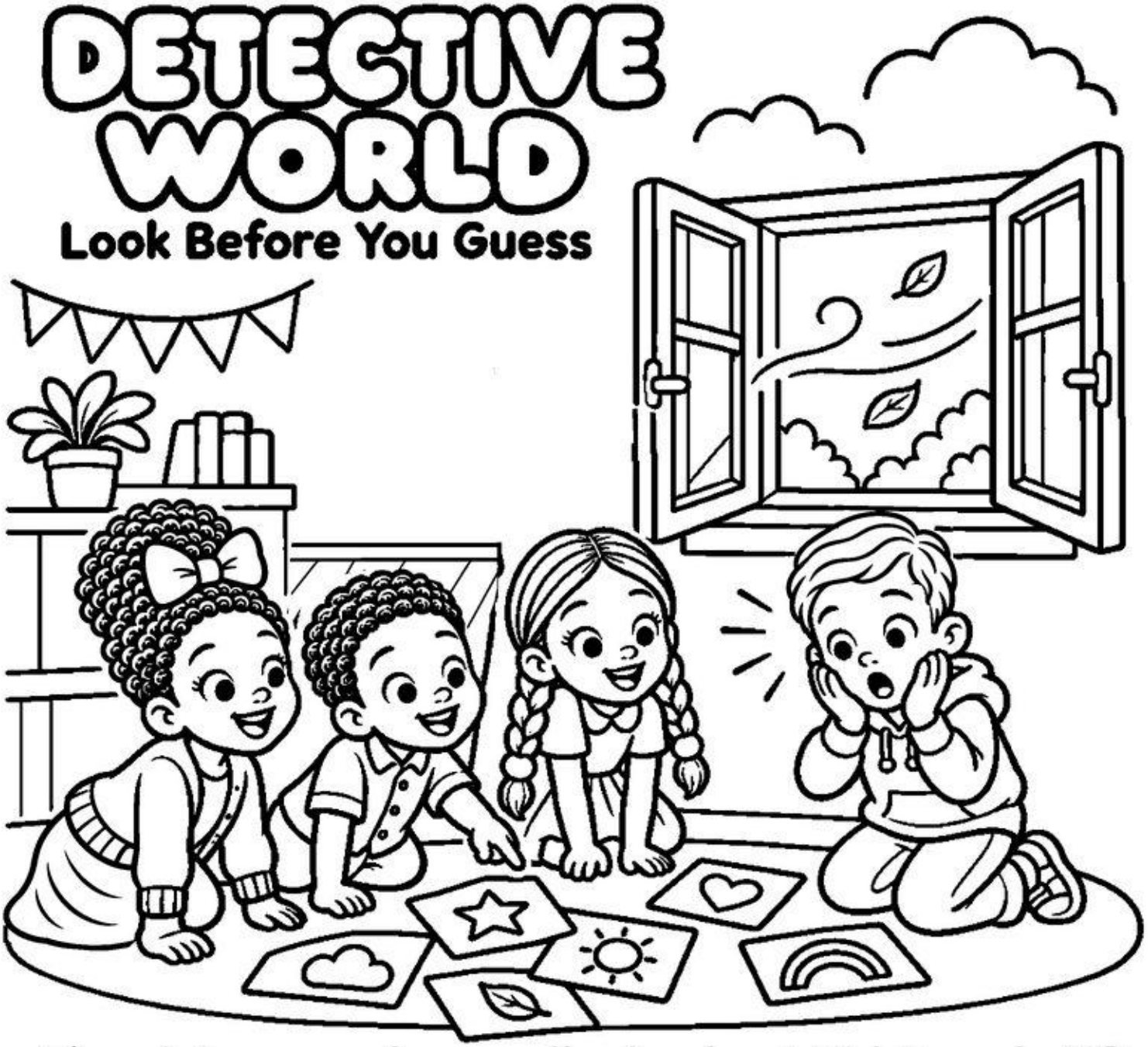
Color the ocean animals.



Draw a line from each animal to its home.

DETECTIVE WORLD

Look Before You Guess



The picture cards are all mixed up! Did Sam do it?

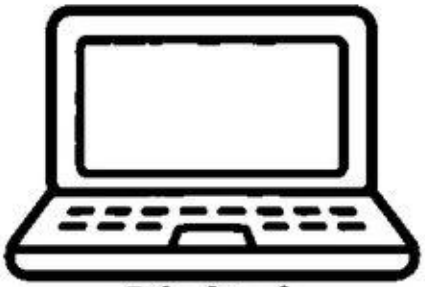
Purposes in this world:



Crime Investigators



Forensic Science Technician



Digital Forensic Examiner

CRIME INVESTIGATORS



3 IMPORTANT WORDS



EVIDENCE (ev-ih-dens)
A clue that shows what happened.



INTERVIEW (in-ter-vyoo)
Asking people questions to learn more.



FINGERPRINT (fing-ger-print)
The lines on the tips of your fingers.



CRIME INVESTIGATORS

LOOK BEFORE YOU GUESS



The picture cards are mixed up! Was it Sam? Eli says, 'Let's look for clues first.'

 Point to: the magnifying glass.

WHAT CAN YOU SEE?

Find the magnifying glass.



Find and circle 5 hidden things: a key, a shoe, a star, a cup, a ball.

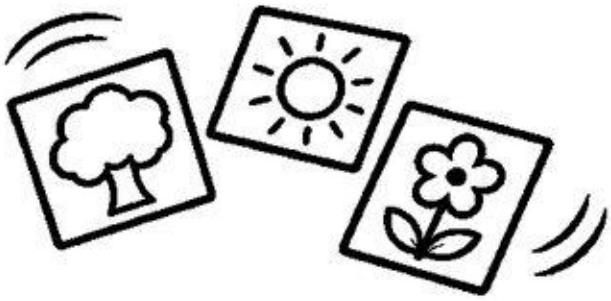
HEAR EVERYONE

Color the friends.

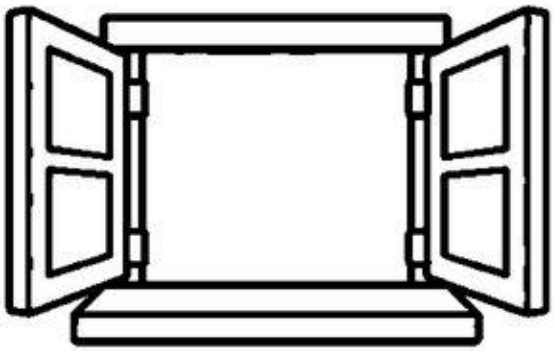








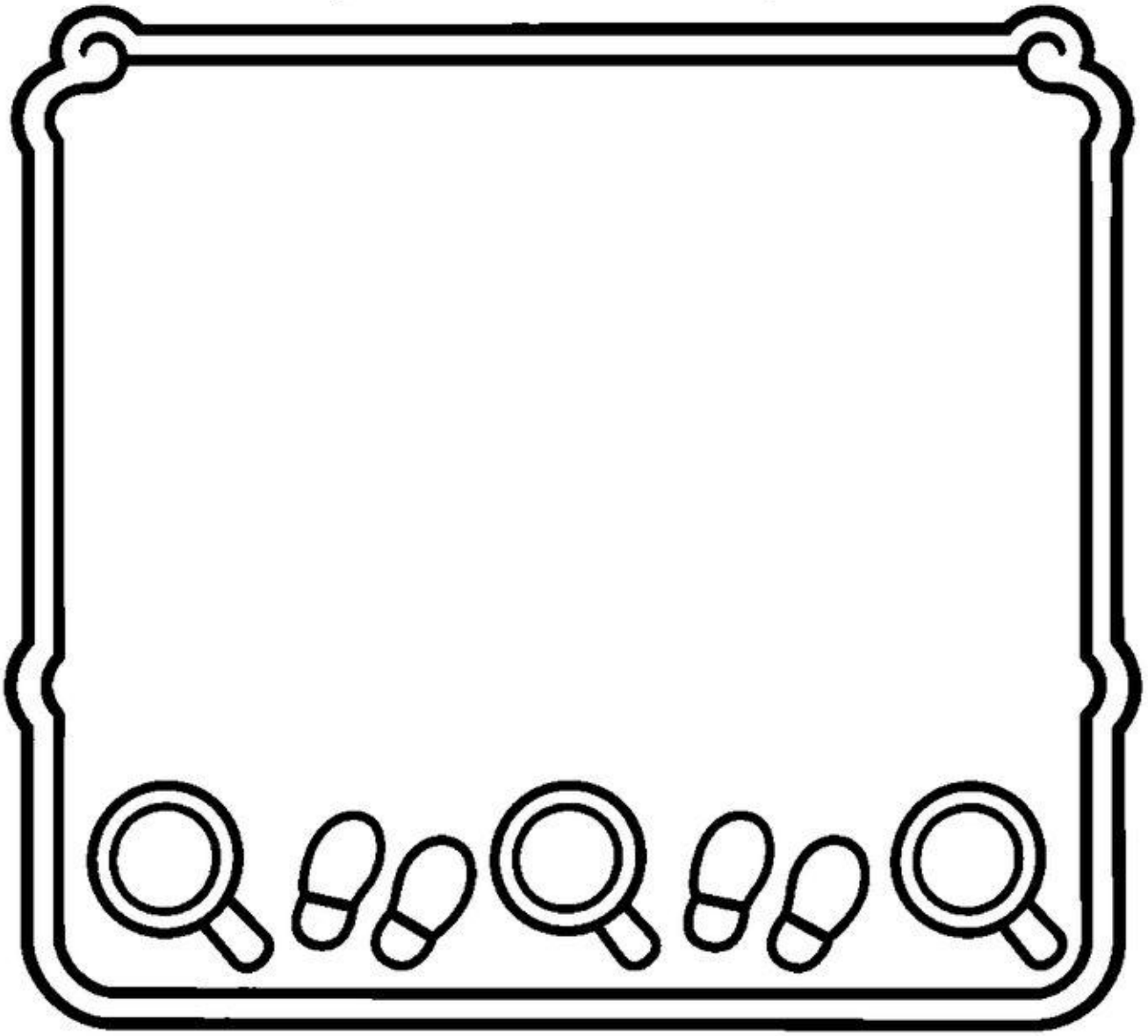




Draw a line from each friend to what they saw.

ME AS A DETECTIVE

Draw yourself finding a clue!



I CAN SPOT WHAT OTHERS MISS!

My name: _____



FORENSIC SCIENCE TECHNICIAN



3 IMPORTANT WORDS



COMPARE (kum-pair)
A forensic technician compares clues to find matches.



EVIDENCE (ev-ih-dens)
Evidence is a clue that shows what happened.



RECORD (rek-erd)
A forensic technician writes a record of every clue.



FORENSIC SCIENCE TECHNICIAN

NOT SAM'S!

