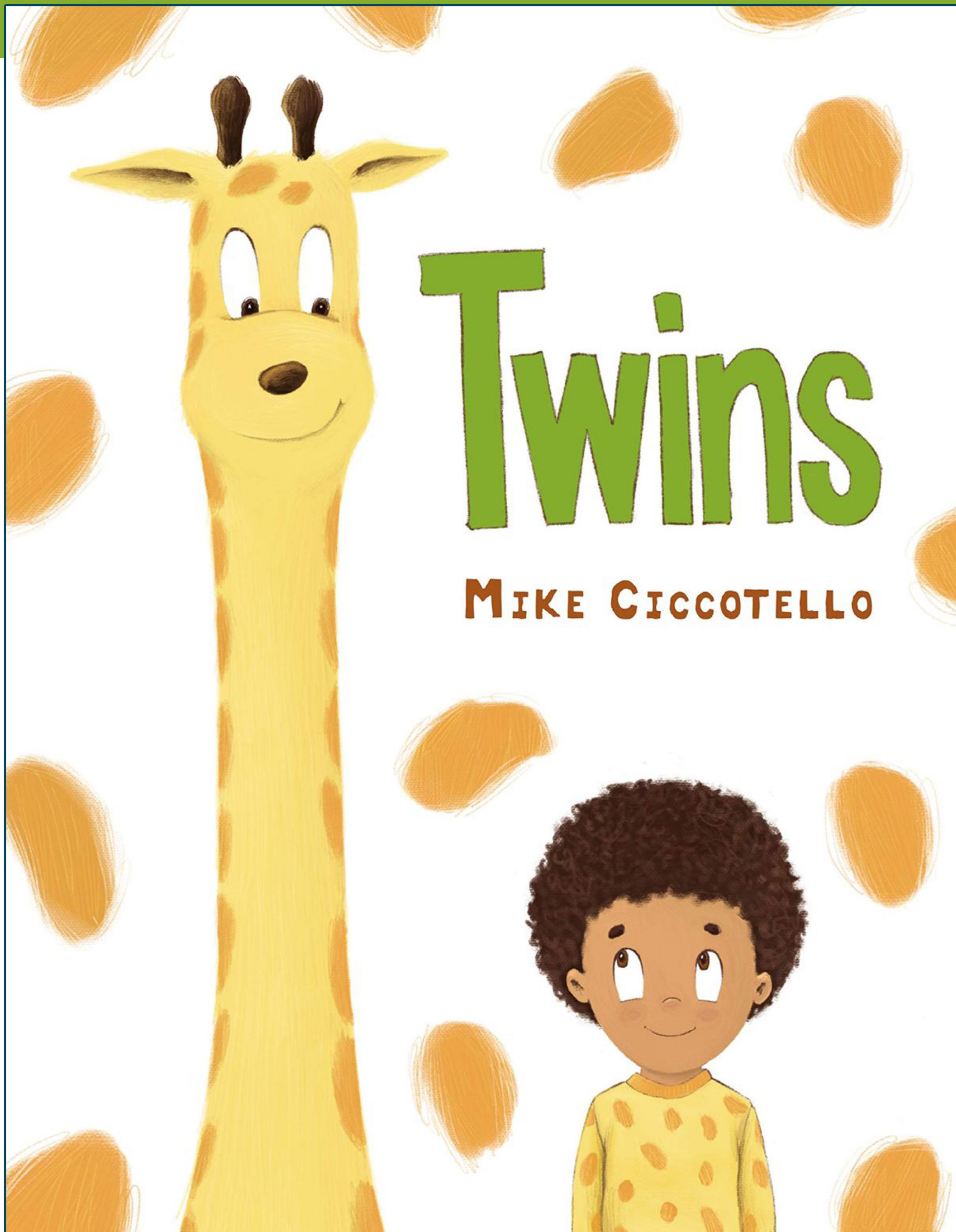
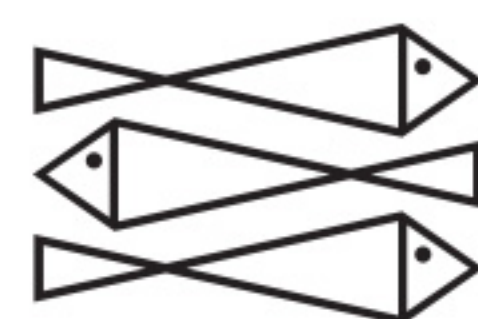


TWINS

Activity Packet



TWINS, by Mike Ciccotello



Farrar, Straus and Giroux (BYR)

