PIP OF BRAMBLEBROOK

Big ideas start small.

The Little Green Notebook

Free Activity Pack



Color. Imagine. Make. Play. Try again.

40 printable pages | Ages 4-8 with grown-up help

Inspired by Pip and the Little Green Notebook

A story by Thomas Heben

This adventure belongs to:

_____

READ THIS FIRST

A little help for grown-ups

Pick a page, not a deadline.

Choose one or two activities at a time. Ages 4-5 can point, talk, trace and draw with help. Ages 6-8 can try more reading, puzzles and independent planning. These are play suggestions, not assessments.

Simple supplies.

Pencils, crayons, scrap paper and a glue stick are enough for most pages. A grown-up handles cutting for young children. Use paper game counters instead of small loose objects around children who may mouth them.

Print only what you need.

Use the US Letter or A4 edition that matches your paper. Print at 100% / actual size, single-sided. All working pages use white backgrounds. Markers can bleed through: put scrap paper underneath.

Make room for every explorer.

Read directions aloud, enlarge a page, let a child dictate, or skip a tricky task. Drawing, speaking and pointing are welcome ways to answer. Open-ended pages have no single right answer.

Share the pack thoughtfully.

Free copies are welcome for noncommercial home, library and classroom use. Keep the author credit. Share the series-page link with other grown-ups; please do not sell the pack. No purchase or email address is required.

Attribution

Text and illustrations were developed using AI tools under the creative direction of Thomas Heben. Copyrightable human contributions and selection/arrangement © 2026 Thomas Heben. Bramblebrook is fictional.

Choose your adventure

Try a little of everything, or follow your favorite kind of play.

COLOR 4-11
Eight pictures from Pip's world

IMAGINE 12-17
Pocket treasures, buildings and maps

SOLVE 18-25
Routes, mazes, words, sounds and patterns

MAKE & PLAY 26-30
Paper bird, cards and a picnic board game

KEEP EXPLORING 31-36
Your notebook, bingo, design and story

CELEBRATE 37-40
Certificate, answers and more Pip

My explorer marks

Color a leaf each time you try something new. You do not need to finish every page.



Meet Pip

What useful thing would you put beside Pip?



Make with Mama

What color will your paper flowers be?



Build with Papa

What else could this box cart become?



Hello, Hazel!

Give Hazel's treasure tree a pinecone flag.



A walk through Bramblebrook

Where would you like to stop?



The squeaky bridge

Add a little cloud reflected in the stream.



Room at the picnic

What would you bring to share?



