

Build the Whole Block

Color the crew. Build their forts.



11 COLORING PAGES • 11 FORT ROOMS • DOOR SIGNS • MOVE CARDS • A CERTIFICATE

For the grown-ups



What's inside

- **11 coloring pages** — one for every creature on the block
- **11 fort rooms** — a plan, a mission and a passport stamp for each
- **The Block Map** — to color, one door at a time
- **The Crew Tracker** — read it, color it, build it
- **Hood-Up You** — a page to draw yourself in
- **Door signs, move cards and a Brave Thing Certificate**



How it works

Each creature has a coloring page and its own fort room. Build a fort, stamp its passport, color a door on the block map.

Every fort shows its build time and how tricky it is in paws: one paw is quick, three paws is a bigger build.



Printing tips

- US Letter. "Fit to page" is fine.
- Black-and-white is fine. The coloring pages are pure black on white.
- Print one pair at a time: a coloring page and its fort room.

Fort safety, please read

A grown-up helps with every fort and stays close while it is up. Nothing gets tied to furniture above knee height. Nothing goes over anyone's face or head. No climbing or stacking chairs, and no standing on furniture. Keep forts away from cords, heaters, candles and stairs, and always leave a doorway open for air. Forts come down before anyone goes to sleep. Scissors are for grown-up hands.



Fort Night

The first Friday of every month. Build one. Read one. Ask one.

Show us your fort

@shopcanoogles

The Block Map

Color a door on the map every time you build a fort.



1

Lyle's Sofa Savanna

2

Pip's Pillow Landing

3

Flossie's Stage

4

Sunday's Slow Tunnel

5

Hattie's Lake House

6

Ellis's Memory Den

7

Mochi's Night Tent

8

Una's Silver Tower

9

Tully's Base Camp

10

Clementine's Story Corner

11

Posey's Second Door

The Crew Tracker

Read it. Color it. Build it.



Read it



Color it



Build it



Lyle the Lion

Lyle's Sofa Savanna



Pip the Purple Dino

Pip's Pillow Landing



Flossie the Flamingo

Flossie's Stage



Sunday the Sloth

Sunday's Slow Tunnel



Hattie the Hippo

Hattie's Lake House



Ellis the Elephant

Ellis's Memory Den



Mochi the Panda

Mochi's Night Tent



Una the Unicorn

Una's Silver Tower



Tully the Turquoise Dino

Tully's Base Camp



Clementine the Cat

Clementine's Story Corner



Posey the Pink Panda

Posey's Second Door



Lyle the Lion

SUPERPOWER: The Rally Roar



Can you spot?

- ☐ the yellow toy bus
- ☐ the goldfish
- ☐ a bunch of grapes

OATH

**Big roar.
True words.**

BONUS: Draw who Lyle's Rally Roar just called to the fort.

Lyle's Sofa Savanna

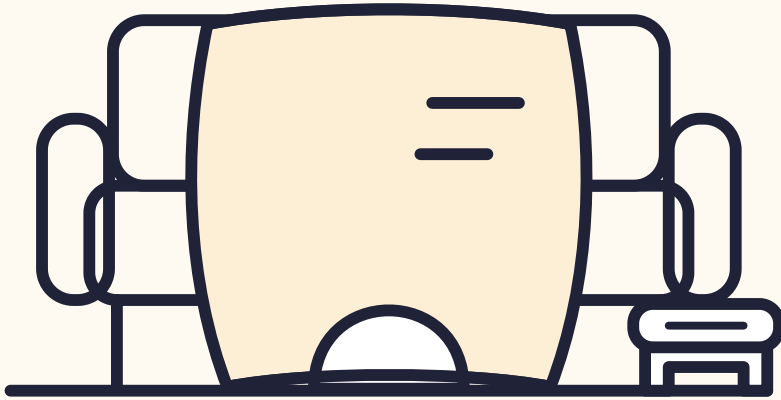
 Host: **Lyle the Lion**



 10 min

   1 of 3 paws

PASSWORD TO ENTER: **Big roar. True words.**



You need

- ☐  1 blanket
- ☐  2 sofa cushions
- ☐  1 heavy book
- ☐  1 low footstool

How to build it

- 1** Pull the two seat cushions off the sofa and stand them on the floor in front of it.
- 2** Drape the blanket over the sofa back so it falls down the front like tall savanna grass.
- 3** Lay the heavy book on the sofa seat to hold the blanket's top edge in place.
- 4** Lift the front edge to make the door. Set the footstool beside it: that's the lookout rock (for sitting, not standing).