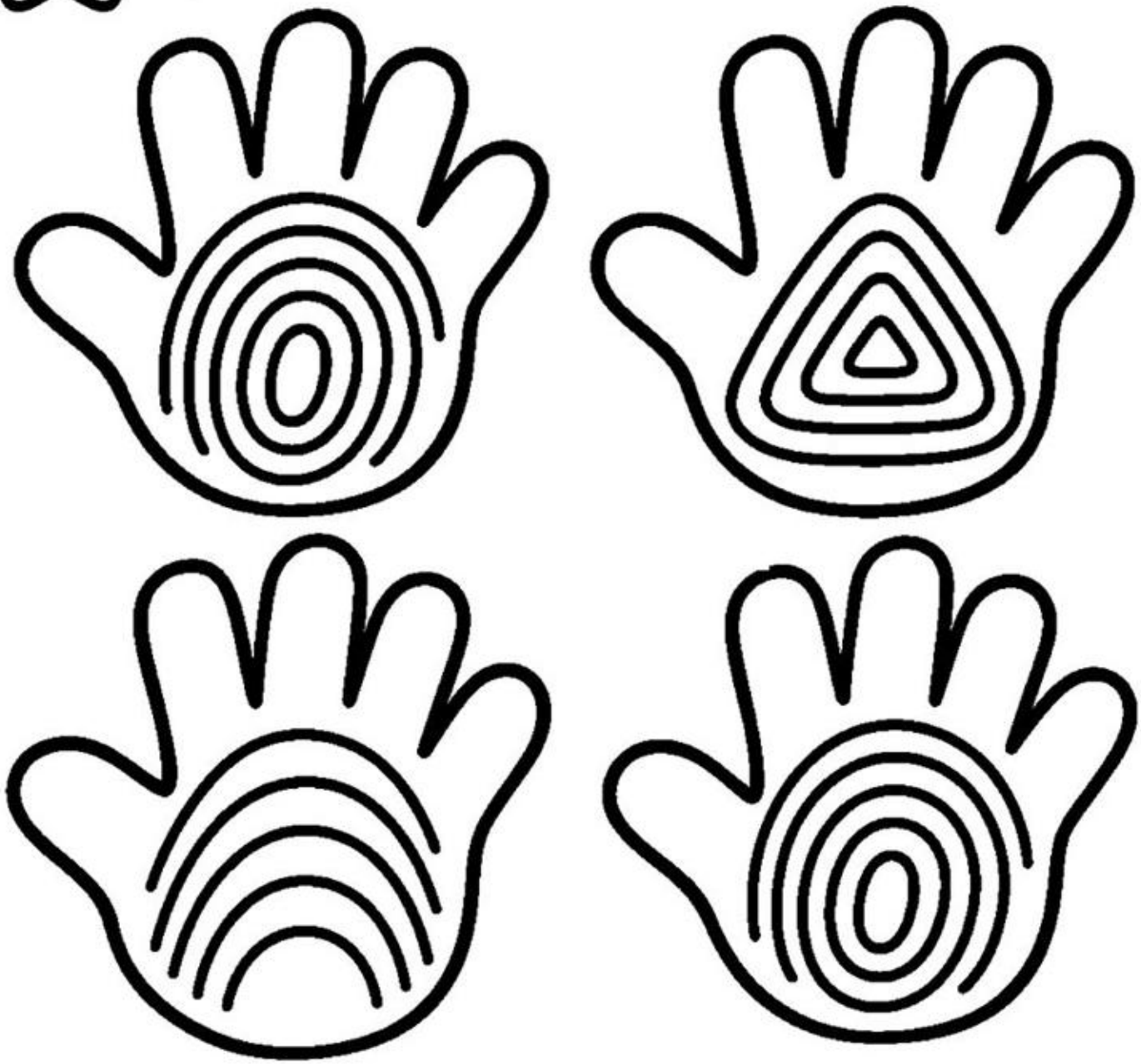


Emily compares the fingerprints on the cards. They are not Sam's!

Point to: the fingerprints.

MATCH THE PRINTS

Color the hands.

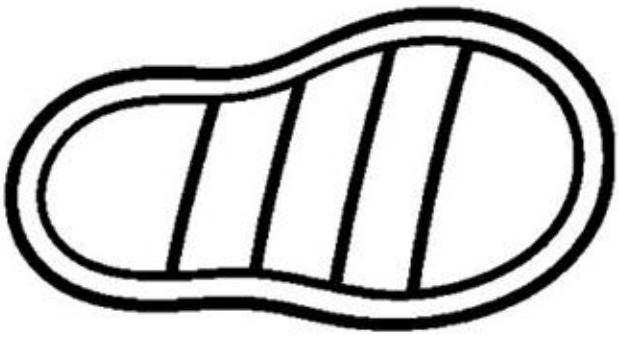


Draw a line between the two fingerprints that match.

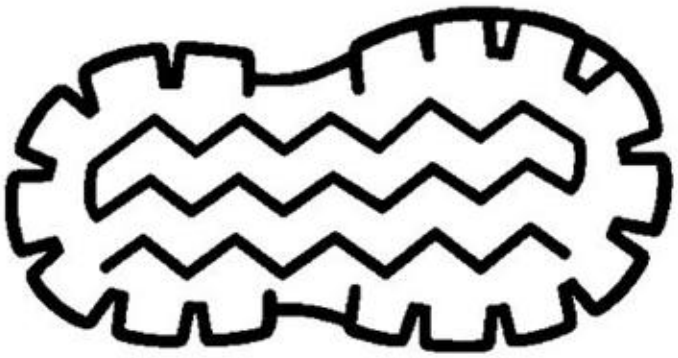
MATCH THE FOOTPRINTS

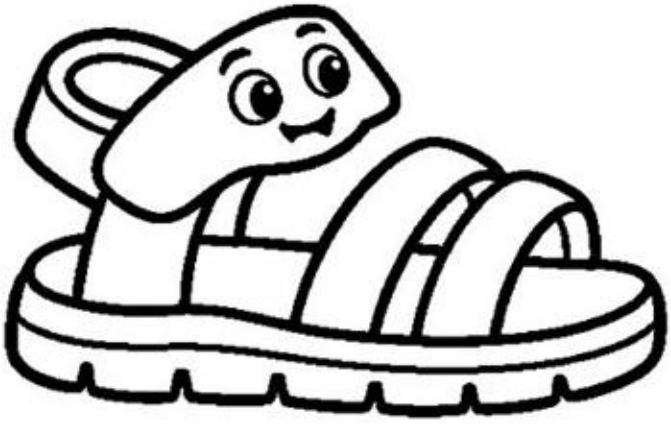
Color the shoes.

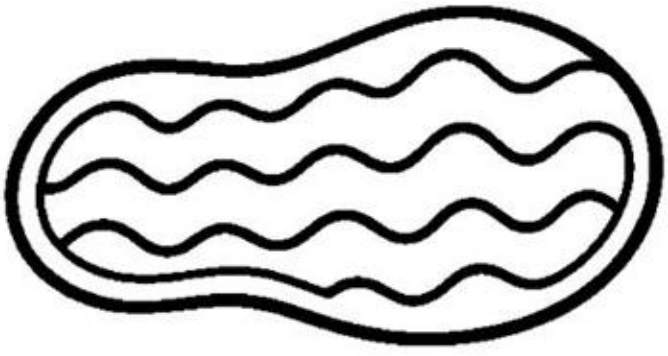












Draw a line from each shoe to its footprint.

ME AS A FORENSIC SCIENTIST

Draw yourself in the lab!



I CAN SOLVE MYSTERIES!

My name: _____



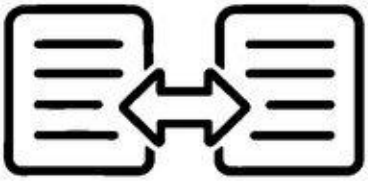
DIGITAL FORENSIC EXAMINER



3 IMPORTANT WORDS



COPY (kop-ee)
A digital examiner makes a copy of the computer files.



COMPARE (kum-pair)
A digital examiner compares files to find clues.



RECORD (rek-erd)
A digital examiner keeps a record of what was found.



DIGITAL FORENSIC EXAMINER

IT WAS THE WIND!



Sam looks at the camera video. The window blew open, and the wind mixed up the cards!

Point to: the window.

SPOT THE DIFFERENCE

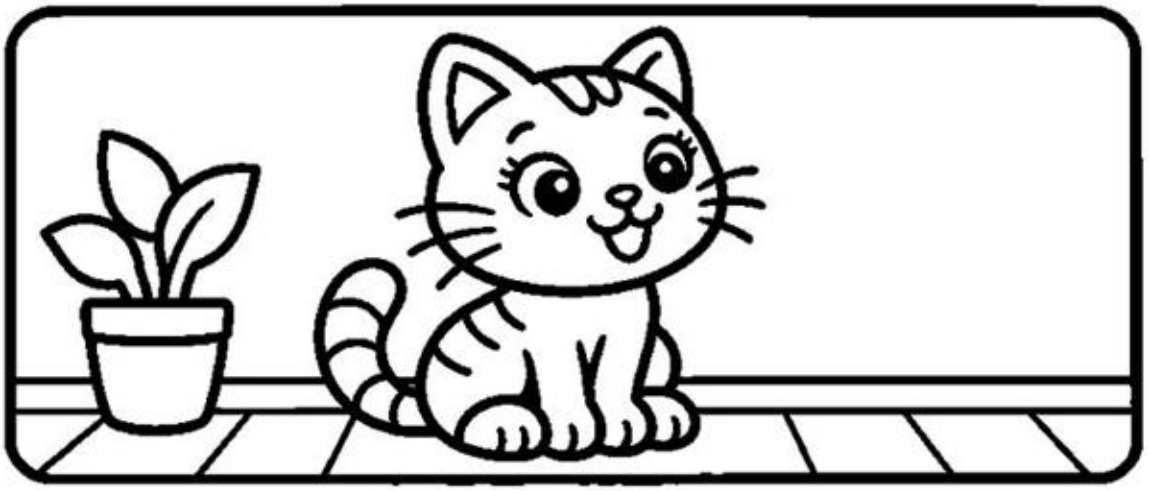
Color the screens.