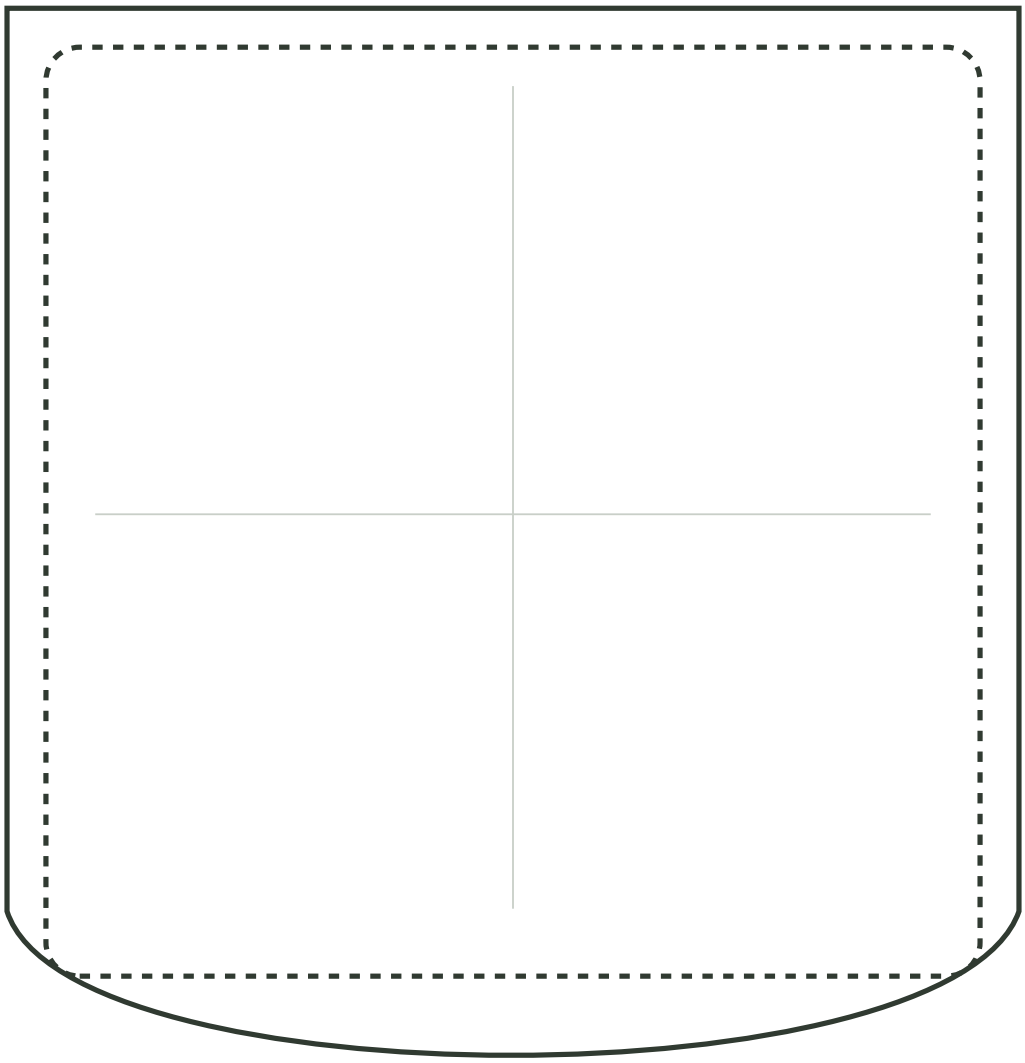
One more big idea

Draw a tiny idea in Pip's notebook.



My very big pocket

Pip carries useful little things. Draw four pocket treasures of your own.



One treasure could help me…

IMAGINE

A stick could be…

Pip sees a boat in an ordinary stick. What else could you imagine? Draw three ideas.

Something that travels

Something silly

Something helpful

IMAGINE

The bun-roof bakery

Pip imagines a giant bun for a roof. Invent your own surprising bakery.

Draw your building. Give it a door, a roof and one surprising detail.

My bakery is called:

What comes out of its oven?

IMAGINE

A dragon who loves books