Make it Lyle's

Lookout duty: roar to call the crew in, then turn the Volume Knob down and whisper the password.



Date _____

Grown-up's initials _____

Pip the Purple Dino

SUPERPOWER: Full-Size Fun



Can you spot?

- ☐ a nine-block tower
- ☐ a birthday balloon
- ☐ the frog

OATH

Look, then land.

BONUS: Draw the tallest tower Pip could build (then a soft place to land).

Pip's Pillow Landing

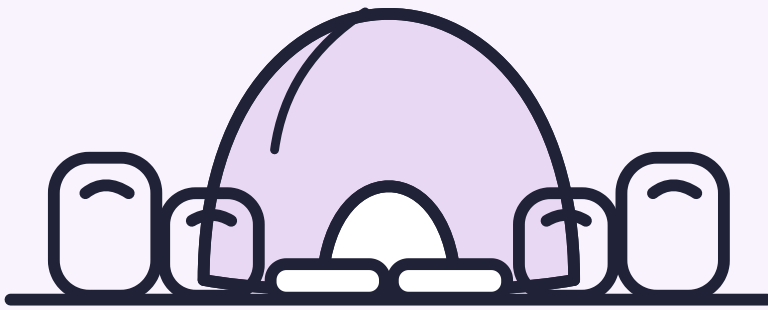
 Host: **Pip the Purple Dino**



 **15 min**

   **2 of 3 paws**

PASSWORD TO ENTER: Look, then land.



You need

- ☐  1 blanket
- ☐  5 or 6 pillows
- ☐  1 laundry basket
- ☐  2 extra pillows

How to build it

- 1** Stand the pillows in a big circle on the floor, leaving one gap for a door.
- 2** Put the laundry basket upside down in the middle to hold the roof up.
- 3** Lay the blanket over the basket so it rests on the pillows all around.
- 4** Pile the two extra pillows by the door. That's the landing zone. Keep the door open the whole time.

Make it Pip's

Landing Check before every entrance: hand over your eyes, look, then land on the landing pillows, never on the igloo.



Date _____

Grown-up's initials _____

Flossie the Flamingo

SUPERPOWER: Spotlight Steady



Can you spot?

- ☐ a yo-yo
- ☐ a green ribbon
- ☐ eleven stars

OATH

Practice on
purpose.

BONUS: Draw the one spot Flossie looks at to stay steady.