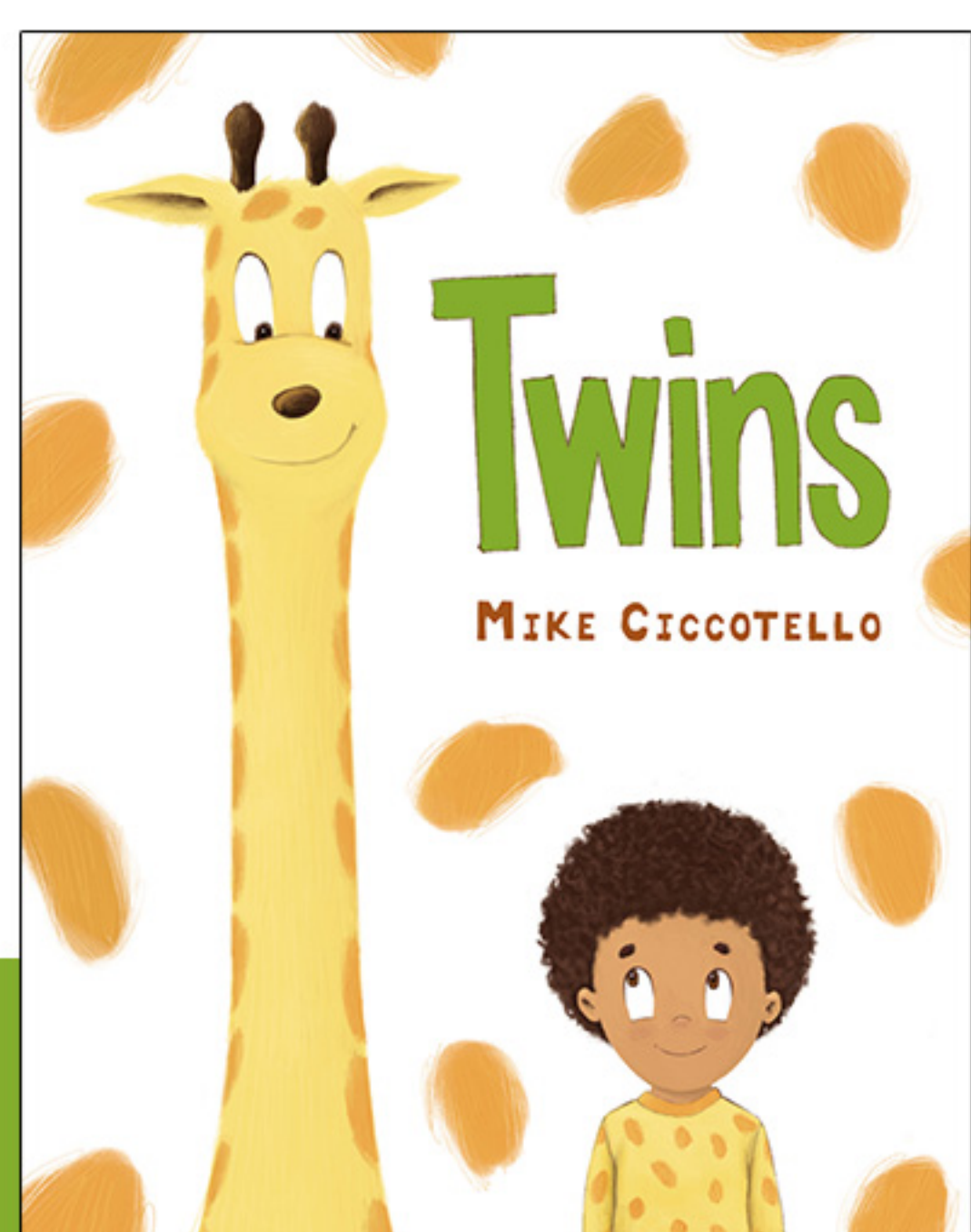
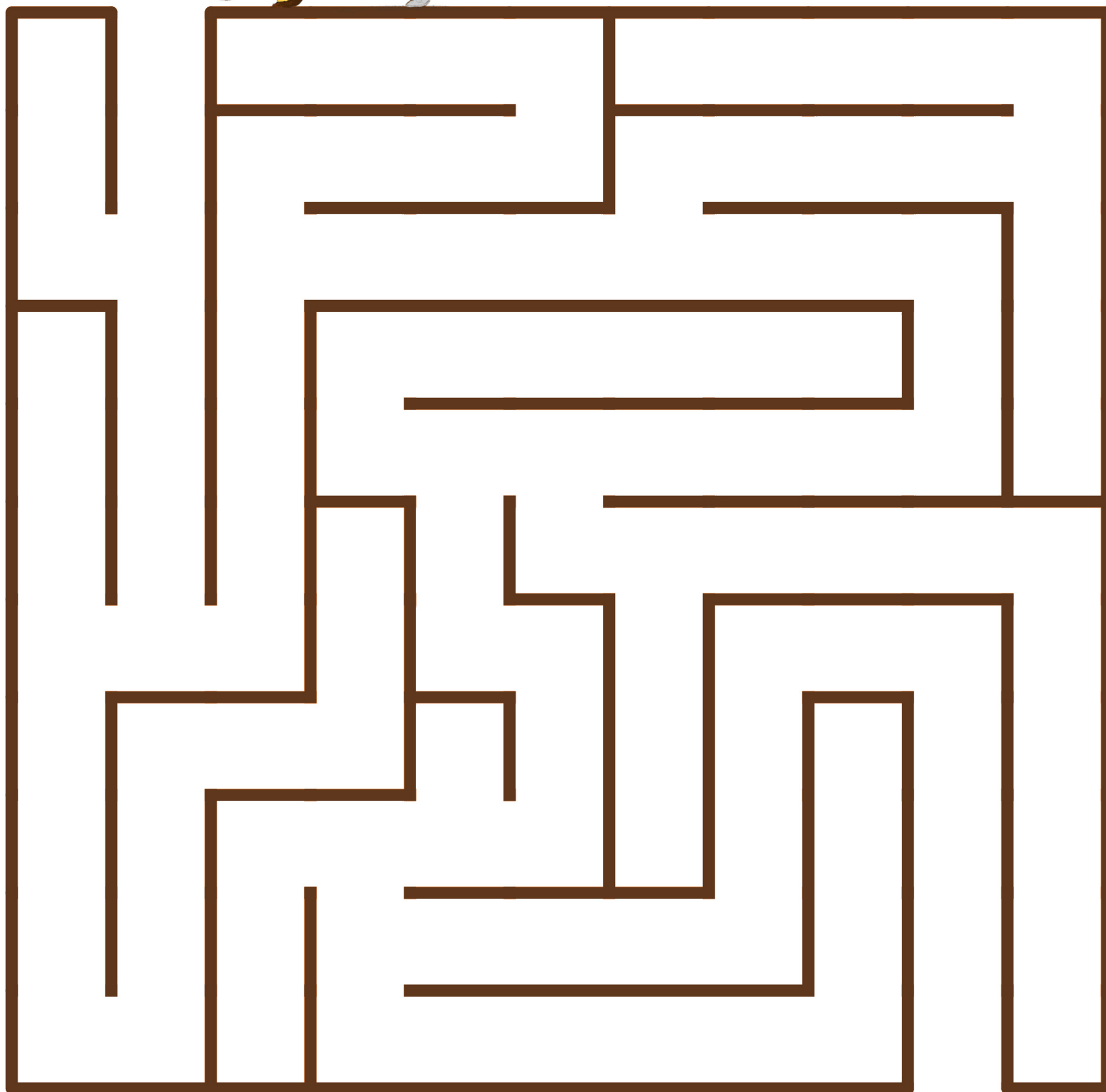
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Ages 2-6 | 32 pages | ISBN: 9780374312121 | TwinsPictureBook.com