At the library, Pip draws a reading dragon. Create a friendly reading companion.

Draw your companion here.

My companion's name:

A favorite story would be about:

A cozy place to read:

MAKE A MAP

My Bramblebrook map

Draw a path from home to a picnic. Add a bakery, library, bridge and treasure tree.

HOME

PICNIC

Invite someone to add one idea. Use symbols, pictures or words.

Make room for the picnic

Pip tries again with more space. Plan your notebook picture before adding details.

START: HOME

FINISH: PICNIC

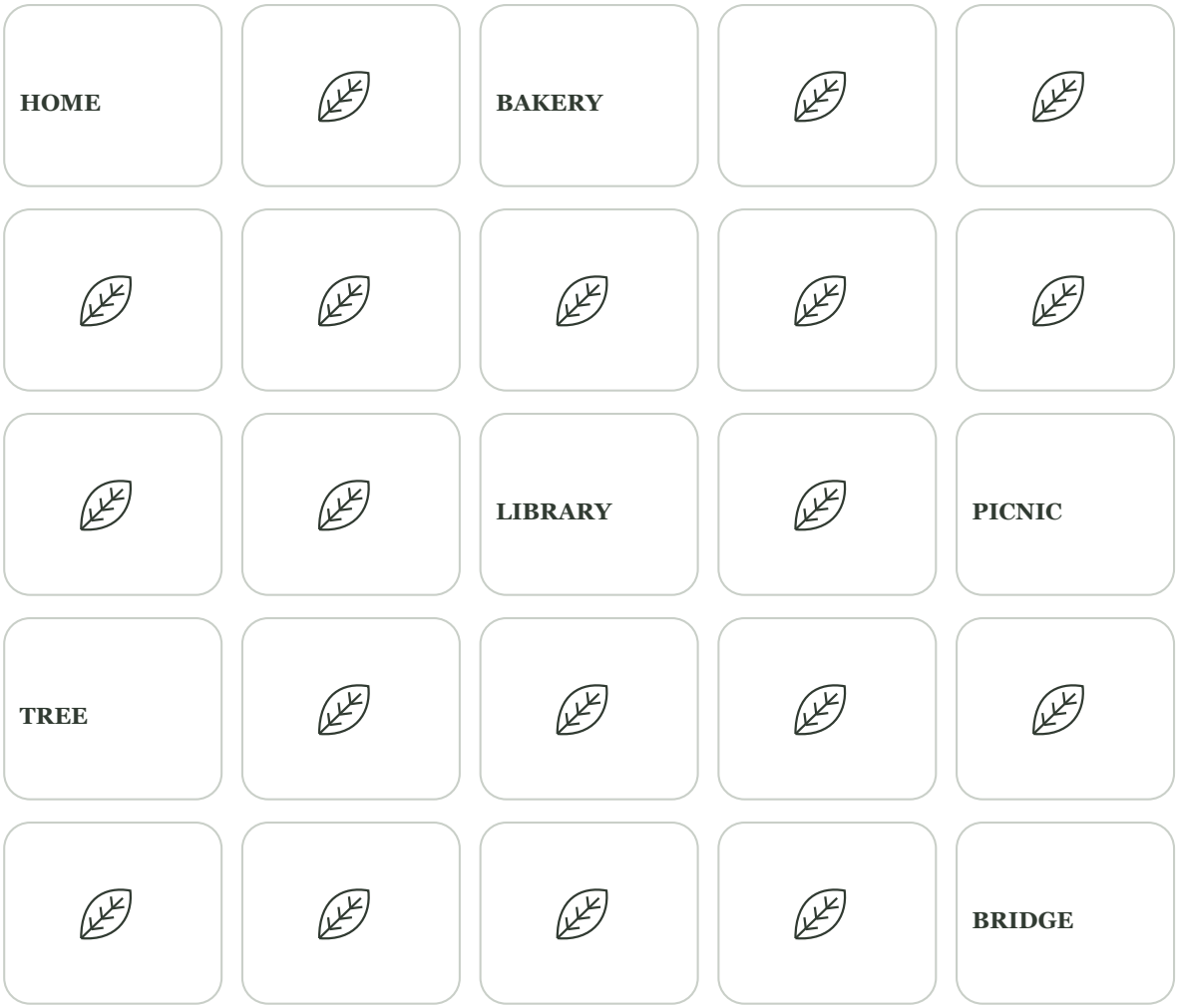
1. Draw the path first. 2. Save space for the picnic.
3. Add your favorite stops. 4. Invite another idea.