Flossie's Stage

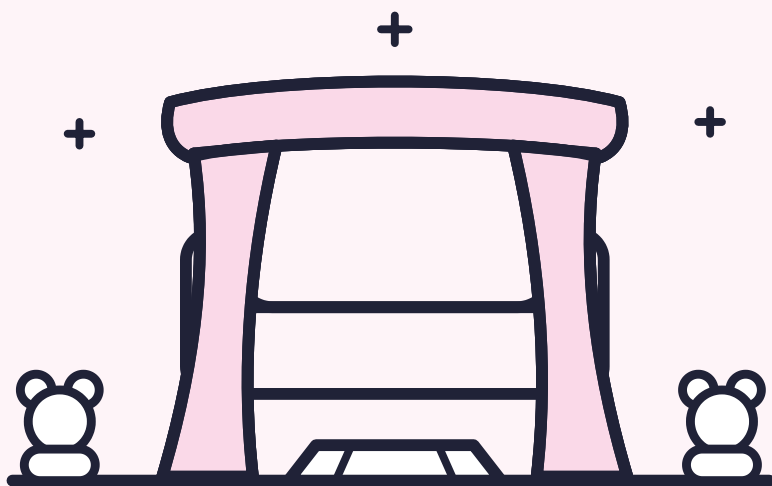
 Host: **Flossie the Flamingo**



 10 min

   1 of 3 paws

PASSWORD TO ENTER: **Practice on purpose.**



You need

- ☐  1 blanket
- ☐  1 armchair
- ☐  1 bath towel
- ☐  cushions or stuffed animals
- ☐  1 flashlight

How to build it

- 1** Push the armchair against a wall and drape the blanket over its back like a stage curtain.
- 2** Lay the bath towel flat on the floor in front of it. That's the stage.
- 3** Line up cushions or stuffed animals facing the stage. That's the audience.
- 4** A grown-up holds the flashlight for the spotlight. Showtime!

NOTE Balance on the floor towel only, never on the furniture.

Make it Flossie's

The one-thing trick: pick one spot on the wall, look only at it, and hold the One-Leg Stand for a count of eleven. Take a bow either way.



Date _____

Grown-up's initials _____

Sunday the Sloth

SUPERPOWER: Slow-Look Vision



Can you spot?

- ☐ a ladybug
- ☐ a tiny sprout
- ☐ a library book

OATH

Slow and started.

BONUS: Draw three tiny things Sunday noticed on the way through.



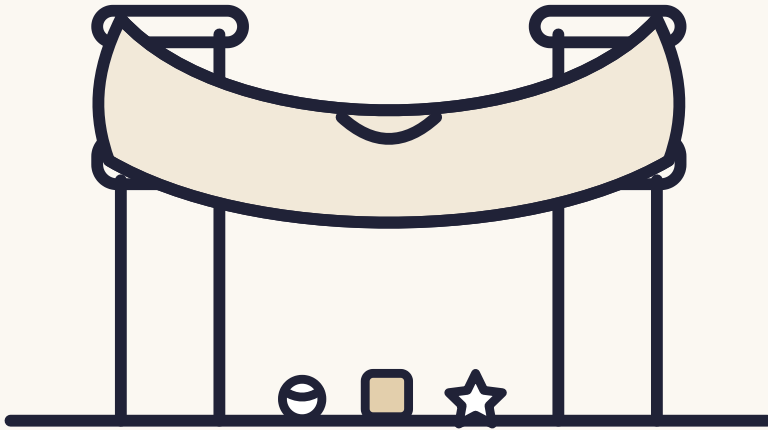
Sunday's Slow Tunnel

 Host: **Sunday the Sloth**

 10 min

   1 of 3 paws

PASSWORD TO ENTER: **Slow and started.**



You need

- ☐  1 blanket
- ☐  2 kitchen chairs
- ☐  2 books
- ☐  3 small toys

How to build it

- 1** Stand two chairs on the floor about one big step apart, backs facing each other.
- 2** Lay the blanket across both chair backs so it sags into a tunnel in the middle.
- 3** Put a book on each chair seat, on top of the blanket ends, so it stays put.
- 4** Hide three small toys along the tunnel floor, then crawl through.

Make it Sunday's

The slow crawl: go through as slowly as you can without stopping, and spot all three hidden toys on the way.



Date _____

Grown-up's initials _____

Hattie the Hippo

SUPERPOWER: The All-In Splash



Can you spot?

- ☐ Gerald the mud pie
- ☐ a paper cup
- ☐ the garden hose

OATH

All in. All help.

BONUS: Draw the biggest splash you can.