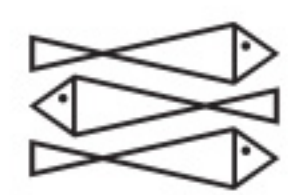
TWINS, Maze Activity



Help the
twins get
to their trikes.



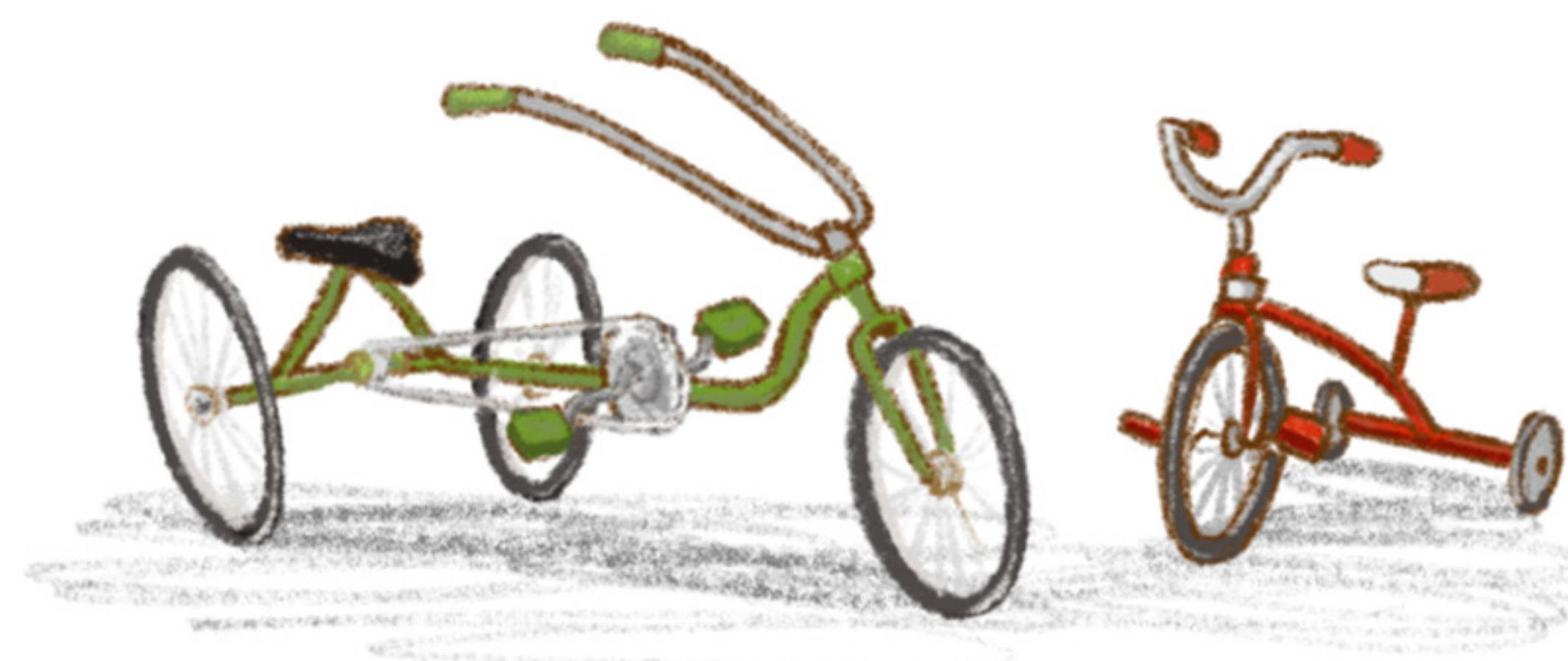
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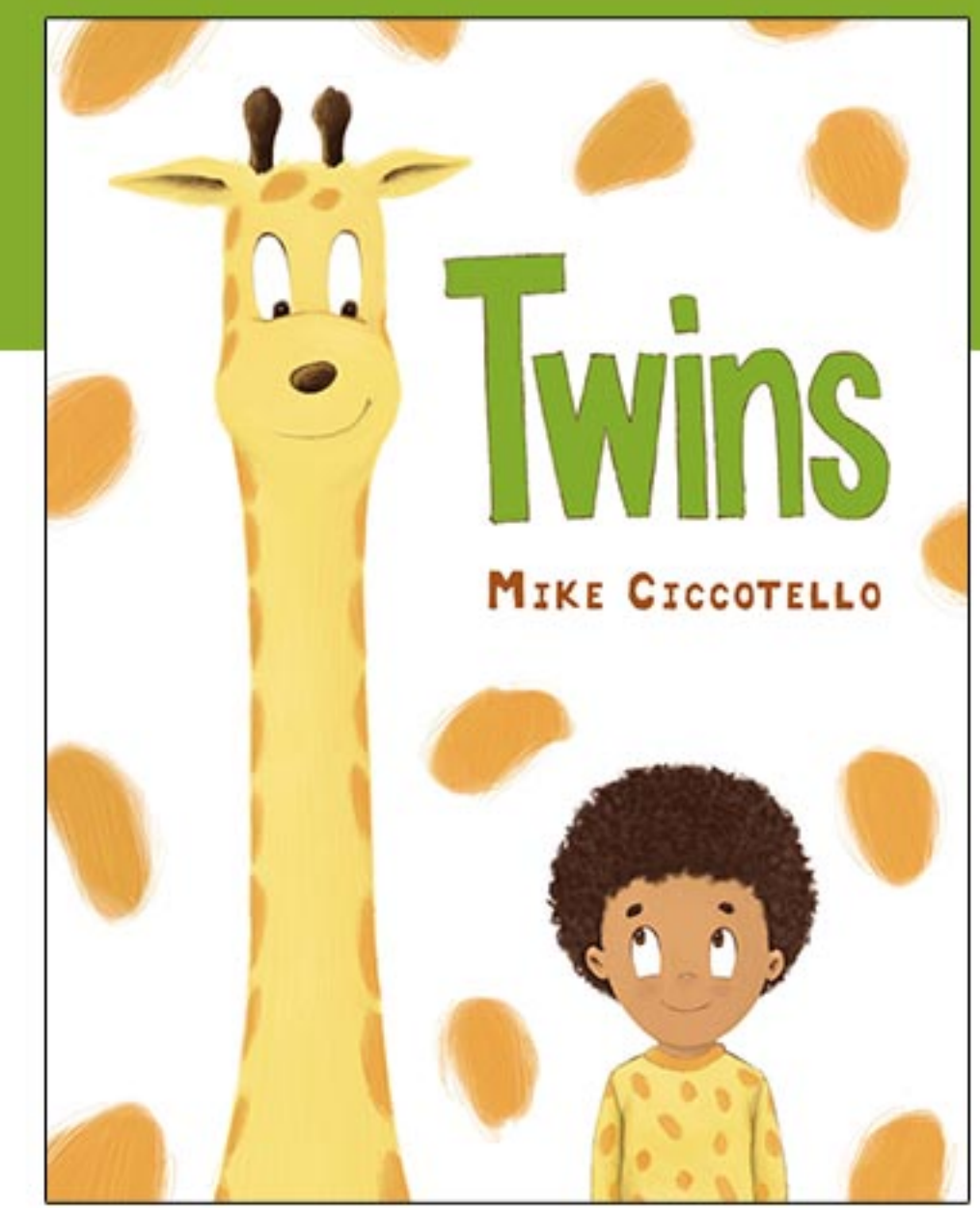
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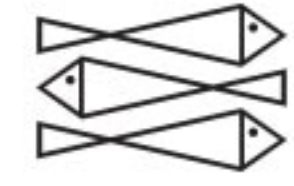
TWINS, Memory Game

Directions

1. Make two copies of this page.
2. Have an adult cut out the squares along the dotted lines.
3. Mix up all the cards.
4. Lay them out facedown.
5. Turn over two cards.
6. If the two cards match, keep them.
7. If they don't match turn them facedown.
8. Do your best to remember what was on each card.
9. When all the cards have been matched, the game is over.
10. Whoever gets the most matches wins the game.