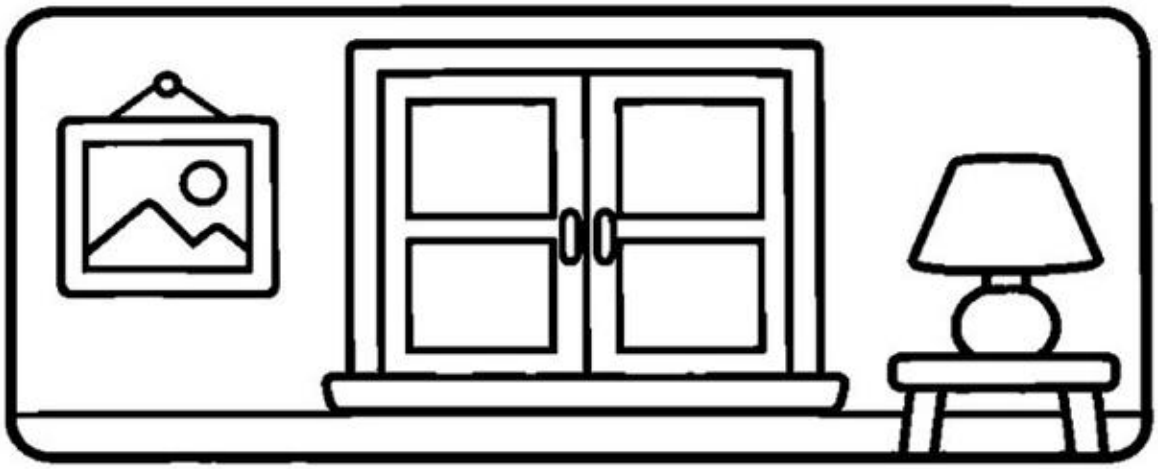


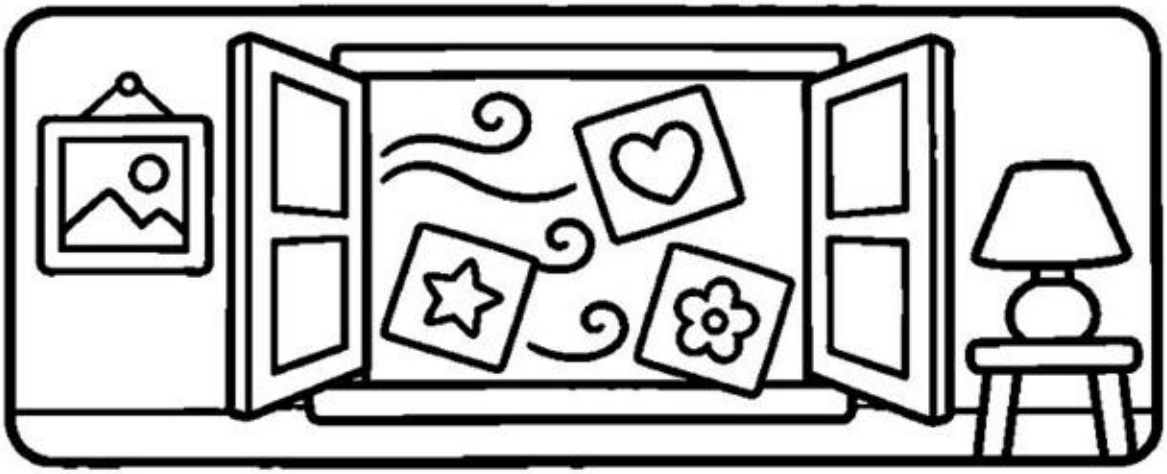
Find 3 differences between the two screens.

WHICH PICTURE SHOWS IT?

Color the window.



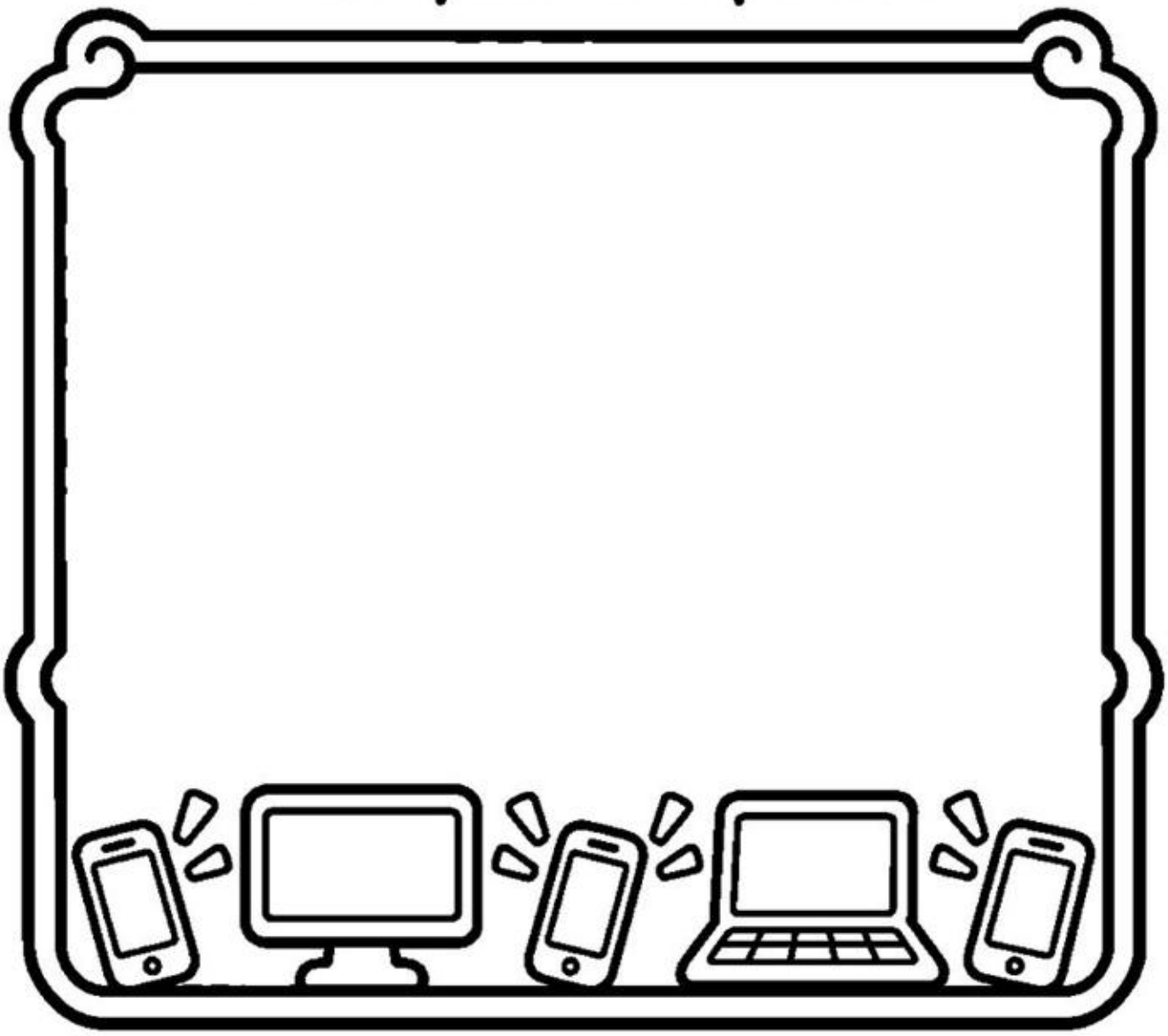




Circle the picture that shows the wind.

ME AS A DIGITAL EXAMINER

Draw your computer!



I CAN FIND THE TRUTH!

My name: _____



WE DID IT!



It was the wind! We looked before we guessed.

Color the open window.

Find and circle 5 picture cards.

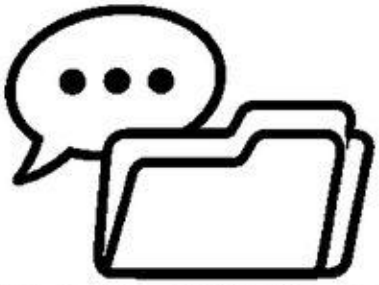
JUSTICE WORLD

Every Voice Matters

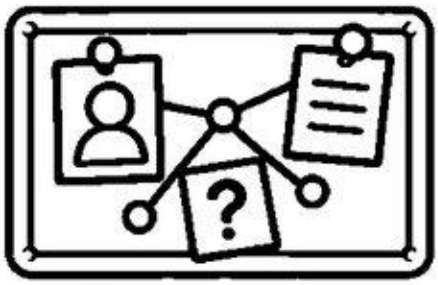


Can one person do everything in court? Let's find out!

Purposes in this world:



Criminal Defense Attorney



Prosecutor



Family Lawyer



Trial Judge



Supreme Court Justice

CRIMINAL DEFENSE ATTORNEY



3 IMPORTANT WORDS



LAW (law)
Rules that keep everyone safe and fair.



DEFENSE (dih-fens)
Helping a person get a fair trial.



COURT (kort)
The place where a judge hears cases.



CRIMINAL DEFENSE ATTORNEY

TELL YOUR SIDE



Sam helps his friend tell his side of the story. Everyone gets a turn.

Point to: Sam's friend.

LET EVERY VOICE BE HEARD

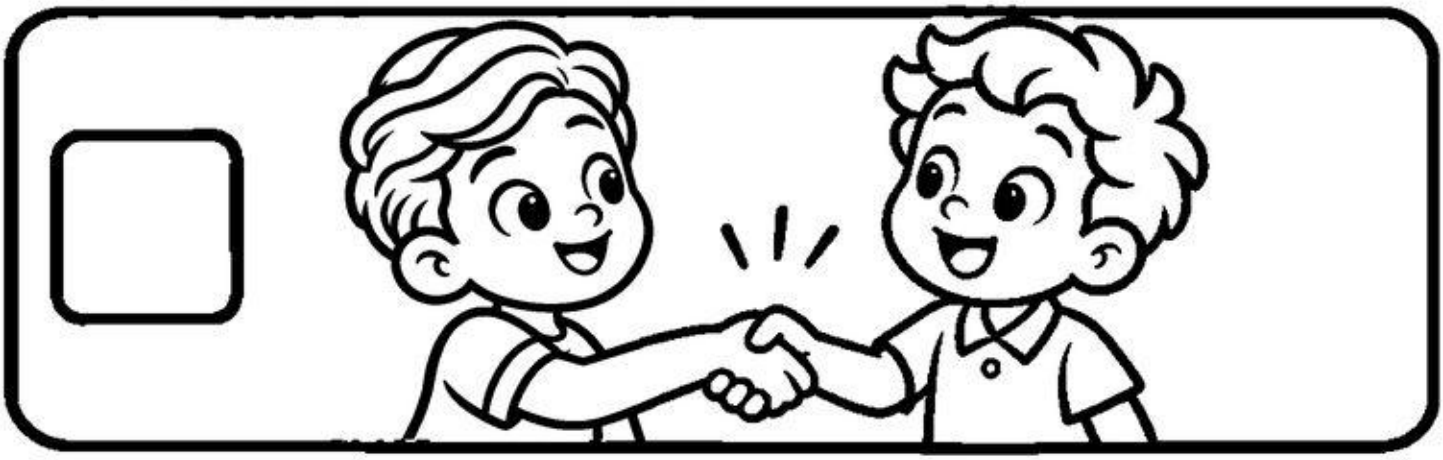
Color the speech bubbles.