What fitted better this time?

MAP GAME

Follow Pip's route

Start at HOME. Follow the arrows below. Which three stops do you reach?



1. Right 2 squares. 2. Down 2 squares.

3. Right 2 squares.

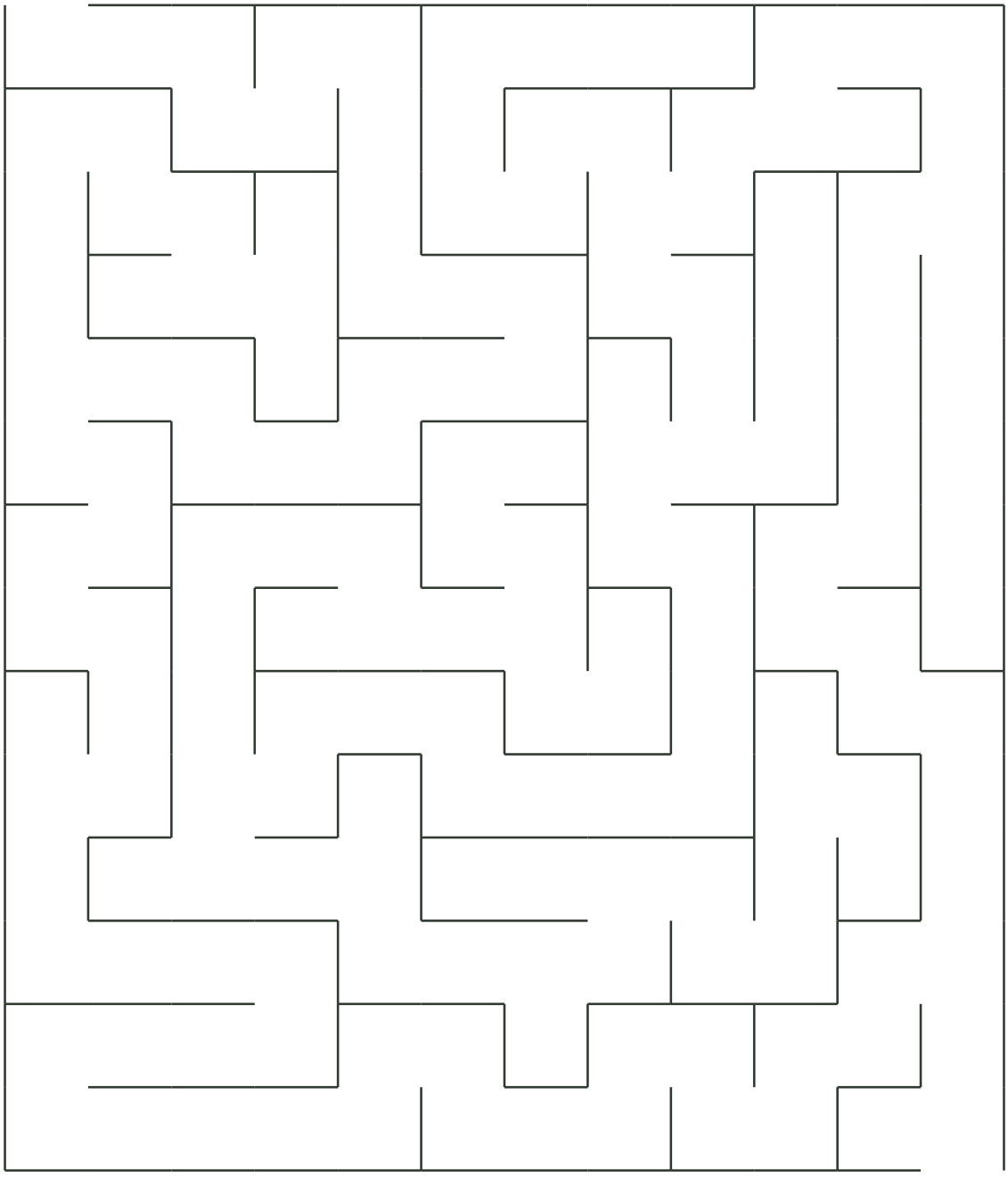
Stops: _____

MAZE

Find the shady picnic

Enter at HOME. Stay between the lines and find the way to the old oak.

HOME



OLD OAK

WORD SEARCH - START HERE

Little word explorers

Find six story words. Look across to the right and down. A grown-up can help.

V O Q Y B F Y R

J R B O O K O X

M A P M A L Z B

W M Q X T E T P

I R Q F K A T I

P J P V D F L P

Y R C T S L X O

O A K V Z M A O

PIP MAP LEAF BOAT OAK BOOK

A bigger word adventure

Find ten words. Look right, down, or diagonally down-right. No words run backward.

Q	D	P	F	P	E	N	C	I	L	P	X
I	B	R	Y	J	U	N	I	E	C	I	N
B	R	O	A	J	H	R	N	I	J	N	O
Z	I	G	F	G	J	E	P	B	H	E	T
D	D	R	B	X	O	B	H	Z	S	C	E
S	G	D	A	E	L	N	M	D	A	O	B
T	E	U	K	V	D	B	P	H	I	N	O
R	K	F	E	Q	I	O	I	P	P	E	O
E	D	K	R	O	V	V	C	P	N	I	K
A	Q	J	Y	N	F	L	N	B	Q	X	N
M	Q	Q	V	U	A	J	I	B	O	H	R
P	H	A	Z	E	L	Z	C	N	E	L	O

NOTEBOOK BRIDGE PICNIC HAZEL JUNIE
BAKERY PENCIL PINECONE DRAGON STREAM

What happened next?

Write 1-6 in the circles. Put these moments from the book in order. Reread if you like.

◯ Pip makes room for the picnic on a new map.

◯ Papa gives Pip a little green notebook.

◯ Pip takes his notebook home with the drawings together.

◯ Pip cannot find his boat drawing.

◯ Pip draws his walk through Bramblebrook.

◯ The first map has too little room for the picnic.