TWINS, by Mike Ciccotello

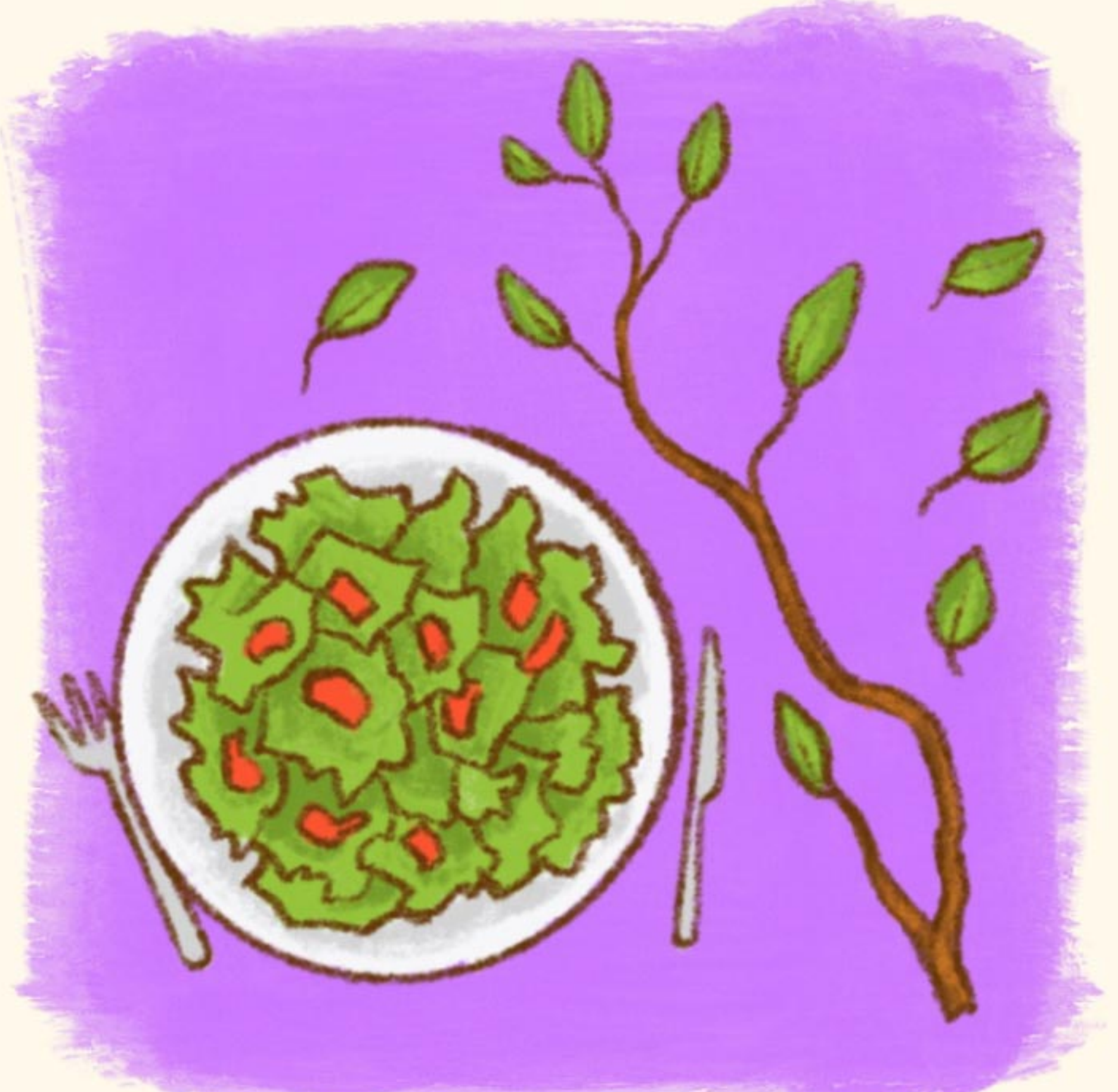


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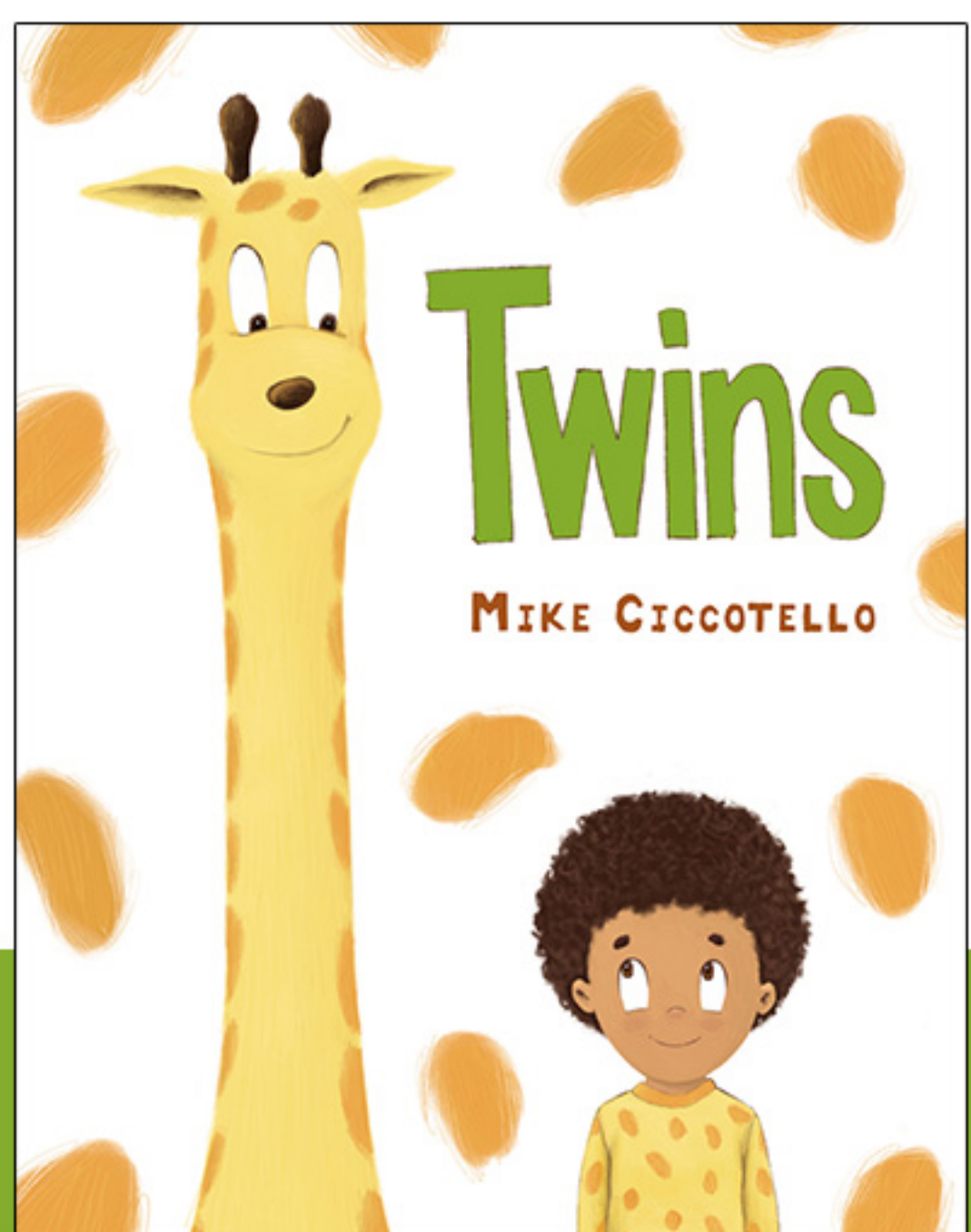
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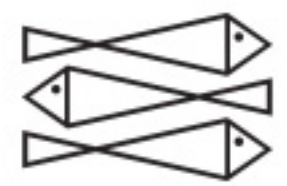


TWINS, Drawing Activity

Team up with a friend you consider your twin. In the space provided, work together and draw a tree house. Use more paper if you need it.