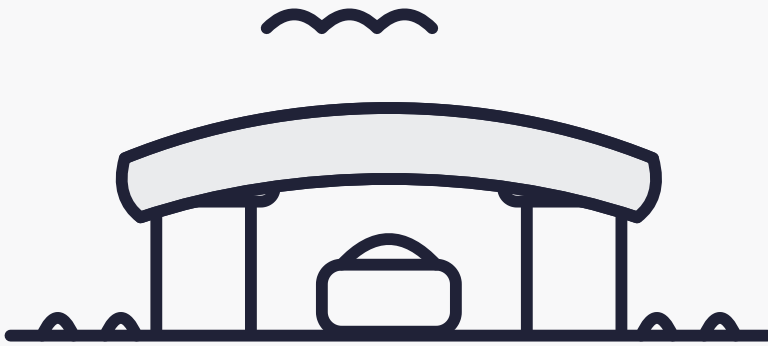
Hattie's Lake House

 Host: **Hattie the Hippo**

 **15 min**

   **2 of 3 paws**

PASSWORD TO ENTER: All in. All help.



You need

- ☐  1 blanket
- ☐  2 low stools
- ☐  4 books
- ☐  a snack
- ☐  a bag for cleanup

How to build it

- 1** On a calm, dry day, take everything outside and find flat, shady ground.
- 2** Set the two stools an arm's length apart and lay the blanket across both tops.
- 3** Put a book on each corner so a breeze can't lift it.
- 4** Sit underneath with the snack and watch the sky through the gap.

NOTE Outdoors, on a calm dry day, with a grown-up close by.

Make it Hattie's

Lake rules: all in for the fun, then all help pack it up. The fort isn't finished until the blanket is folded and the bag is full.



Date _____

Grown-up's initials _____

Ellis the Elephant

SUPERPOWER: Elephant Memory



Can you spot?

- ☐ a folded note
- ☐ a height chart
- ☐ the frog

OATH

**Promise small.
Keep it all.**

BONUS: Draw something you never want to forget, for Ellis's memory wall.



Ellis's Memory Den

 Host: **Ellis the Elephant**

 10 min

   1 of 3 paws

PASSWORD TO ENTER: **Promise small. Keep it all.**



You need

- ☐  1 blanket
- ☐  the dining table
- ☐  2 floor pillows
- ☐  paper, crayons and tape

How to build it

- 1** Push the chairs away from the table so nothing can tip over.
- 2** Spread the blanket over the tabletop, letting three sides hang to the floor.
- 3** Leave the side facing the room open. That's the front door.
- 4** Slide the pillows underneath and move in with the paper and crayons.

NOTE Tape only, no pins.

Make it Ellis's

The memory wall: draw things you never want to forget and tape them inside the den. Tap your head twice before you read them all back.



Date _____

Grown-up's initials _____

Mochi the Panda

SUPERPOWER: Night Ears



Can you spot?

- ☐ the frog
- ☐ a kettle
- ☐ the moon

OATH

Listen for
the good.

BONUS: Draw a sound you can hear right now.

Mochi's Night Tent

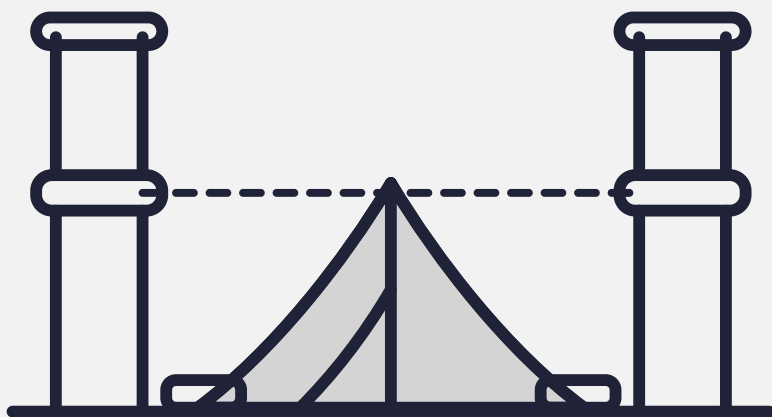
 Host: Mochi the Panda



 20 min

   2 of 3 paws

PASSWORD TO ENTER: **Listen for the good.**



You need

- ☐  1 blanket
- ☐  2 chairs
- ☐  a short piece of string
- ☐  4 books
- ☐  1 flashlight

How to build it

- 1** Set two chairs facing each other, about two big steps apart, seats toward the middle.
- 2** A grown-up ties the string between the two chair seats: knee height, never higher.
- 3** Hang the blanket over the string so both sides slope down to the floor.
- 4** Weigh each bottom corner down with a book so the sides stay open.