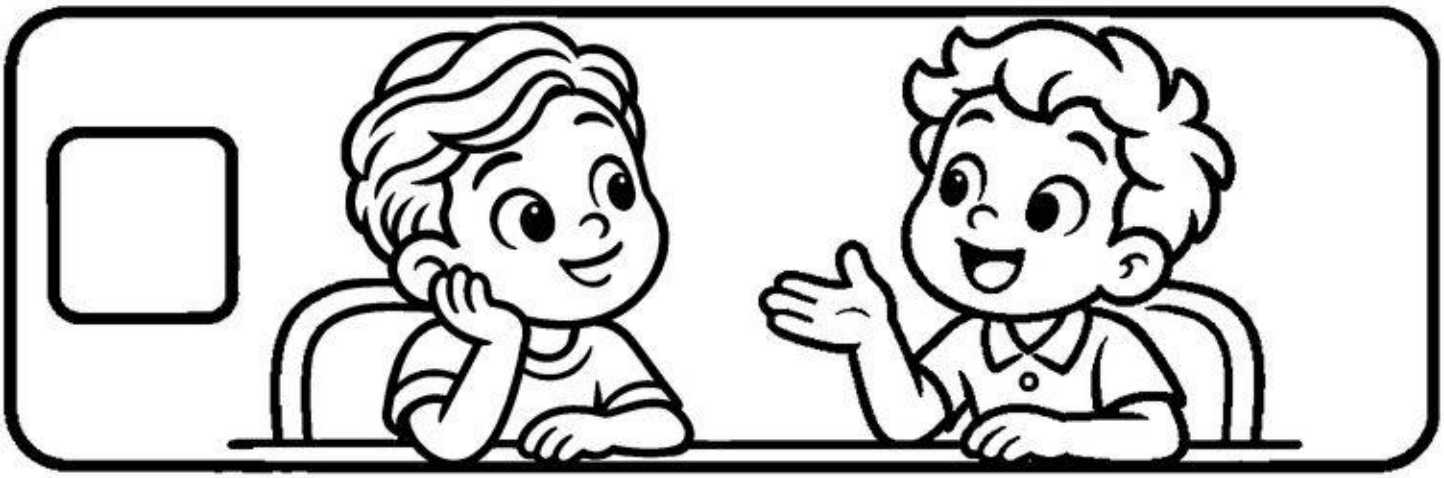


Draw a happy face in the bubble of the friend who is talking.

FIRST, NEXT, LAST

Color the pictures.



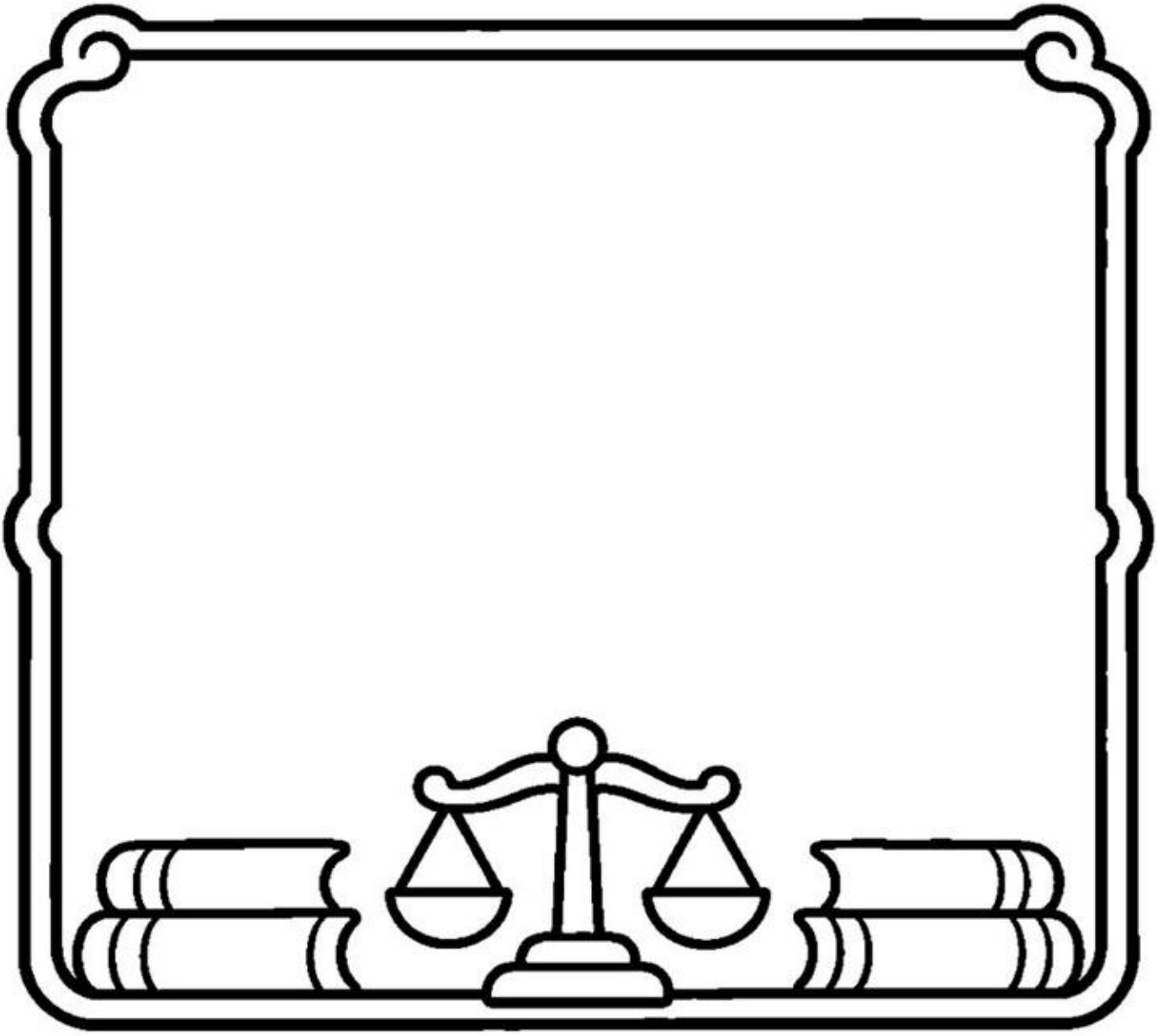




Write 1, 2, 3 to put the story in order.

ME AS A DEFENSE ATTORNEY

Draw yourself helping someone!



I CAN SPEAK UP FOR OTHERS!

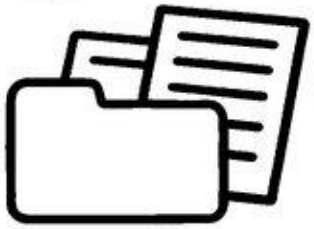
My name: _____



PROSECUTOR



3 IMPORTANT WORDS



EVIDENCE (ev-ih-dens)
A prosecutor shows evidence to the court.



LAW (law)
A prosecutor makes sure the law is followed.



TRUTH (trooth)
A prosecutor helps the court find the truth.


PROSECUTOR

SHOW THE CLUES

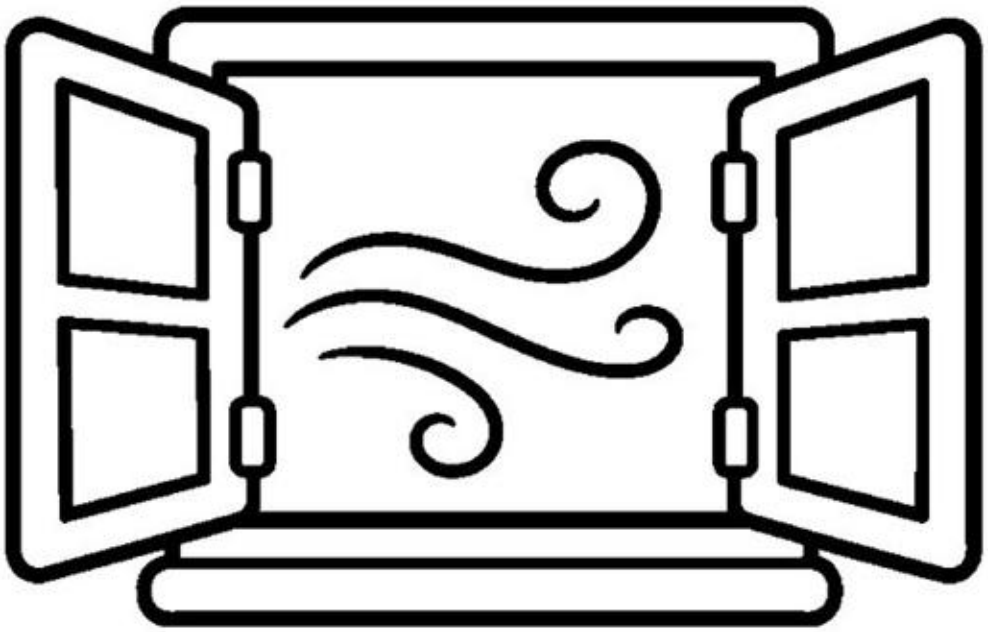


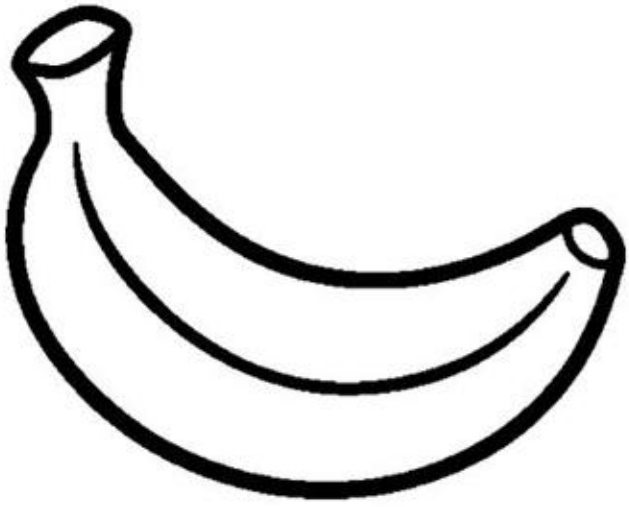
Mike shows the clues to the court.
Clues help everyone find the truth.

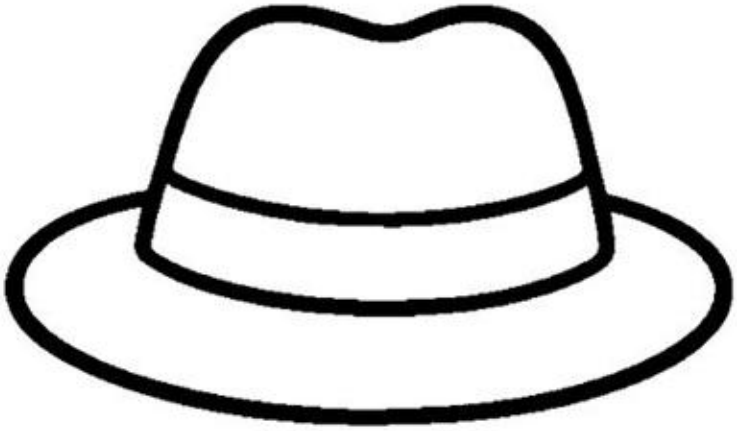
Point to: the clue board.

WHICH CLUE HELPS?

Color the clues.