SOUND MATCH

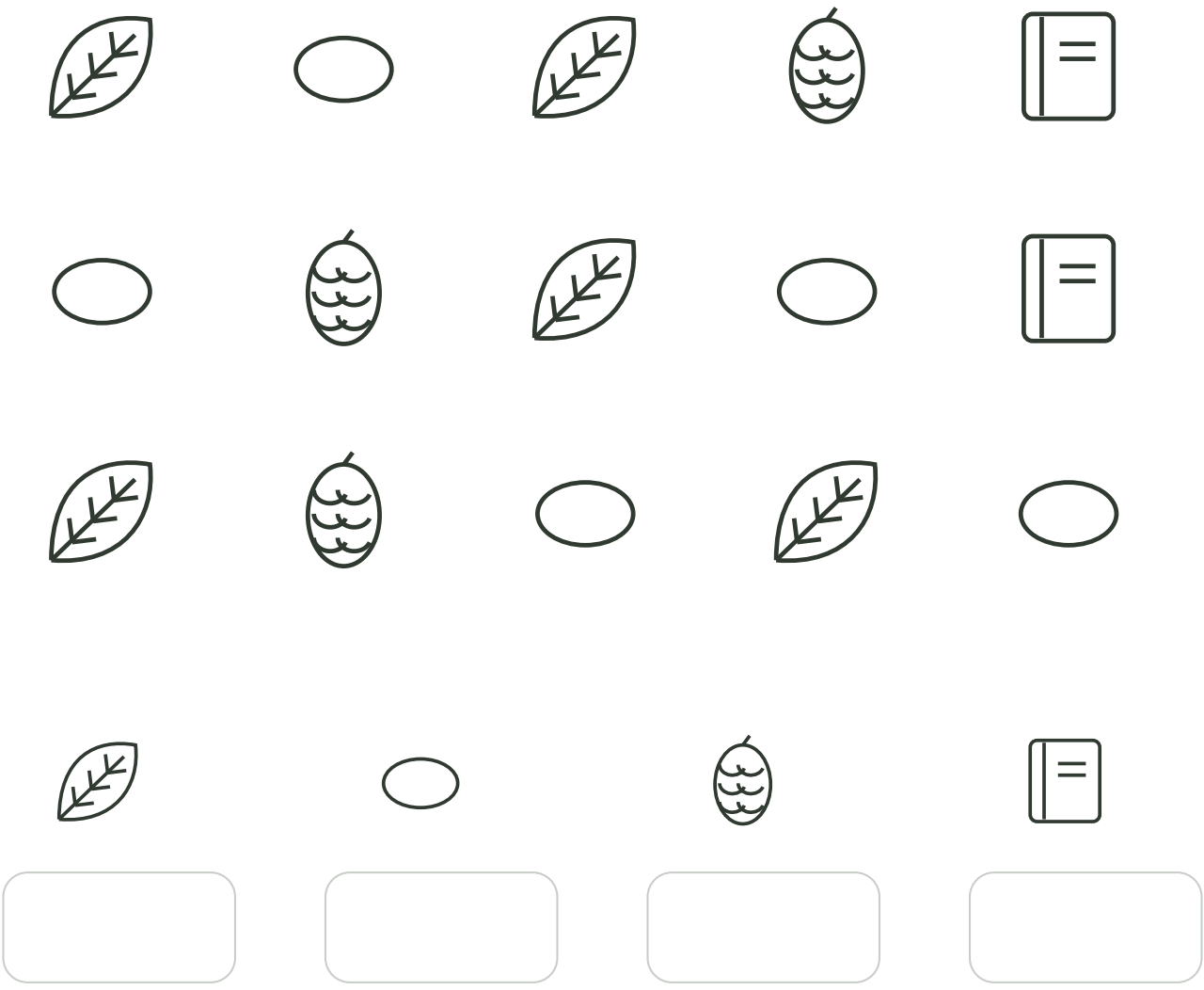
Listen to Bramblebrook

Draw a line from each sound to what makes it in the story. Try the sounds aloud!

TING-A-LING!	○	○	Junie being the cart horn
SQUEAK!	○	○	The workshop
SCRITCH, SCRATCH	○	○	The bakery bell
CRUNCH!	○	○	Pip's pencil
BEEP! BEEP!	○	○	An apple bite
TAP-TAPPITY-TAP	○	○	The bridge board

Sort the pocket treasures

Count each kind of treasure. Write the totals, or point and count with a grown-up.



Which treasure appears most? _____

How many treasures are there altogether? _____

What comes next?

Draw the next TWO pictures in each row. Then invent a repeating pattern of your own.

1 

2 

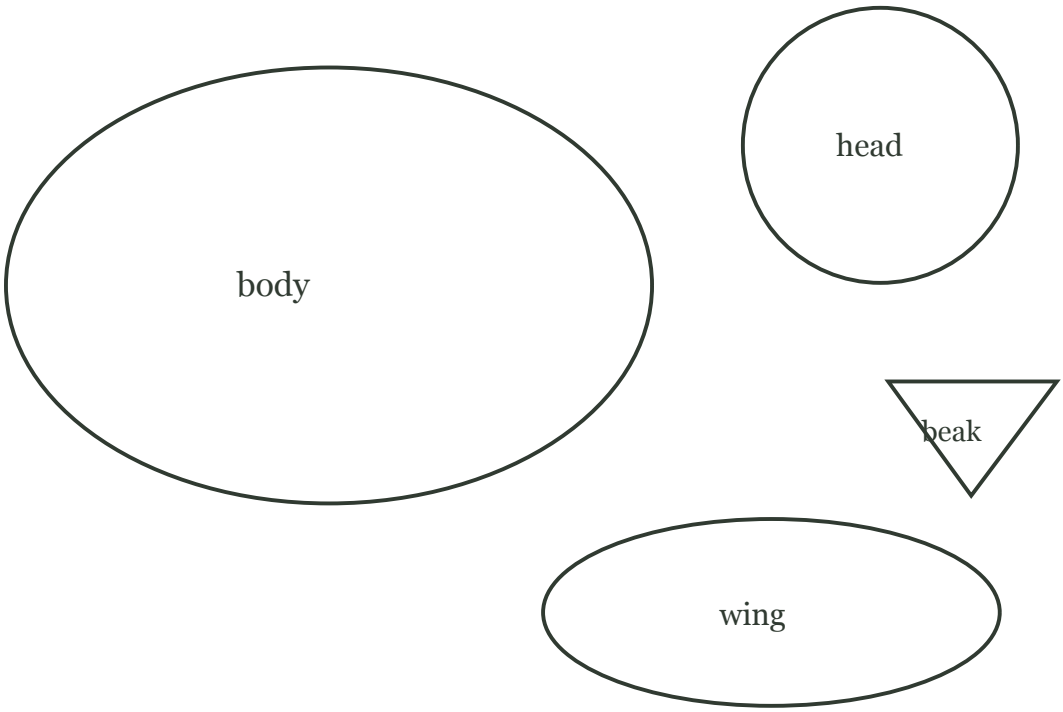
3 

My own repeating pattern:

Junie's paper bird

Junie's paper flower becomes a bird. Turn simple paper shapes into a bird of your own.