NOTE String stays at knee height, tied by a grown-up. Take the string down with the fort.

Make it Mochi's

Lights low, flashlight on. Everyone cups their Night Ears and names one sound. Can the crew find four good ones?



Date _____

Grown-up's initials _____

Una the Unicorn

SUPERPOWER: Kingdom Eyes



Can you spot?

- ☐ a sock flag
- ☐ a raindrop
- ☐ a crayon

OATH

Dream it. Start it.

BONUS: Draw the first, messy step of your dream fort.

Una's Silver Tower

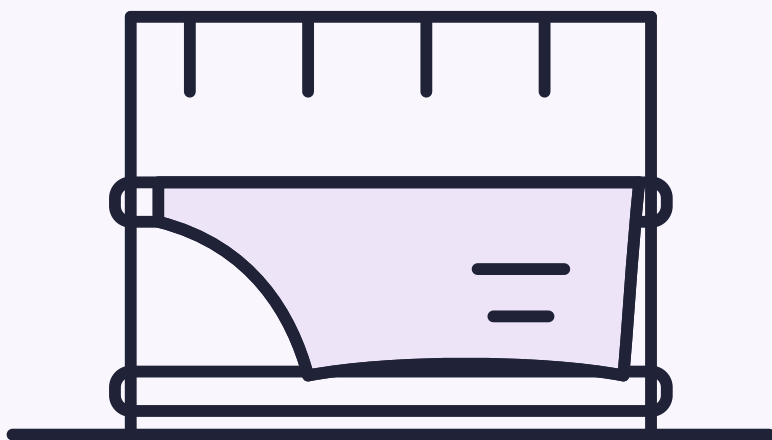
 Host: **Una the Unicorn**



 10 min

   2 of 3 paws

PASSWORD TO ENTER: **Dream it. Start it.**



You need

- ☐  1 blanket
- ☐  a bunk bed or a bed with a footboard
- ☐  tape
- ☐  your dream-fort drawing

How to build it

- 1** Tuck one long edge of the blanket under the top mattress, about a hand's width in.
- 2** Let the rest hang straight down like a curtain over the bottom bunk.
- 3** Pull one corner back and tuck it under the bottom mattress to make a doorway.
- 4** Tape your dream-fort drawing inside the curtain. Never climb the rails: get in from the floor.

NOTE Bottom bunk only. No climbing.

Make it Una's

Draw your dream tower first, as fancy as you like. Then build the first messy piece of it for real.



Date _____

Grown-up's initials _____

Tully the Turquoise Dino

SUPERPOWER: Expedition Mode



Can you spot?

- ☐ Admiral the snail
- ☐ a compass
- ☐ Gary the tree

OATH

**Finish, then
explore.**

BONUS: Draw a map of your own base camp.

Tully's Base Camp

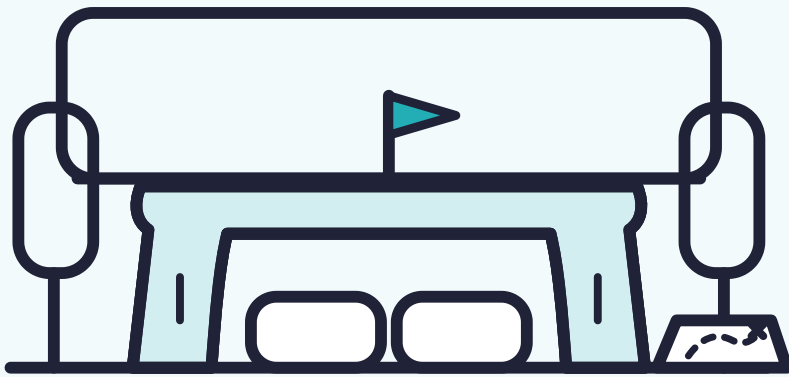
 Host: Tully the Turquoise Dino



 15 min

   2 of 3 paws

PASSWORD TO ENTER: **Finish, then explore.**



You need

- ☐  1 blanket
- ☐  a low coffee table
- ☐  2 cushions
- ☐  paper and crayons for the map