TWINS, by Mike Ciccotello



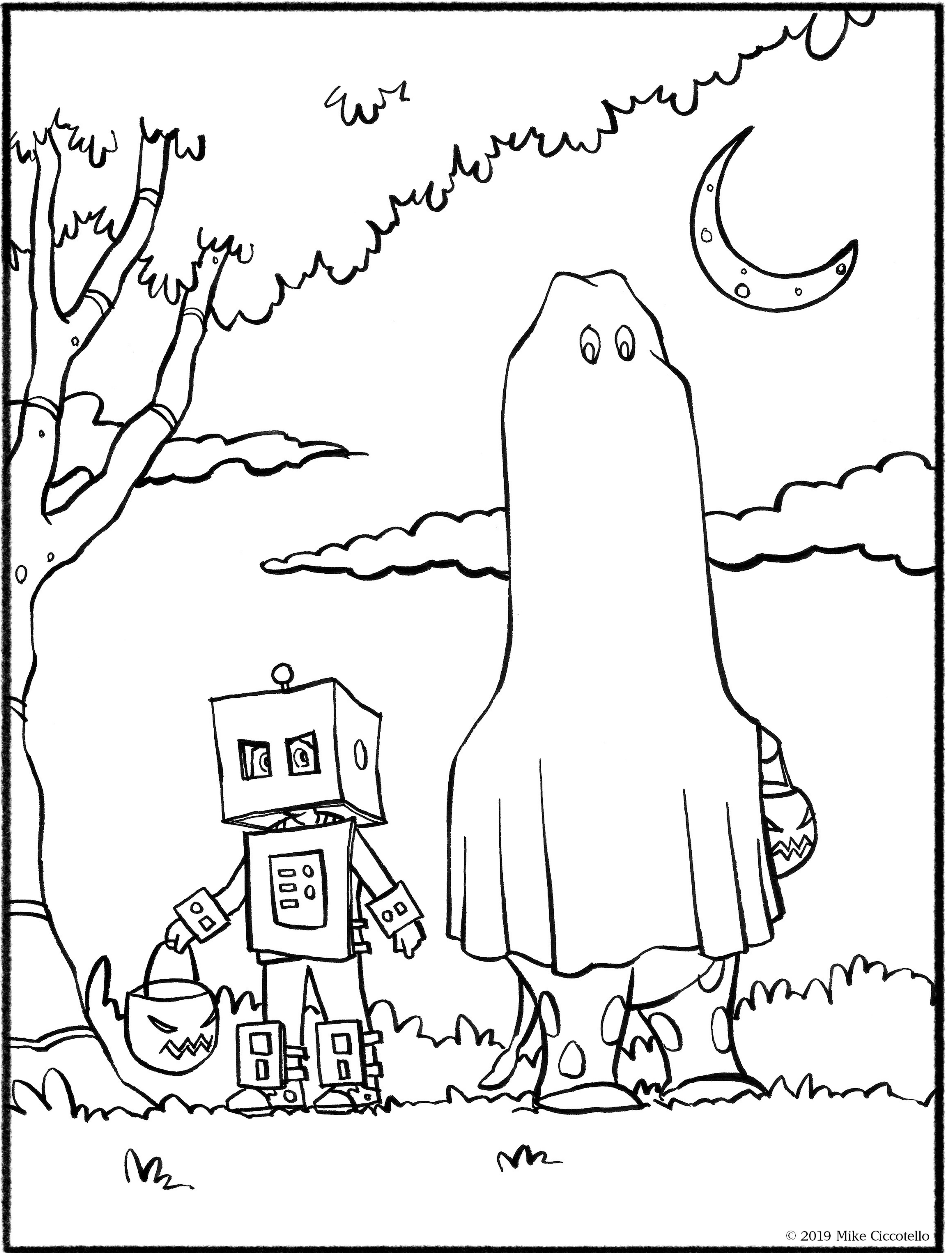
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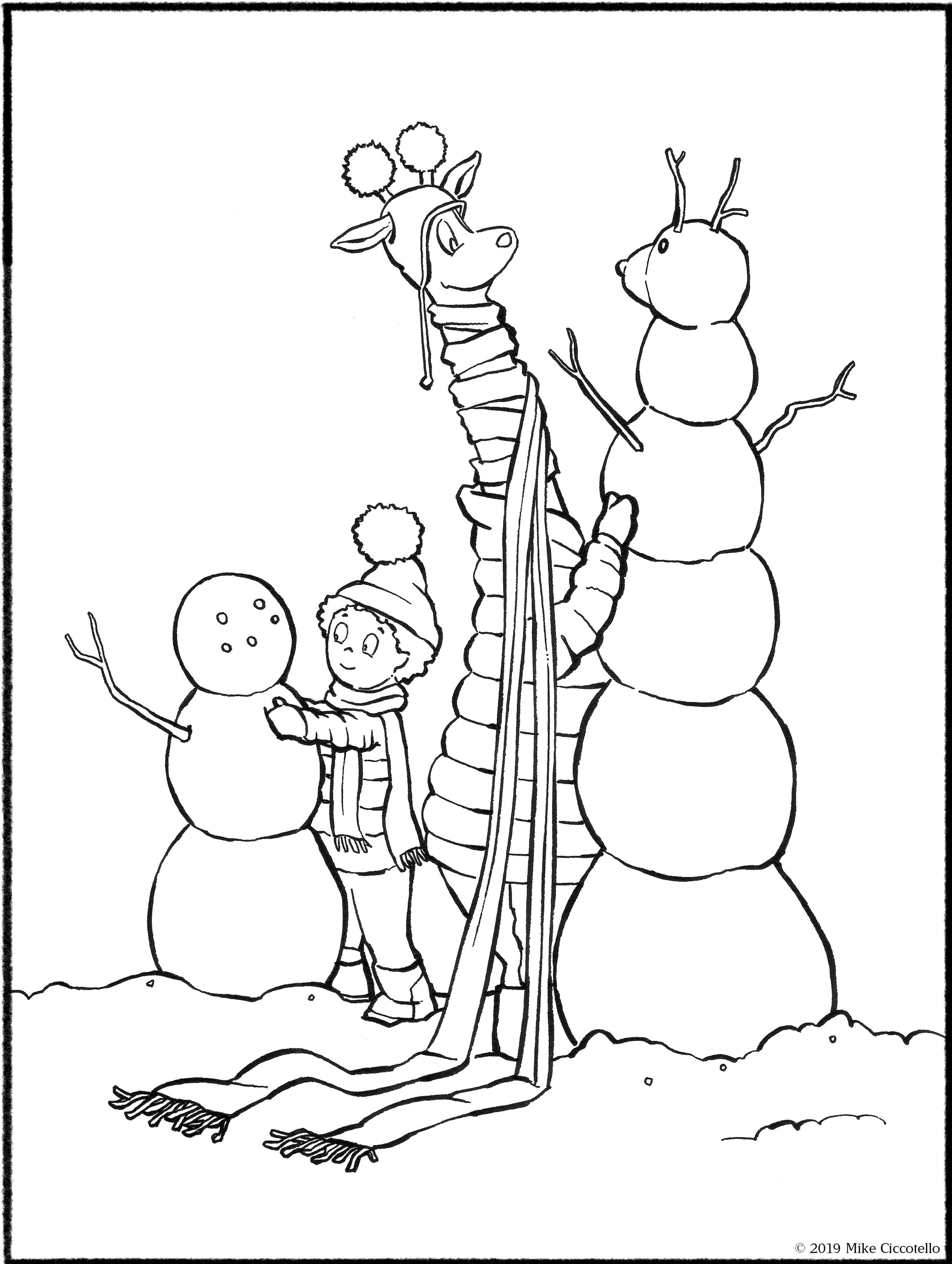