Color these shapes. Ask a grown-up to cut around them.
Arrange them on scrap paper, add a beak, and glue them down.
Draw legs, a tail, and a wonderfully big worm.



My bird is called: _____

It would like to visit: _____

MEMORY GAME - 12 CARDS

Pocket treasure pairs

Color matching pictures alike. A grown-up can cut out the cards. Play instructions: page 30.



leaf



notebook



pebble



pinecone



spoon



feather



leaf



notebook



pebble



pinecone



spoon



feather

Tell a little Bramblebrook story

Choose any three cards. Tell a story that connects them. A grown-up can cut them out.

WHO

Pip

WHO

Junie

WHO

Hazel

WHERE

The bakery

WHERE

The library

WHERE

The old oak

FIND

A flat leaf

FIND

A tiny pinecone

FIND

A green notebook

TRY

Make room

TRY

Ask a friend

TRY

Try again

The picnic path

Play together to reach the picnic. Use paper counters and the number slips on page 30.

1 START	2	3 BAKERY	4	5	6
12	11	10	9	8 LIBRARY	7
13	14 BRIDGE	15	16	17	18
24	23	22	21	20 TREE	19
25	26	27 PUDDLE	28	29	30
36 PICNIC	35	34	33	32 MAKE ROOM	31

Read the rules and stop prompts on page 30.
The last row runs toward the left. Follow the numbers!

Play together

Pocket treasure pairs | page 27

For 1-4 players. Mix the 12 cards face down. Turn over two. If they match, keep the pair and take another turn. If they do not, turn them back and let the next player try. Play until all six pairs are found. For younger players, start with three pairs or play face up.

The picnic path | page 29

For 1-4 players, working as one team. Put one paper counter per player on space 1. A grown-up cuts out the six number slips below. Mix them face down. On each turn, pick one slip, move that many spaces, return the slip and mix again. Follow the numbers; you do not need an exact number to finish. No one loses a turn. Keep playing until everyone reaches space 36.

If you LAND on a named space, try its prompt:

3 Bakery	Invent a silly bun name.
8 Library	Name a story you would read.
14 Bridge	Give your best SQUEAK!
20 Tree	Name a treasure for a friend.
27 Puddle	Imagine a shape in a cloud.
32 Make room	Invite someone to add an idea.

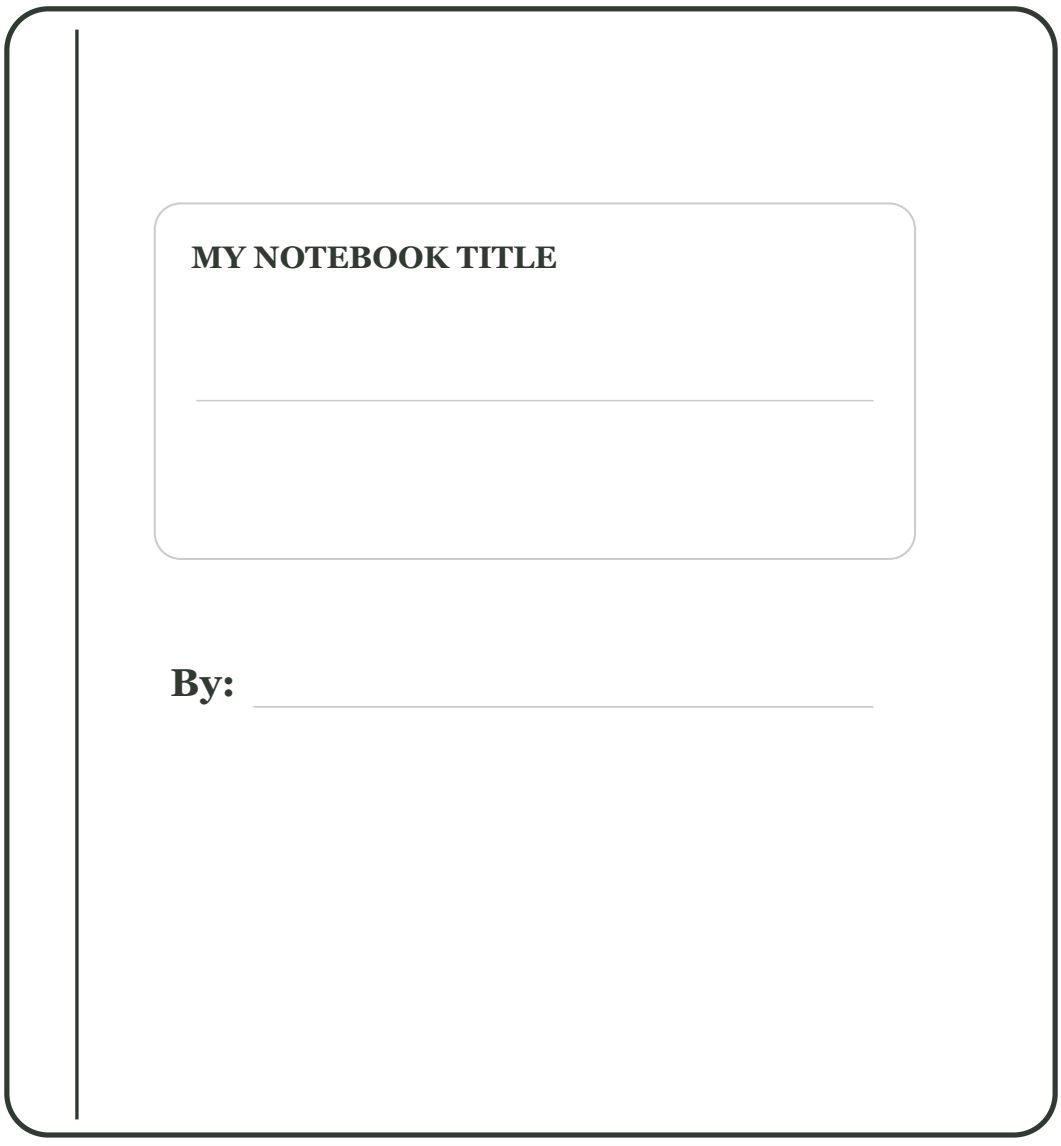
Number slips: cut apart and mix. No dice needed.