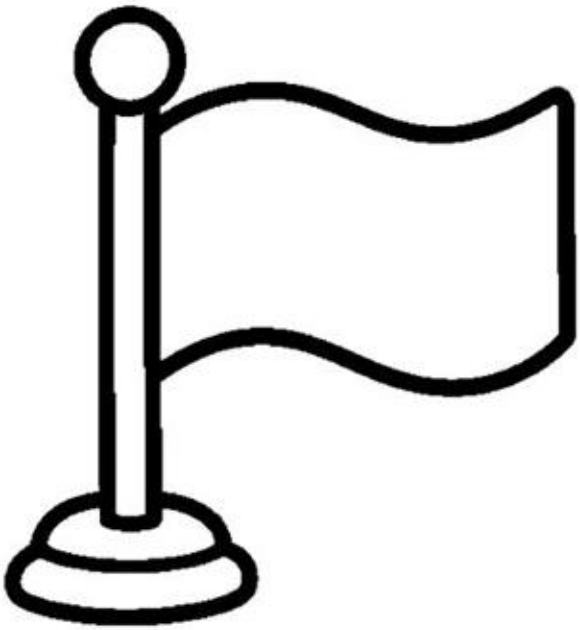


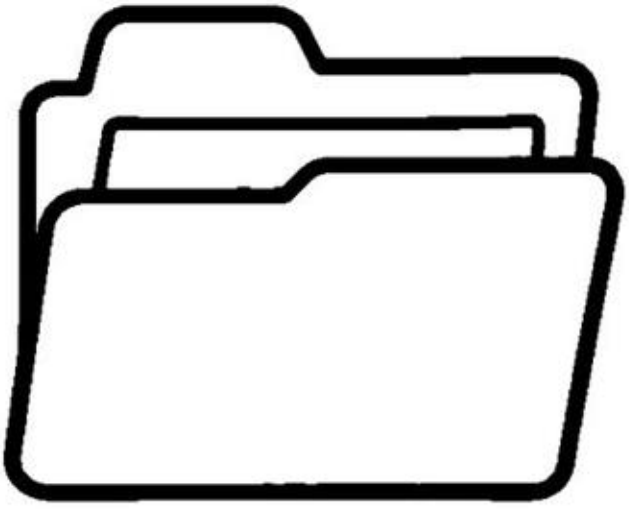
Circle the clue that shows the wind: an open window.

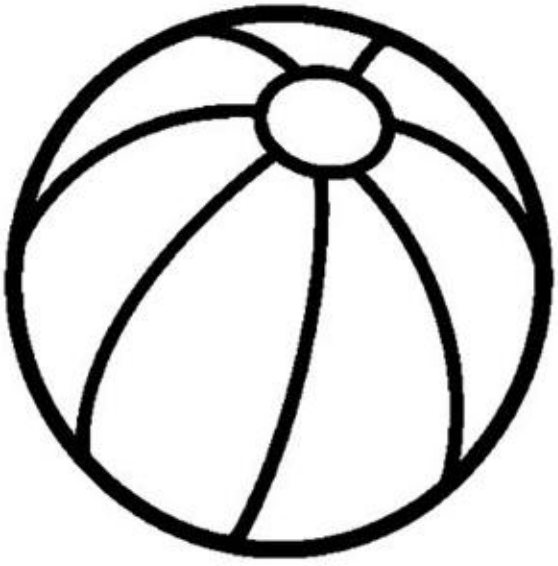
WHAT DOESN'T BELONG?

Color the courtroom things.





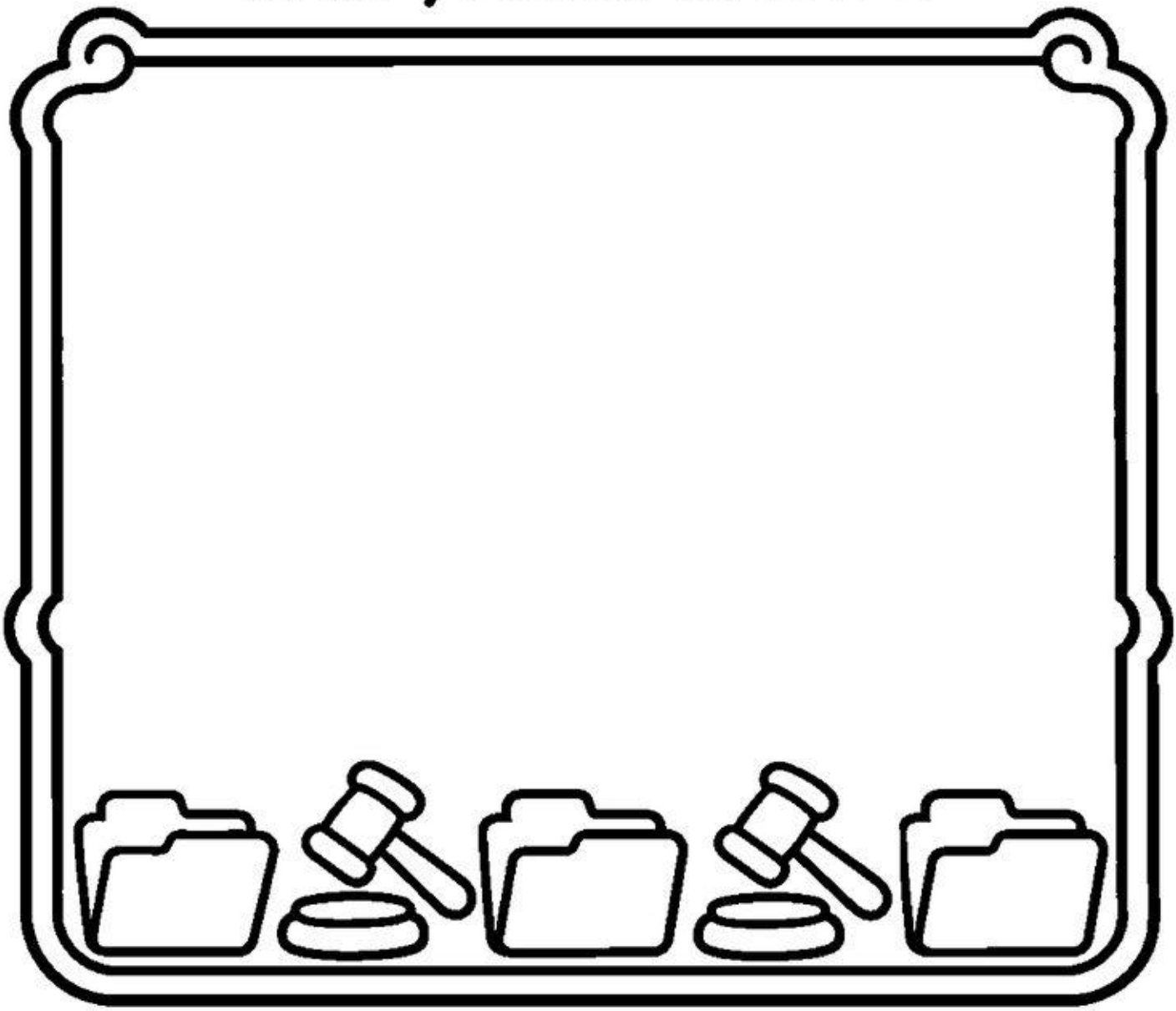




Circle the thing that does not belong in court.

ME AS A PROSECUTOR

Draw yourself in court!



I CAN DEFEND WHAT IS RIGHT!

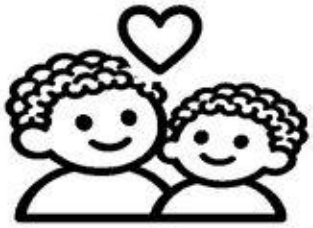
My name: _____



FAMILY LAWYER



3 IMPORTANT WORDS



FAMILY (fam-uh-lee)
A family lawyer helps families with big decisions.



LISTEN (lis-un)
A family lawyer listens to everyone in the family.



AGREE (uh-gree)
To agree means everyone says yes to the plan.


FAMILY LAWYER

A PLAN WE ALL LIKE

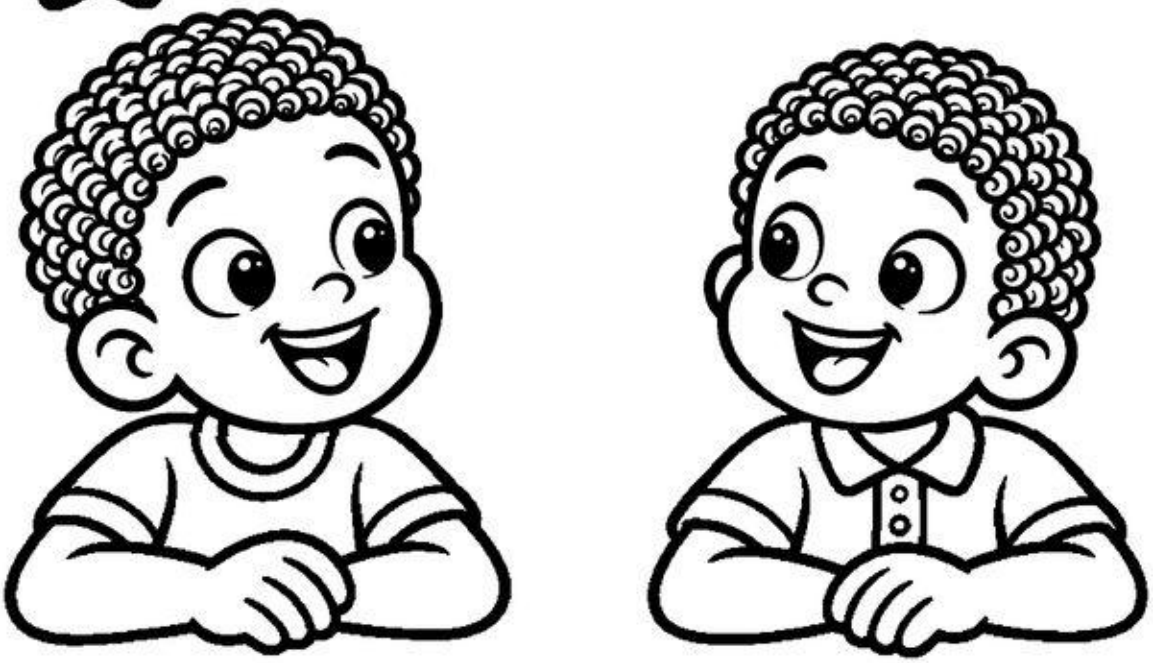


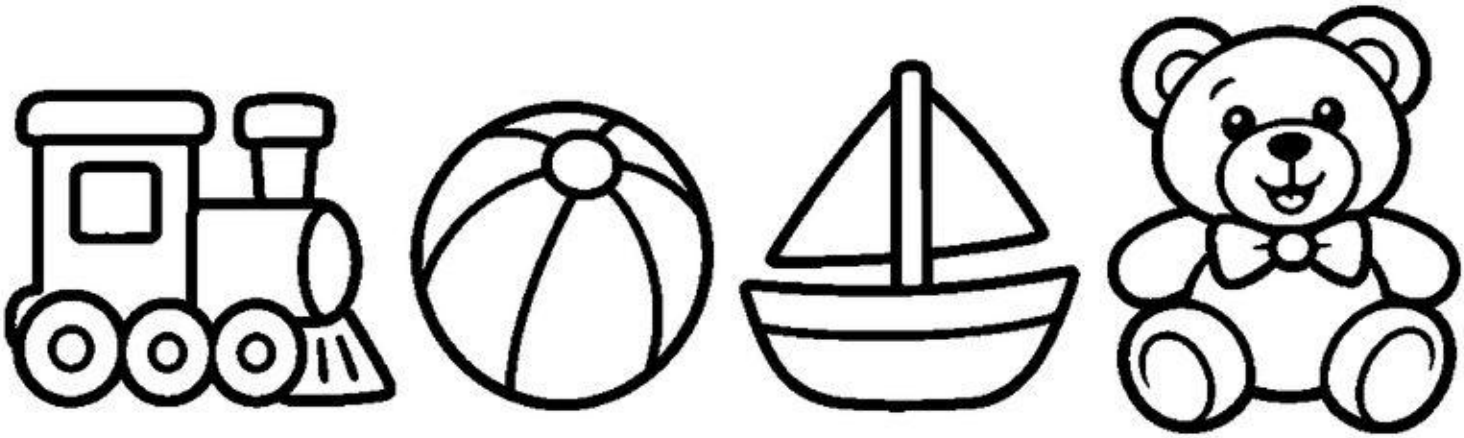
Two brothers want the same toy. Caleb helps them make a plan they both say yes to.