How to build it

- 1** Clear the coffee table and push it against the sofa so it can't slide.
- 2** Drape the blanket over the table so three sides reach the floor. Leave the side facing the room open.
- 3** Slide the cushions underneath for sleeping bags, and put the paper and crayons by the door.
- 4** Map base camp first. Then explore the room and add everything you find.

Make it Tully's

Finish, then explore: the map has to be done before the expedition leaves base camp.



Date _____

Grown-up's initials _____

Clementine the Cat

SUPERPOWER: The Storykeeper



Can you spot?

- ☐ a stack of eleven books
- ☐ a teacup
- ☐ a sleepy dog

OATH

Listen to the end.

BONUS: Draw the audience listening to Clementine's story.

Clementine's Story Corner

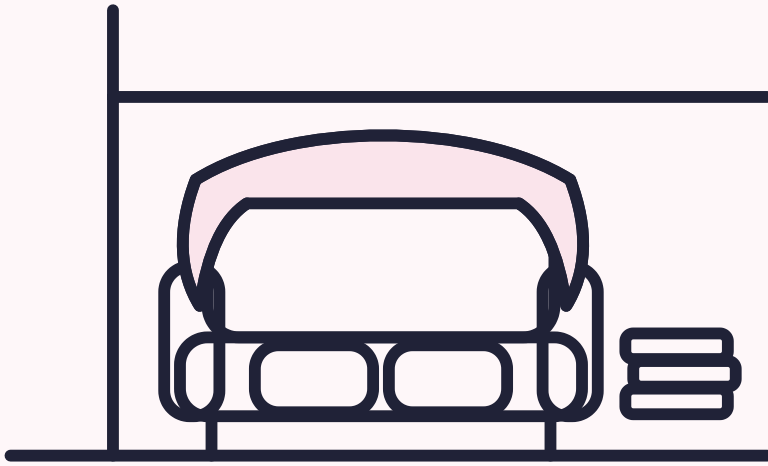
 Host: **Clementine the Cat**



 10 min

   1 of 3 paws

PASSWORD TO ENTER: **Listen to the end.**



You need

- ☐  1 blanket
- ☐  1 armchair
- ☐  2 cushions
- ☐  a stack of books

How to build it

- 1** Push the armchair into a corner so two sides are already walls.
- 2** Drape the blanket over the back of the chair to make a soft roof over the seat.
- 3** Pile the cushions on the seat and the books on the floor beside it.
- 4** The storyteller climbs in. Everyone else gathers at the door.

Make it Clementine's

Story circle: one storyteller, everyone else on Cat Ears. Nobody talks until the story gets all the way to the end.



Date _____

Grown-up's initials _____

Posey the Pink Panda

SUPERPOWER: True-Color Eyes



Can you spot?

- ☐ a paintbrush
- ☐ a heart
- ☐ a blue mailbox

OATH

Open one
more door.

BONUS: Draw who is coming in through the new door.