1	2	3	4	5	6

Story cards | page 28: use any three cards, or choose one WHO, one WHERE, one FIND and one TRY. There is no wrong ending.

My little green notebook

Color this notebook cover green, or any color you like. Add a title and your name.



Grown-ups: print this page and extra copies of page 32.
Keep them in a folder or clip them together. No folding or cutting required.

MY NOTEBOOK PAGE

An idea worth keeping

Draw or write an idea. Ask a grown-up to write your words if you like.

My idea is called: _____

I could try…

A little noticing bingo

With a grown-up, look or listen for these things indoors or outside. Mark four in a row.

A leaf shape	A bird sound	Something round	A little shadow
A green thing	A winding line	Something rough	A tiny pattern
A cloud shape	A smooth thing	Something moving	A cozy place
A soft sound	Something tall	A bright color	A new idea

Stay with your grown-up and look without picking up unknown things.
You can draw or describe what you notice. No collecting needed.

PIP OF BRAMBLEBROOK

DESIGN

Plan a boat for another day

Pip has a stick and Hazel's flat leaf. Design a pretend boat on paper. No water needed.

Draw your boat and label its parts with words or arrows.

My boat needs:

Where would I like it to go?

Try it another way

Use scrap paper to make a pretend boat, building or invention. A grown-up can help.

1. My first idea

Draw what you want to make.

2. What happened?

Draw or tell what worked and what was tricky.

3. One change to try

Make one change. Draw or tell what you would try next.

Tomorrow in Bramblebrook

Junie asks to explore tomorrow. What happens next? Draw three scenes, then tell the story.

First...

Then...

At last...

A big-ideas celebration

Bramblebrook Explorer

This celebrates

for noticing little things,
making room for big ideas,
and trying something new.





Date: _____ Celebrated by: _____

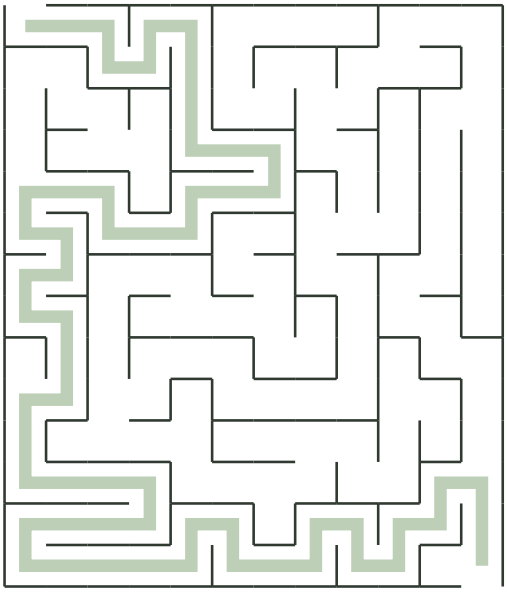
My favorite part of this adventure was...

A little help with the puzzles

18 | Follow Pip's route

Bakery, library, picnic. Begin at the top-left HOME square.

