COMPLETE STORY + QUIZ

# Arlo and the Trail of Blue Buttons

Arlo and the Trail of Blue Buttons | Suggested ages 5-6



Arlo follows a trail of blue buttons and uses size and thread clues to return them to a costume maker.

## Read, talk, and discover

The complete story is followed by questions and a separate answer guide. Read aloud together, pause to talk, and take your time.

Print on US Letter at actual size, or choose Fit for A4. Use single-sided printing for activity cards. Black-and-white printing is suitable.

## Part 1

On festival morning, Arlo found a shiny blue button near the bakery. A second button lay beside the fountain, and a third rested near the theater.

## Part 2

The buttons formed a trail, but Arlo did not know who had dropped them. Each one had four holes and a short piece of silver thread.

## Part 3

He checked the baker's apron and the drummer's coat. Their buttons were different sizes, and neither used shiny silver thread.

## Part 4

Near the theater door, Arlo found a silver thread snagged on a wooden splinter. The thread matched the pieces still tied to the buttons.

## Part 5

Inside, costume maker Ms. Bea carried a box with a loose corner. A small packet of replacement blue moon buttons had slipped open inside.

## Part 6

Arlo compared one found button with the buttons still in the packet. The blue color, four holes, size, and silver thread matched exactly.

## Part 7

Ms. Bea repaired the packet and box before carrying them again. Together they counted every button and sewed the blue moons onto an unfinished wizard costume.

## Part 8

Arlo learned that a trail alone suggests a direction, while several matching details identify where the objects truly belong.

# Draw, tell, or write

Draw your favorite part of the story. Tell a grown-up what happened before it and what happened next.

## My favorite part, and why I chose it

STORY QUIZ

# Think about the story

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Name: _____ Date: _____

Read each question and all the choices. Circle one answer. A grown-up can read aloud; you can point or say your answer, too.

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## 1. Where did Arlo find the first blue button?

| | | |
|---|---|---|
| A. Inside the theater | B. Near the bakery | C. Under his bed |

Tell someone how you decided, or write a few words.

## 2. What was tied to every found button?

| | | |
|---|---|---|
| A. Green ribbon | B. Yellow yarn | C. Silver thread |

Tell someone how you decided, or write a few words.

## 3. Where did Arlo find matching thread snagged?

| | | |
|---|---|---|
| A. At the fountain | B. Near the theater door | C. On the drummer |

Tell someone how you decided, or write a few words.

# Questions 4 to 5

## 4. What had slipped open inside Ms. Bea's box?

| | | |
|---|---|---|
| A. A packet of replacement buttons | B. A bag of flour | C. A jar of paint |

Tell someone how you decided, or write a few words.

## 5. Which details matched the replacement buttons?

| | | |
|---|---|---|
| A. Only the color | B. Only the trail direction | C. Color, holes, size, and thread |

Tell someone how you decided, or write a few words.

ANSWER GUIDE

# For the grown-up

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Keep this page separate from the child's activity. Read directions aloud when helpful, and invite the child to explain their ideas.

## 1. B - Near the bakery

Near the bakery

## 2. C - Silver thread

Silver thread

## 3. B - Near the theater door

Near the theater door

## 4. A - A packet of replacement buttons

A packet of replacement buttons

## 5. C - Color, holes, size, and thread

Color, holes, size, and thread

## Keep exploring

Draw your favorite part of the story. Tell a grown-up what happened before it and what happened next.