Posey's Second Door

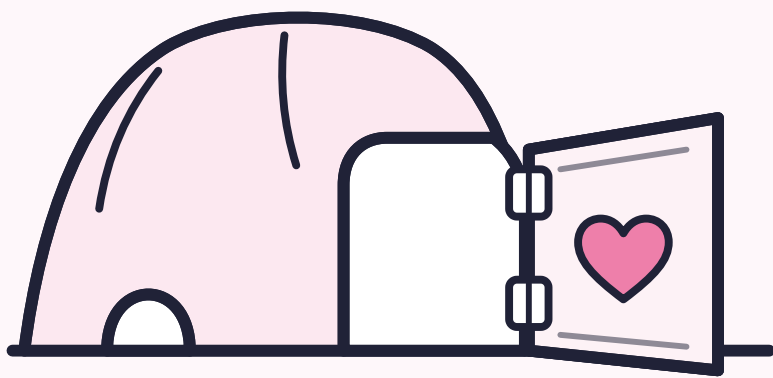
 Host: **Posey the Pink Panda**



 10 min

   2 of 3 paws

PASSWORD TO ENTER: **Open one more door.**



You need

- ☐  any finished fort
- ☐  1 big flat cardboard box
- ☐  grown-up scissors
- ☐  clothespins or tape
- ☐  crayons

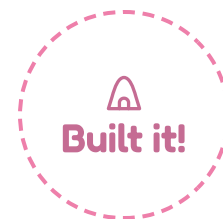
How to build it

- 1** Pick a side of your fort that has no door yet: a side someone might want to come in from.
- 2** A grown-up cuts a big doorway from the flat box, wide enough to walk or roll through, no crawling needed.
- 3** Clip the box door to the blanket edge with clothespins or tape so it swings open.
- 4** Draw a heart on it. Every door needs one.

NOTE Cutting is a grown-up job.

Make it Posey's

Before you play, ask: who could we make room for?
Then change the game so they can play too.