Point to: the toy.

SHARE IT FAIRLY

Color the toys.

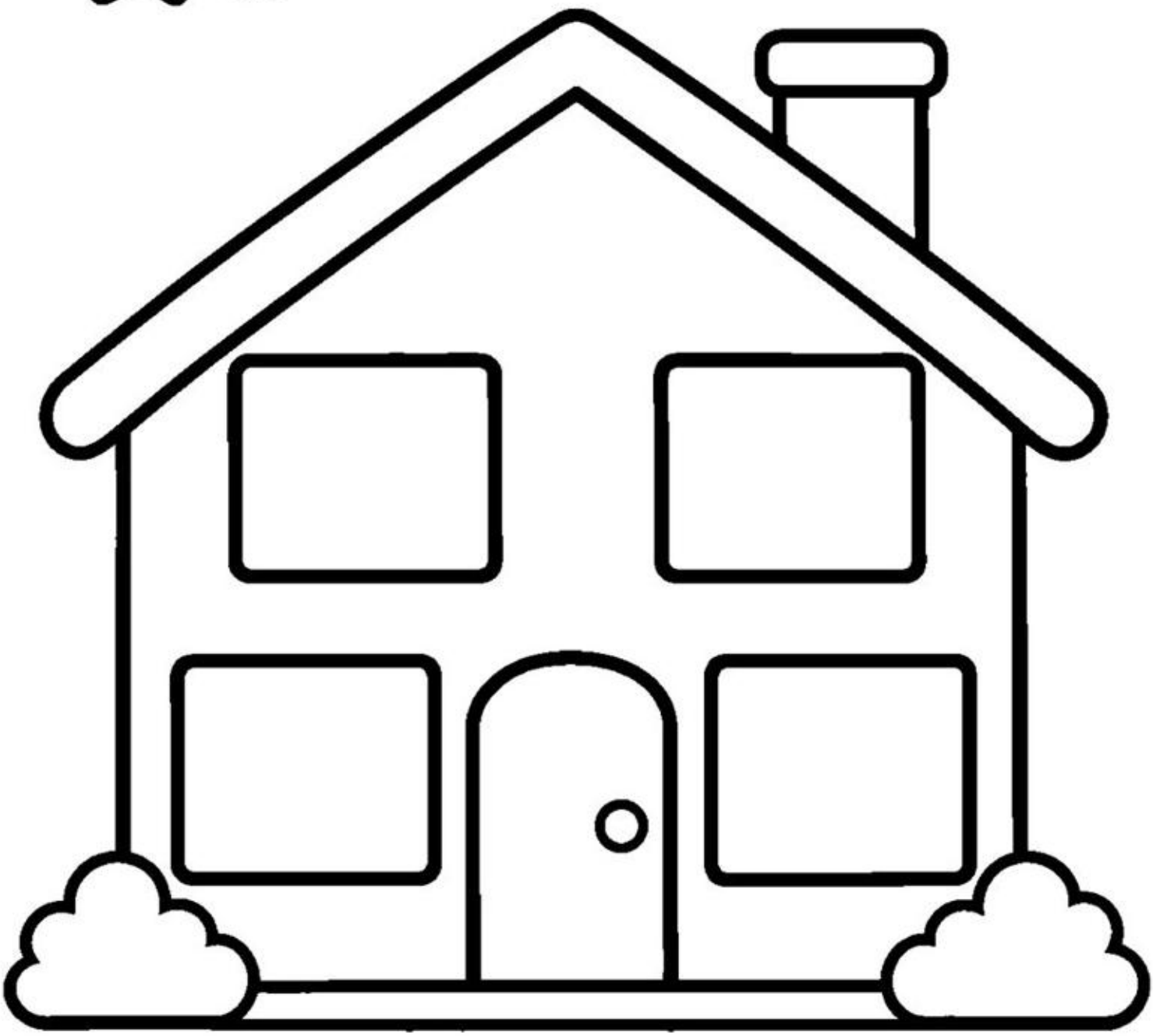




Draw a line to give each brother 2 toys.

MY FAMILY

Color the house.



Draw your family in the house.

ME AS A FAMILY LAWYER

Draw yourself helping a family!

I CAN HELP PEOPLE AGREE!

My name: _____



TRIAL JUDGE



3 IMPORTANT WORDS



LISTEN (lis-un)
A judge listens to both sides.



HEARING (heer-ing)
A hearing is a meeting in court about a problem.



DECISION (dih-sizh-un)
A judge makes a fair decision.



TRIAL JUDGE

LISTEN TO BOTH SIDES



Caleb listens to both sides.
Then he makes a fair decision.

Point to: the gavel.

A TURN TO SPEAK

Color the judge.

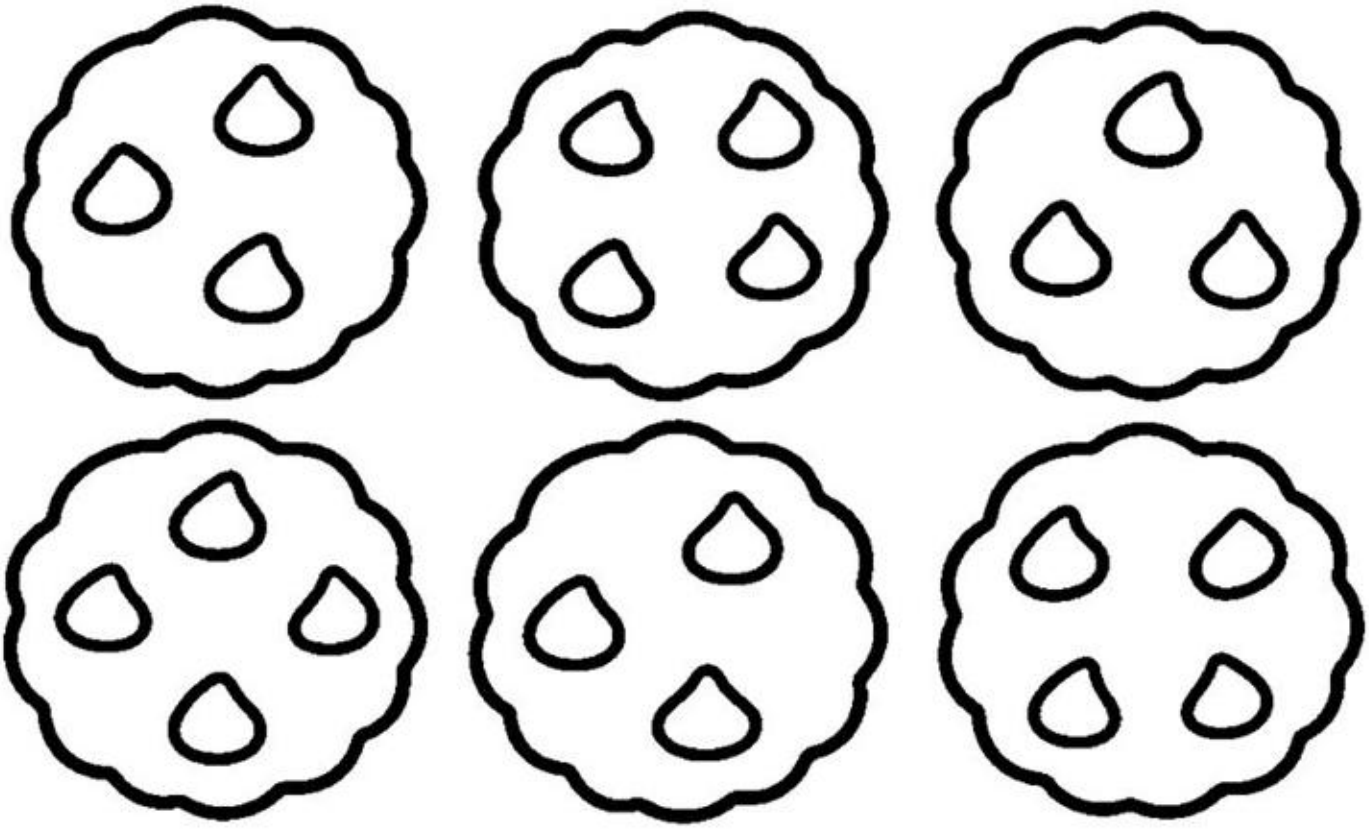


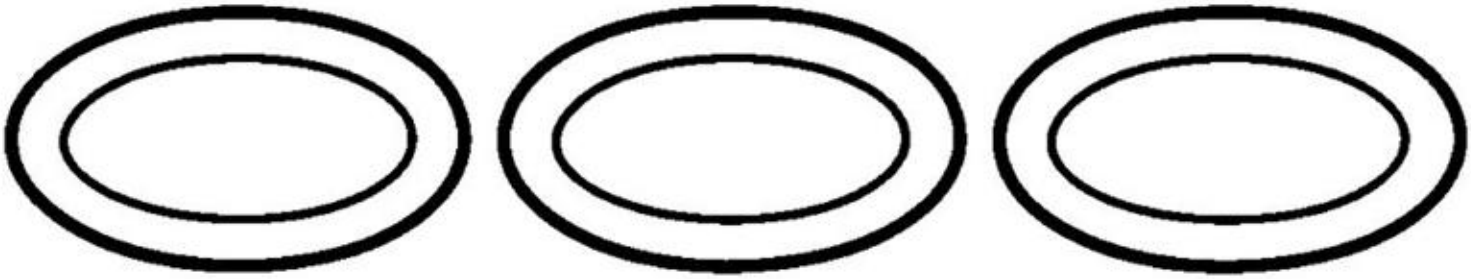
Number the speakers 1, 2, 3 in the order they talk.

SHARE THE COOKIES



Color 2 cookies for each friend.







Split 6 cookies so 3 friends get the same.

ME AS A JUDGE

Draw your courtroom!