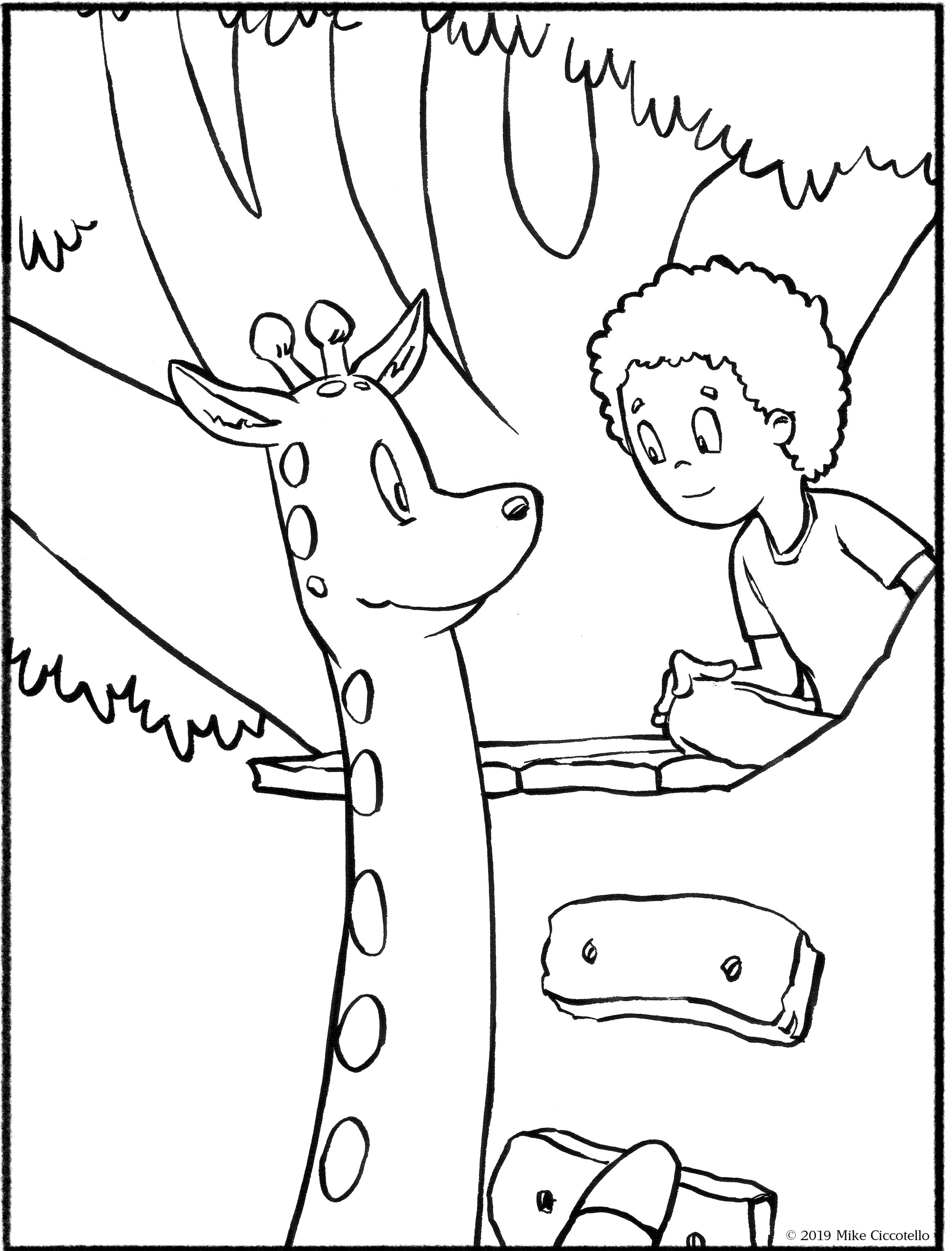
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