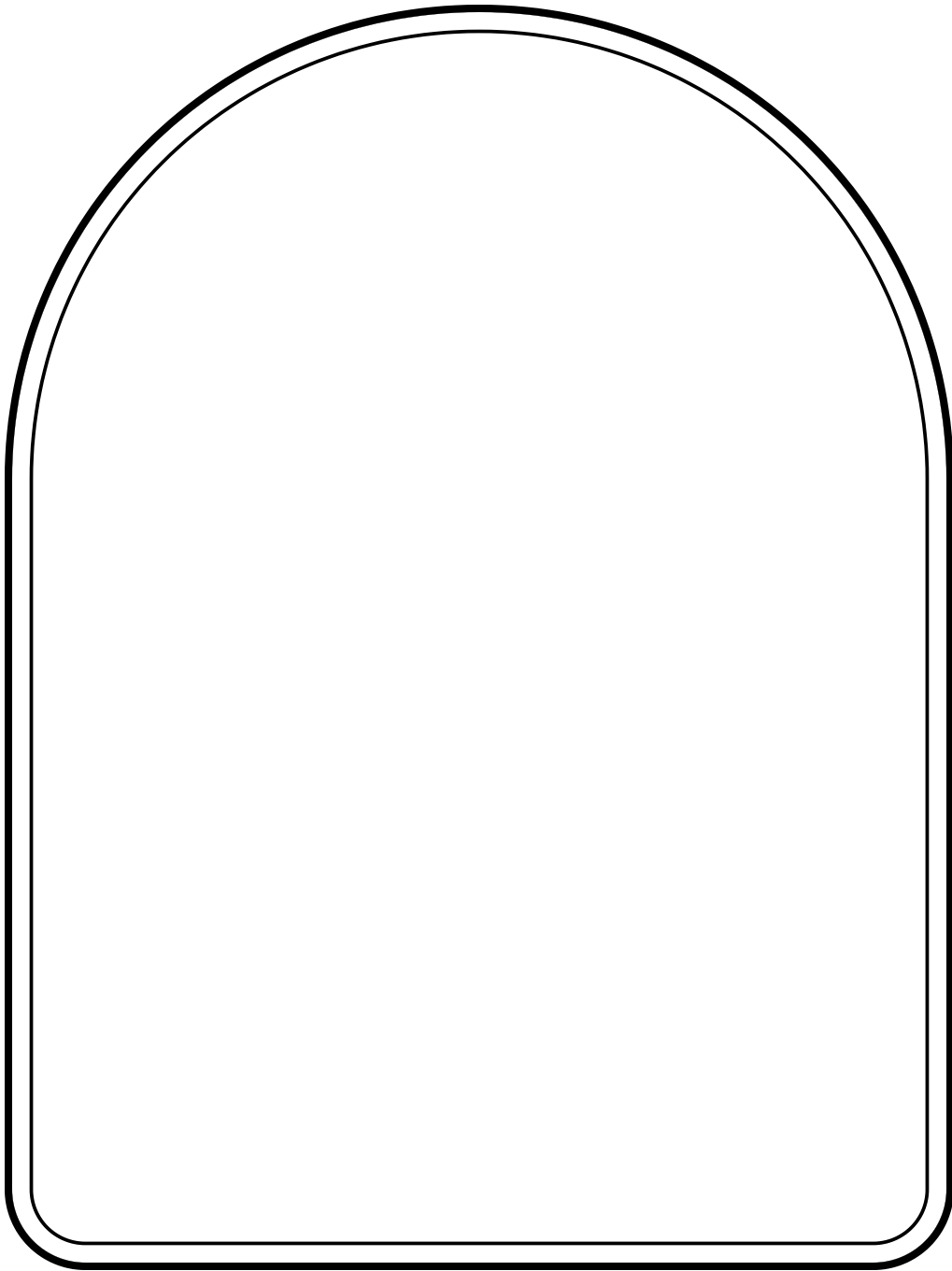


Date _____

Grown-up's initials _____

Hood-Up You

Draw yourself in your Canoogle.

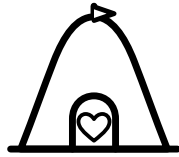


My creature is _____

My superpower is _____

My fort room is called _____

My oath: _____



FORT IN SESSION

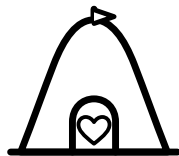


Say the oath to enter



NAME OF THIS FORT ROOM

----- ✂ Grown-ups: cut here -----



FORT IN SESSION



Say the oath to enter



NAME OF THIS FORT ROOM



Signature Move Cards

Grown-ups: cut along the dashed lines.



Lyle

The Volume Knob

Twist an invisible knob by your ear, from ROAR all the way down to a whisper.



Pip

The Landing Check

Hand over your eyes, look down, THEN stomp.



Flossie

The One-Leg Stand

One leg up, wings out, hold it for a count of eleven.



Sunday

Honey Hands

Wave in slow motion, like honey leaving a jar.



Hattie

The Cannonball

Hug your knees, SPLASH, then two thumbs up.



Ellis

The Trunk Tap

Two taps on your head: "Elephants remember!"



Mochi

Night Ears

Cup your hands behind your ears and name one sound.



Una

The Horn Point

One finger up from your forehead, then point at one thing: "Pick one!"



Tully

Spyglass Hands

Roll your hands into a telescope and look for something new.



Clementine

Cat Ears

Hands up like ears, turned toward whoever is talking.



Posey

The Door

Swing both arms open wide, like double doors.



BECOME-A-CREATURE WEEK

Brave Thing Certificate

This certifies that

did a Brave Thing every day for a week,

like _____ the _____.



Mon

Tue

Wed

Thu

Fri

Sat

Sun

Signed by a proud grown-up _____

Brave Thing ideas

Lyle

Say one small true thing that's hard to say.

Pip

Fix one thing you knocked over or messed up, before anyone asks.

Flossie

Practice something for five minutes with nobody watching.

Sunday

Start the thing you've been putting off. Just the first minute.

Hattie

Do one job nobody picked, without being asked.

Ellis

Make one small promise and keep it all day.

Mochi

Try one new thing with someone you trust beside you.

Una

Make the first messy version of something you've been dreaming up.

Tully

Finish one job before you start something new.

Clementine

Let someone finish their whole story before you talk.

Posey

Invite someone into your game.



Hood up. Heart in.



canoogles

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