I AM FAIR!

My name: _____



SUPREME COURT JUSTICE



3 IMPORTANT WORDS



RULES (roolz)
The big rules that keep our country fair.



OPINION (uh-pin-yun)
What a justice writes to explain a decision.



JUSTICE (jus-tis)
Being fair to everyone.


CONSTITUTION
LAW
JUSTICE
SUPREME COURT
JUSTICE

A FAIR RULE

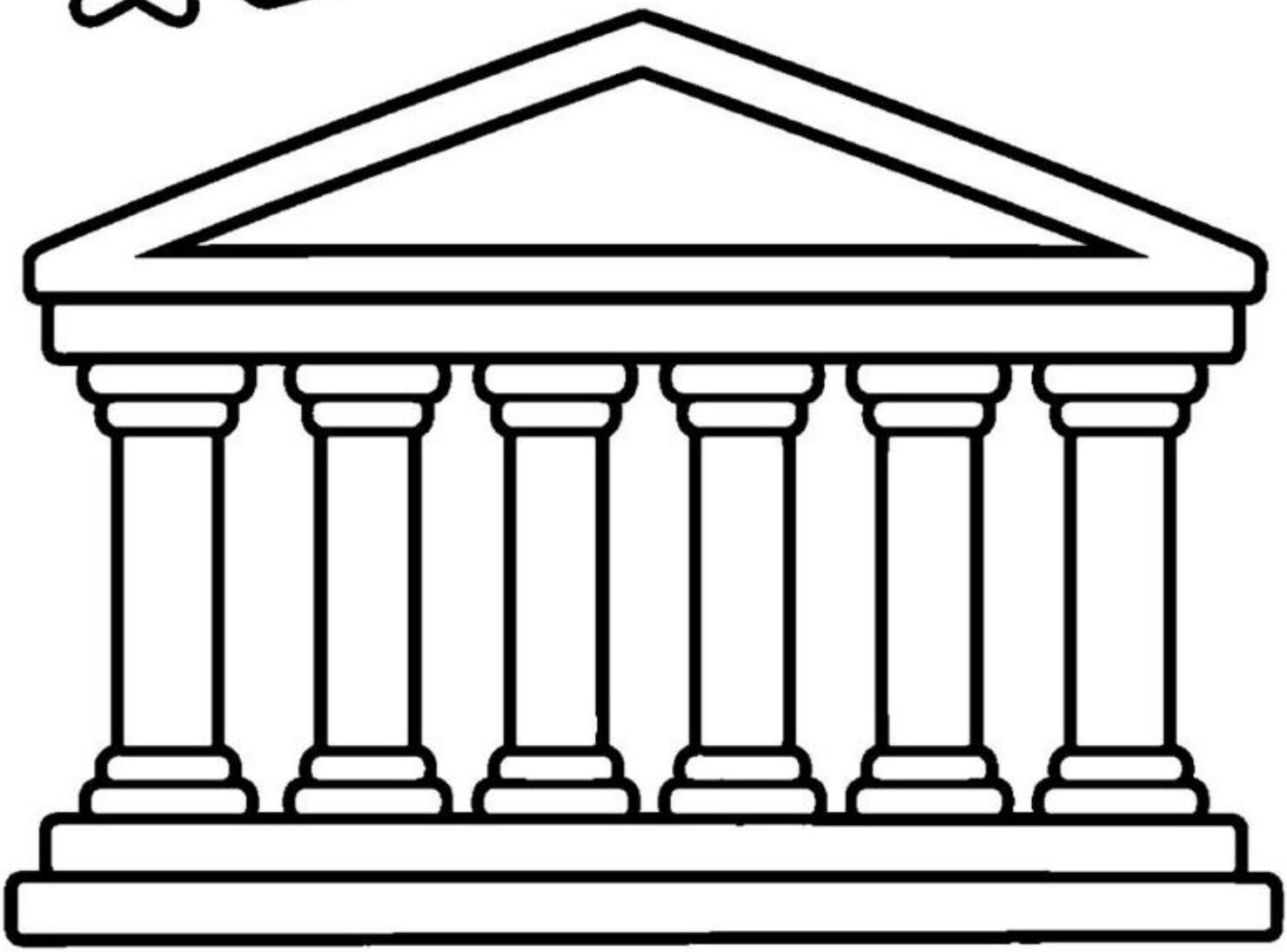


Eli and the other justices choose a fair rule for the whole fair: everyone takes turns.

Point to: the big book.

COUNT THE COLUMNS

Color the columns.



4 5 6

Count the columns and circle the number.

OUR CLASS RULE

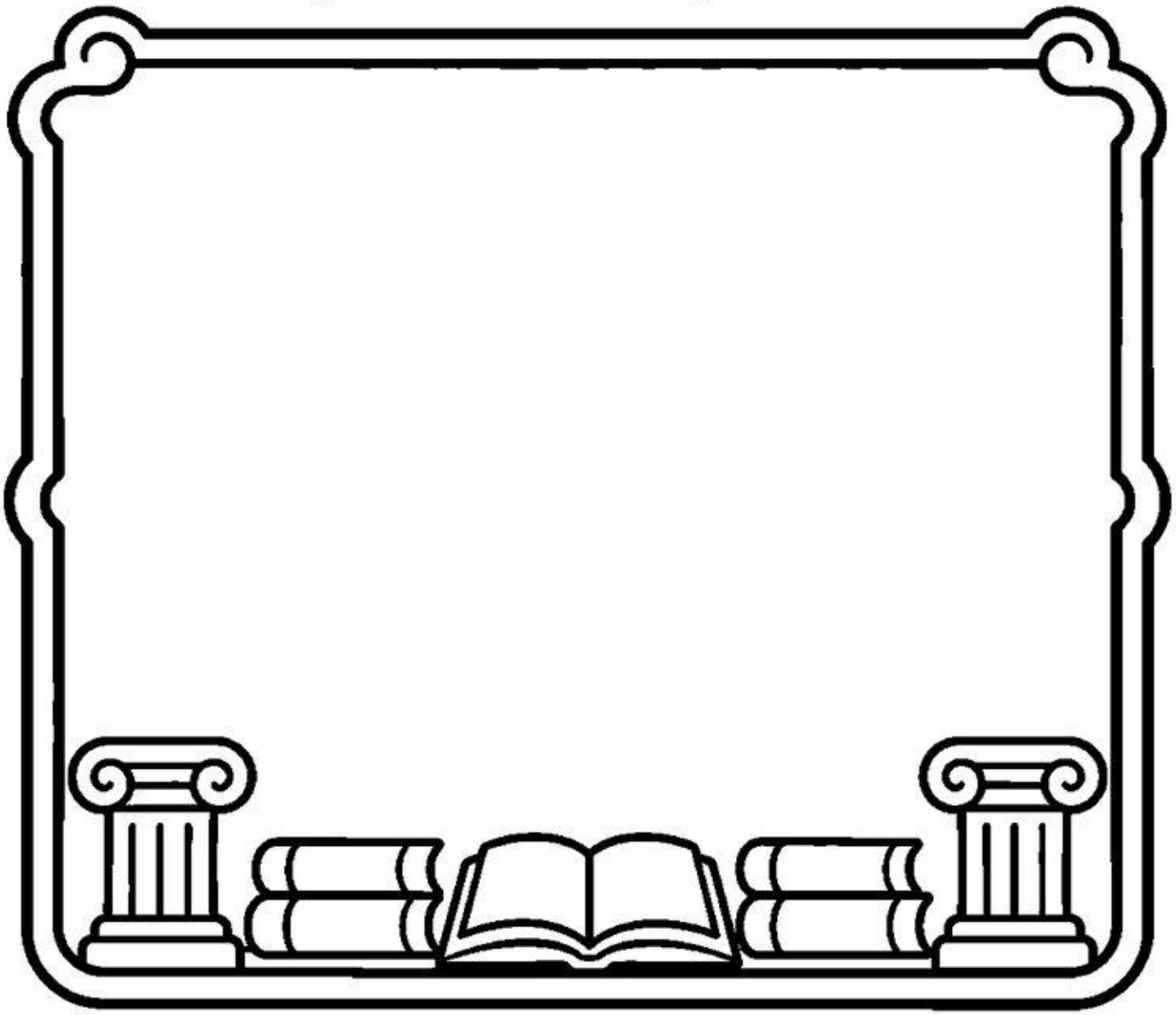
Color the people.



Draw a rule that is fair for everyone.

ME AS A SUPREME COURT JUSTICE

Draw yourself making a fair rule!



I CAN MAKE THE WORLD BETTER!

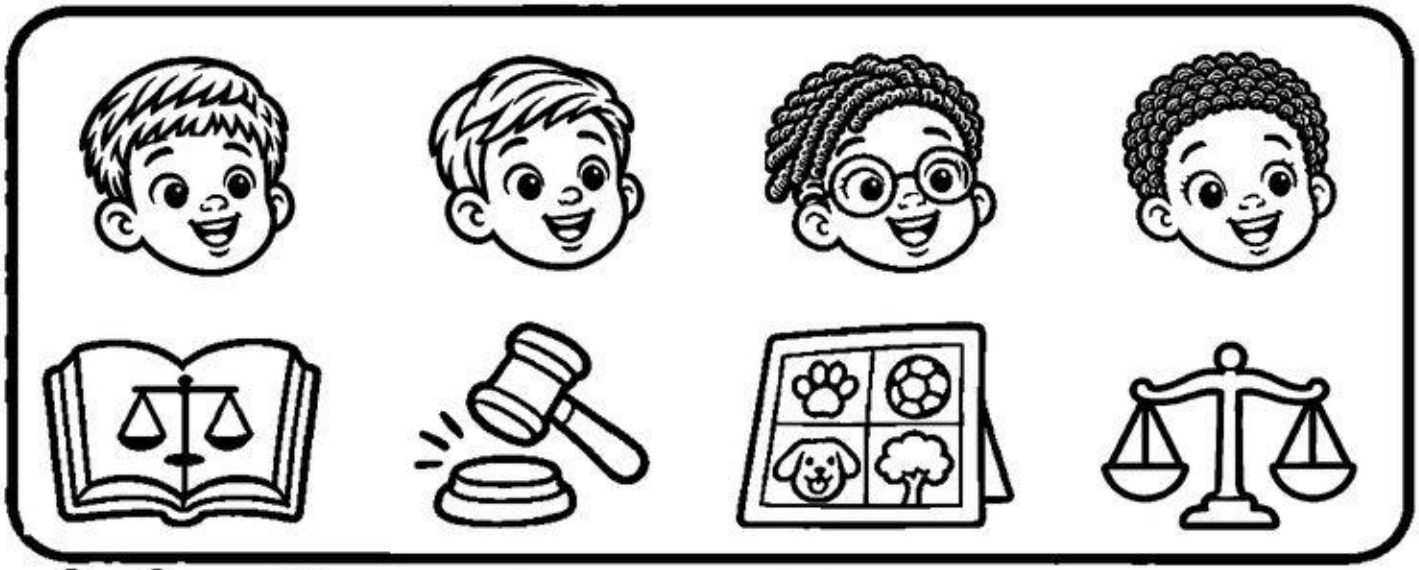
My name: _____

WE DID IT!