19 | Find the shady picnic



20 | Little word explorers

V	O	Q	Y	B	F	Y	R
J	R	B	O	O	K	O	X
M	A	P	M	A	L	Z	B
W	M	Q	X	T	E	T	P
I	R	Q	F	K	A	T	I
P	J	P	V	D	F	L	P
Y	R	C	T	S	L	X	O
O	A	K	V	Z	M	A	O

22 | Story order

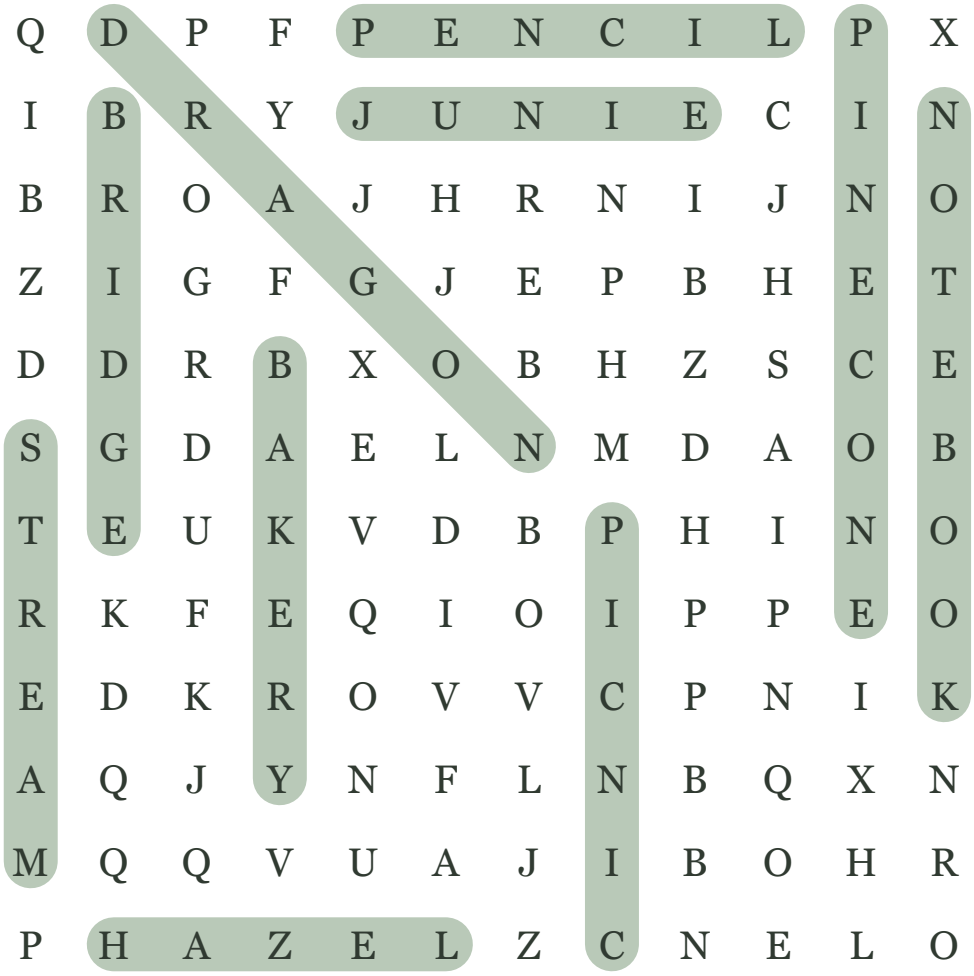
From top to bottom: 5, 2, 6, 1, 3, 4.
Boat drawing lost; notebook given; walk drawn; map too full; new map; home again.

23 | Sound match

TING-A-LING! - bakery bell; SQUEAK! - bridge board;
SCRITCH, SCRATCH - pencil; CRUNCH! - apple bite;
BEEP! BEEP! - Junie as the horn; TAP-TAPPITY-TAP - workshop.

More answers, more possibilities

21 | A bigger word adventure



24 | Count & compare

5 leaves, 5 pebbles, 3 pinecones, 2 notebooks. Total: 15.
Leaves and pebbles tie for the most.

25 | Patterns

1. Leaf, pebble. 2. Pinecone, pinecone. 3. Notebook, leaf.
All drawing, making and storytelling pages welcome different answers.

More days in Bramblebrook

Pip and the Little Green Notebook

A little hedgehog has big ideas and drawings that keep getting lost. A green notebook turns a familiar walk into an adventure in imagination, family and friendship.

Paperback and hardcover

Find the book on Amazon
amazon.com/dp/B0HRKKFGL7
Choose the available format on the book page.

Pip and the Gift That Would Not Wrap

A Christmas story in Pip's woodland world.
Coming soon. Watch the series page for availability.

Pip and the Pocket Full of Love

A future Pip adventure. Coming soon.

Free activities and series updates

pipofbramblebrook.com
Find the complete pack, coloring sheets and games.
Choose a few pages, bring your crayons, and make room for an idea.

By Thomas Heben | Ages 4-8
You can enjoy the pack without owning the book. Share the link with another family or teacher.