## 「dcccbb<sup>m</sup>Jdcbへc **DESIGN A PARKA**

### DSPD< SdCCCD>CSbbb%L UQI'S NEW PARKA

### $L \subset \Gamma \land C \subset C$

 $\label{eq:condition} $$ ^{\circ}_{0} \otimes_{0} \circ d = (C) + (A) + (C) + (A) + ($ 

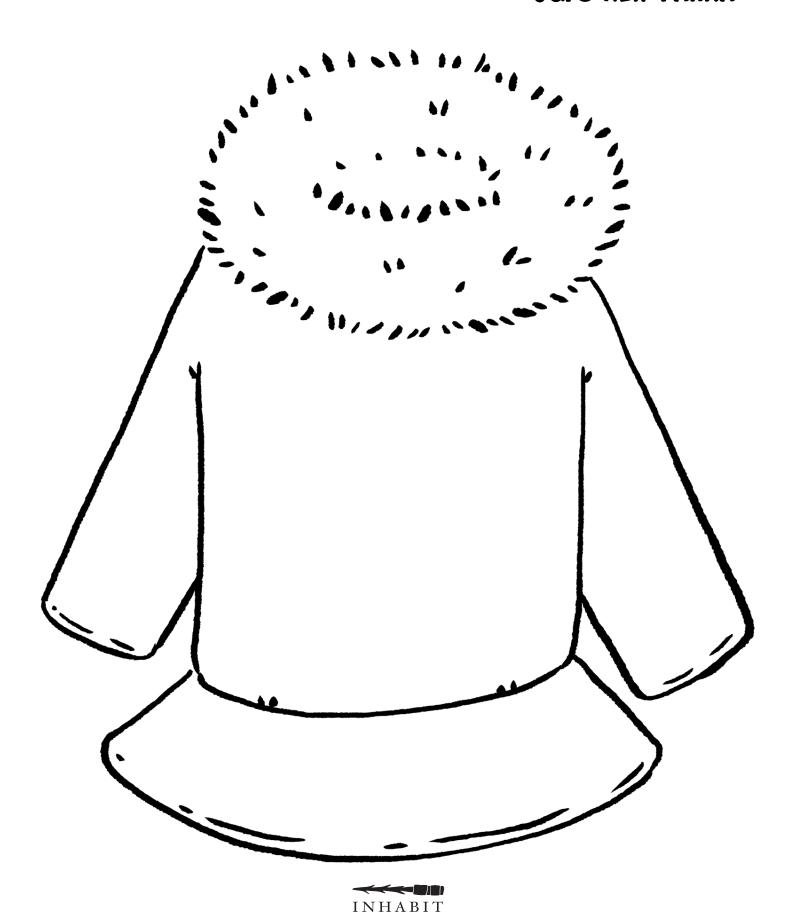
#### **Directions**

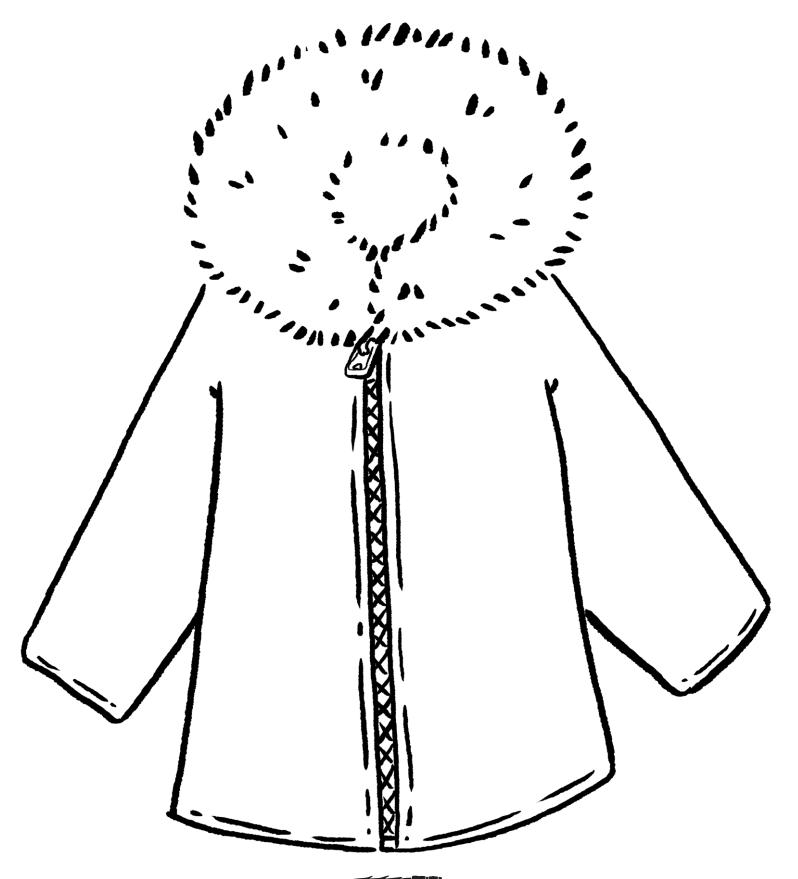
Invite your child to design a parka, just like Uqi did in the story. Look at the different parkas Uqi had in the book for inspiration. Provide a variety of drawing utensils, such as pencils, crayons, markers, and pencil crayons.