Everyone has a purpose in court. Every voice matters!

Color the courtroom.



Draw a line from each kid to their purpose in court.

OPENING DAY!



The Future Fair is open! Every world is ready, because everyone did their part.

WE ALL HAVE A PURPOSE!

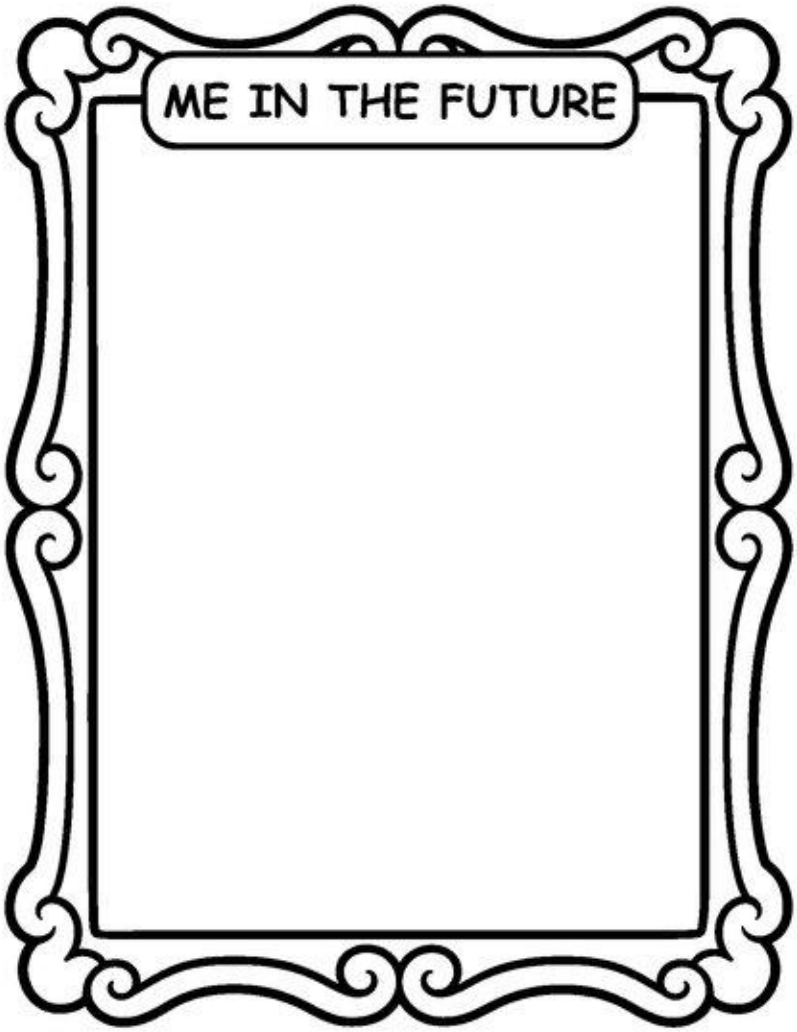
☆ Color the fair.

☆☆ Find all 8 kids.

NOW COLOR YOUR OWN STORY!

You learned about many careers! You can be anything. Your most important purpose is being YOU. Draw yourself and your big dream.

MY CAREER ADVENTURE



- ☐ **BIG DREAMS —** Draw your dream purpose in the frame.
- ☐ **BE CREATIVE —** Use all your colors.
- ☐ **KEEP LEARNING! —** Keep asking, "What else can I be?"

The World Is Waiting for You!

I HAVE A PURPOSE!

MY FAVORITE CAREERS

Color the stars next to your 3 favorite careers!


☆ Real Estate Developer


☆ Architect


☆ Civil Engineer

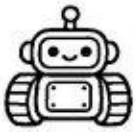

☆ Construction Manager


☆ Pilot


☆ Air Traffic Controller


☆ Aircraft Mechanic


☆ Software Developer

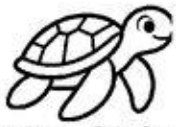

☆ Robotics Engineer


☆ Electrical Engineer

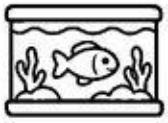

☆ Pediatric Doctor


☆ Registered Nurse


☆ Neurosurgeon


☆ Marine Biologist


☆ Oceanographer

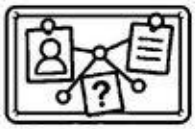

☆ Aquarist


☆ Crime Investigators


☆ Forensic Science Technician


☆ Digital Forensic Examiner


☆ Criminal Defense Attorney


☆ Prosecutor


☆ Family Lawyer


☆ Trial Judge


☆ Supreme Court Justice

When I grow up, my purpose is to:_____ (draw or tell a grown-up)

My #1 favorite career is:_____

MY WORD LIST

Color a star for every word you know!

Building

- ☆ **PLAN** (plan)
- ☆ **BUILD** (build)
- ☆ **GROW** (grow)
- ☆ **SHAPE** (shayp)
- ☆ **SPACE** (spays)
- ☆ **BRIDGE** (brij)
- ☆ **ROAD** (rohd)
- ☆ **STRONG** (strawng)
- ☆ **TEAM** (teem)
- ☆ **ORDER** (or-der)
- ☆ **SITE** (syt)

Sky

- ☆ **AIRCRAFT** (air-kraft)
- ☆ **CONTROLS** (kun-trohlz)
- ☆ **WEATHER** (weh-ther)
- ☆ **TOWER** (tow-er)
- ☆ **RUNWAY** (run-way)
- ☆ **SIGNAL** (sig-nul)
- ☆ **INSPECT** (in-spekt)
- ☆ **REPAIR** (ri-pair)
- ☆ **TOOL** (tool)

Tech

- ☆ **CODE** (kohd)
- ☆ **DEBUG** (dee-bug)
- ☆ **STEPS** (stehps)
- ☆ **ROBOT** (roh-bot)
- ☆ **PROGRAM** (proh-gram)
- ☆ **ENGINEER** (en-juh-neer)
- ☆ **POWER** (pow-er)
- ☆ **CIRCUIT** (sur-kit)
- ☆ **SWITCH** (swich)

MY WORD LIST

Color a star for every word you know!

Care

- ☆ **STETHOSCOPE** (steth-uh-skohp)
- ☆ **PATIENT** (pay-shunt)
- ☆ **CHECKUP** (chek-up)
- ☆ **CARE** (kair)
- ☆ **LISTEN** (lis-un)
- ☆ **BRAIN** (brayn)
- ☆ **SPINE** (spyn)
- ☆ **NERVES** (nurvz)

Ocean

- ☆ **OCEAN** (oh-shun)
- ☆ **CORAL REEF** (kor-ul reef)
- ☆ **HABITAT** (hab-ih-tat)
- ☆ **CURRENT** (kur-unt)
- ☆ **WAVE** (wayv)
- ☆ **WATER** (waw-ter)
- ☆ **OBSERVE** (ub-zurv)

Detective

- ☆ **EVIDENCE** (ev-ih-dens)
- ☆ **INTERVIEW** (in-ter-vyoo)
- ☆ **FINGERPRINT** (fing-ger-print)
- ☆ **COMPARE** (kum-pair)
- ☆ **RECORD** (rek-erd)
- ☆ **COPY** (kop-ee)

Justice

- ☆ **LAW** (law)
- ☆ **DEFENSE** (dih-fens)
- ☆ **COURT** (kort)
- ☆ **TRUTH** (trooth)
- ☆ **FAMILY** (fam-uh-lee)
- ☆ **AGREE** (uh-gree)
- ☆ **HEARING** (heer-ing)
- ☆ **DECISION** (dih-sizh-un)
- ☆ **RULES** (roolz)
- ☆ **OPINION** (uh-pin-yun)
- ☆ **JUSTICE** (jus-tis)

ANSWERS

For grown-ups: answers to the activities, world by world.

Building World

Real Estate Developer
gate and path; plan–blueprint, build–hammer, grow–tree

Architect
3 squares, 2 triangles, 1 circle

Civil Engineer
the maze path

Construction Manager
ground 1, wall 2, house 3; 8 bricks

We Did It!
Eli–plan, Emily–gate, Sam–bridge, Mike–path

Sky World

Pilot
sun–sunglasses, rain–umbrella, snow–hat

Air Traffic Controller
1–1, 2–2, 3–3; 5 planes

Aircraft Mechanic
wrench, hammer, screwdriver, flashlight

We Did It!
fix the wing 1, check the weather 2, fly 3

Tech World

Software Developer
the robot with the different antenna

Robotics Engineer
the grabber arm

Electrical Engineer
each switch to its lamp

Care World

Pediatric Doctor
stethoscope, thermometer, bandage

Registered Nurse
cold–blanket, thirsty–water, knee–bandage; 4 cups

Neurosurgeon
head–brain, back–spine, hand–nerves

We Did It!
baby–blanket, scraped elbow–bandage, hurt arm–sling

Ocean World

Marine Biologist
6 fish; fish–reef, seahorse–seagrass, bird–sky

Oceanographer
the biggest and the smallest wave

Aquarist
the matching patterns

We Did It!
fish–reef, seahorse–seagrass, turtle–open water

Detective World

Crime Investigators
key, shoe, star, cup, ball

Forensic Science Technician
the matching prints; each shoe to its print

Digital Forensic Examiner
sun, cloud, door; the open window

We Did It!
butterfly, car, sun, flower, boat

Justice World

Criminal Defense Attorney
listen 1, judge 2, shake hands 3

Prosecutor
the open window; the beach ball

Family Lawyer
2 toys for each brother

Trial Judge
1, 2, 3; 2 cookies each

Supreme Court Justice
6 columns

We Did It!
Sam–scales, Mike–clue board, Caleb–gavel, Eli–big book

CERTIFICATE



This certifies that

_____

visited all 7 worlds of the Future Fair and is a

FUTURE EXPLORER!

Date: _____

Grown-up's name (print): _____

Grown-up's signature: _____

I am smart. I am kind. I can be anything!

Big Dreams Start Here!

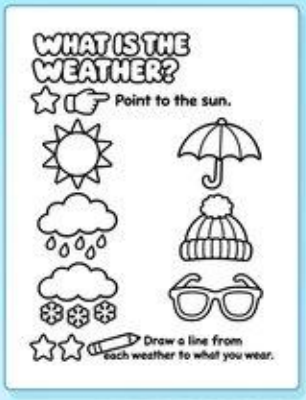
EXPLORE 24 CAREERS IN 7 WORLDS!



Join Eli, Nia and their friends at the Future Fair! Learn 3 big words for every career, color big pictures, play two activities for each career, and draw yourself in the future.









INSIDE PREVIEWS

HOW TO USE THIS BOOK

1. Read the story together and point to the picture.
2. Pick the 1-star (easy) or 2-star (big-kid) activity.
3. Say the affirmation out loud: I CAN DO IT!

24 CAREERS **7 WORLDS** **48 ACTIVITIES** **AFFIRMATIONS**

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