INHABIT

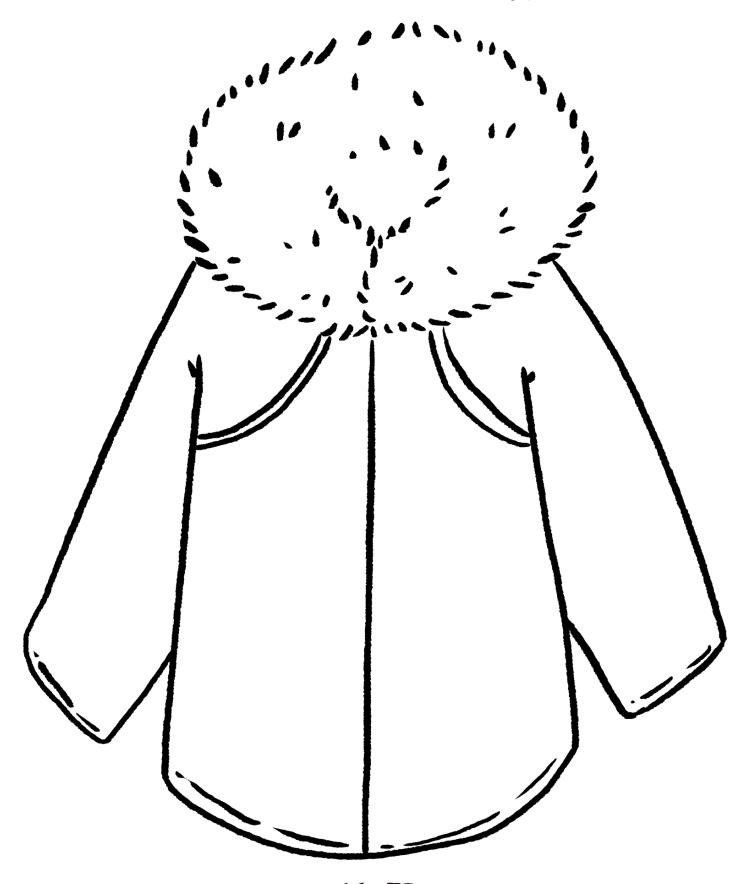




INHABIT EDUCATION

## <sup>5</sup>dでCDb<sup>®</sup>JdでDへ<sup>c</sup> **DESIGN A PARKA**

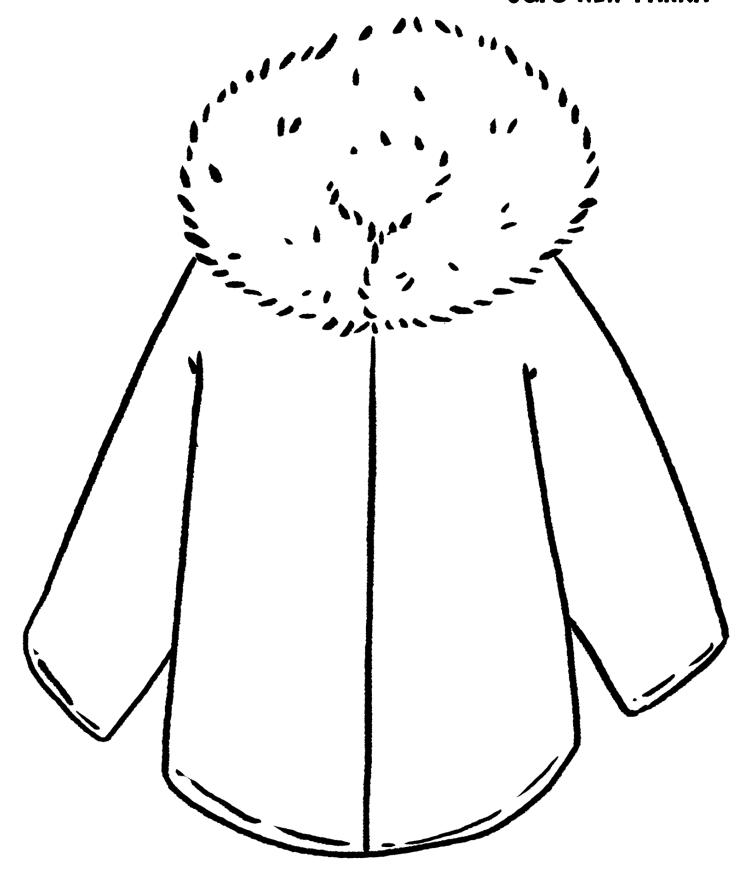
# D°PD° °d⊂°CD7Ċ°bD℃UQI'S NEW PARKA



INHABIT

## <sup>5</sup>dでCDb<sup>®</sup>JdでDへ<sup>c</sup> **DESIGN A PARKA**

# D°PD° °d⊂°CD7Ċ°bD℃UQI'S NEW PARKA



INHABIT

### Δ<sup>co</sup>b⊳Ladrdċc Lρcc⊳∩c MEMORY GAME

## DIPDY IdCICDYCIPBD UQI'S NEW PARKA

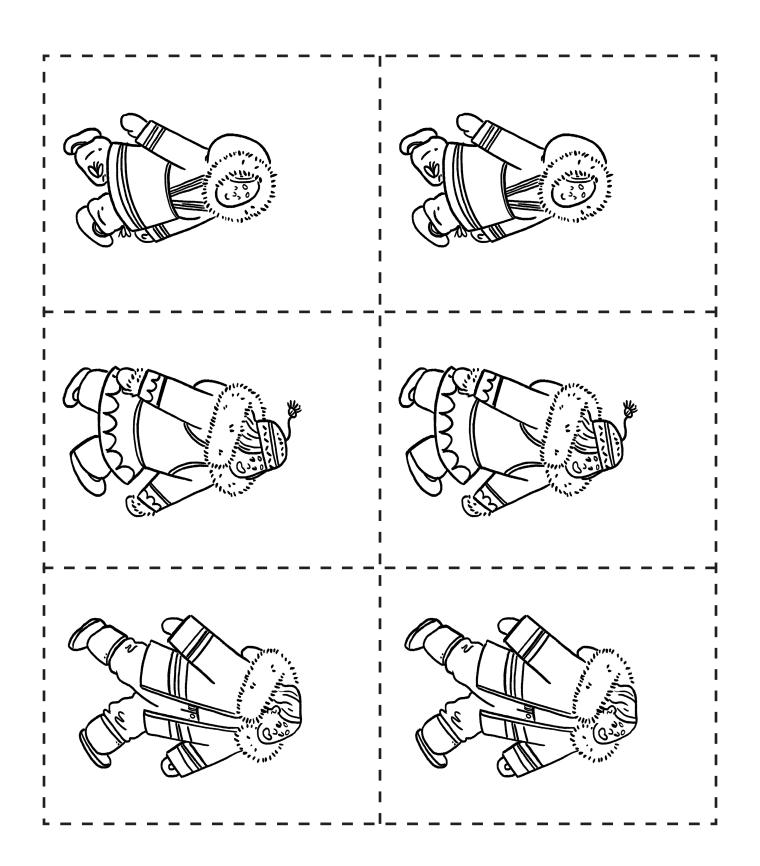
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- 1. ነዋጋነካሁልና ላፐላሲበЈ ኦዋበሲውታው L LPናCኦበታ ( $\Delta$ bላሲላነъንልና  $\Delta$ bላነው).)
- 2.  $$P5^{\$}U\Delta^{\varsigma} L^{\varsigma}\dot{P}^{\$}\sigma^{\flat} LP^{\varsigma}\Pi^{\varsigma}dJ^{\flat}, \Delta^{\flat}\dot{P}^{\flat}\sigma^{\flat} \Delta\sigma^{\varsigma}G^{\varsigma}\Delta^{\varsigma}\sigma^{\varsigma}G^{\varsigma}\Delta^{\varsigma}\sigma^{\flat}.$
- 3.  $L^5$   $\Delta^5$   $\Delta^5$   $\Delta^6$   $\Delta^6$

#### **Directions**

- 1. Have your child cut out the cards. (Assist as needed.)
- 2. Mix up the cards and lay them all out face down in two rows of five.
- 3. Invite your child to flip over two of the cards, trying to find two cards that are the same.
- 4. If the cards are a match, your child can keep the cards. If they are not a match, have your child flip over the cards. Take turns with your child, flipping over two cards at a time until all cards have been matched.







# Δ<sup>56</sup>b>Ladrdċc Lρcc>∩c MEMORY GAME

# DSPD< SdCCD>CSbDSU UQI'S NEW PARKA

