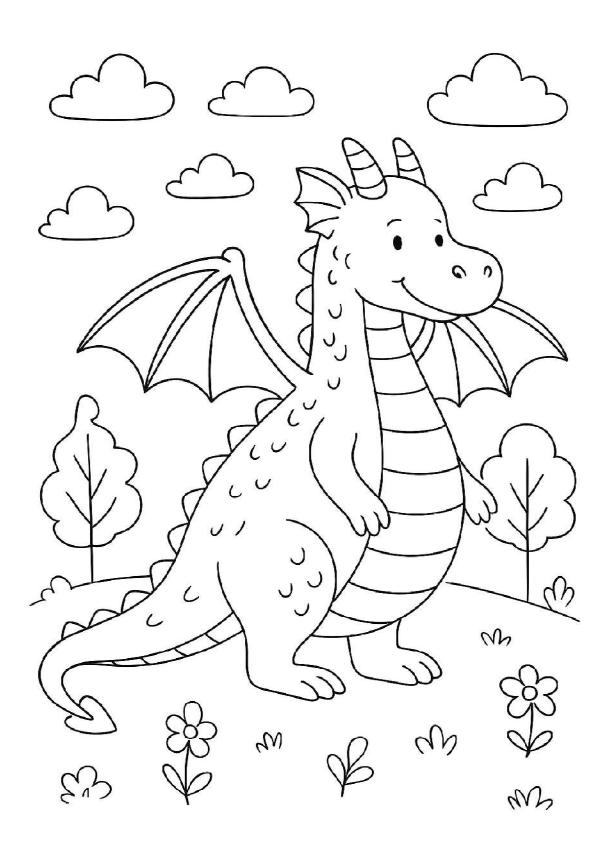
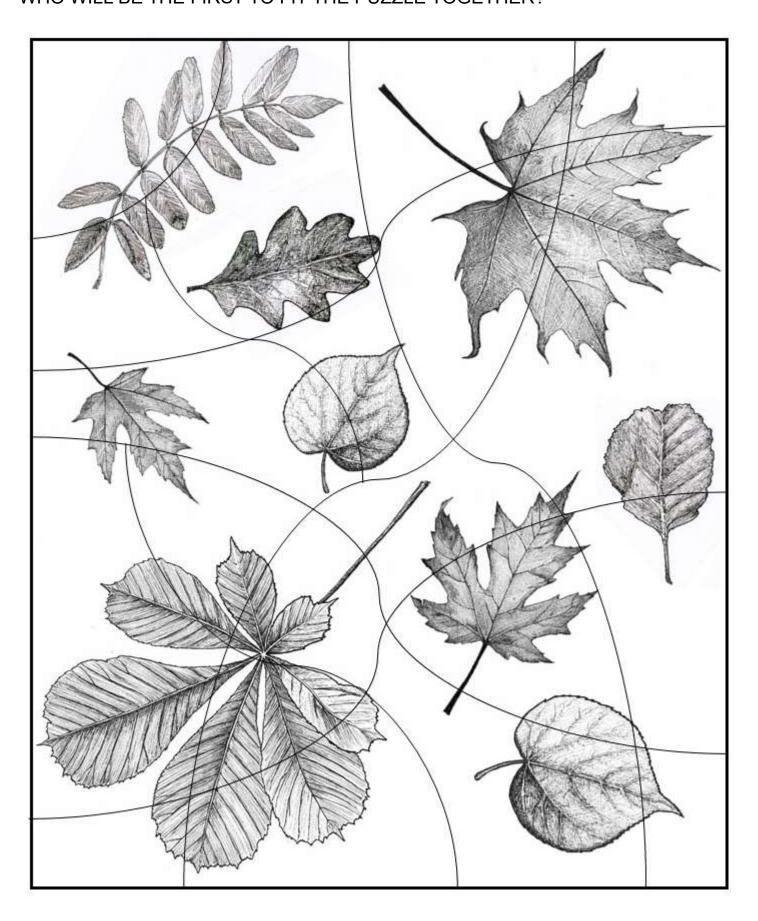
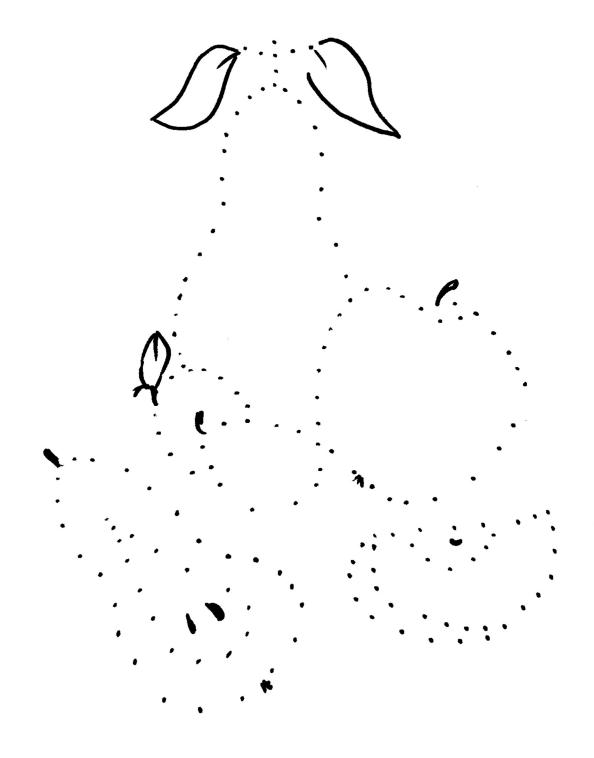


2 NAME ALL THE STORIES ABOUT A DRAGON THAT YOU KNOW. WHEN YOU COME TO THE LIBRARY NEXT TIME, TRY TO FIND ANOTHER BOOK WHICH YOU DON'T KNOW YET. COLOUR IN THE DRAGON, CUT IT OUT AND USE IT AS A BOOKMARK.



3 MAKE AN AUTUMN JIGSAW PUZZLE AND FIT IT TOGETHER WITH YOUR FRIENDS. FIRST, COLOUR IN BOTH THE LEAVES AND THE BACKGROUND IN AUTUMN COLOURS, AND THEN CUT THEM OUT FOLLOWING THE THIN LINES. WHO WILL BE THE FIRST TO FIT THE PUZZLE TOGETHER?

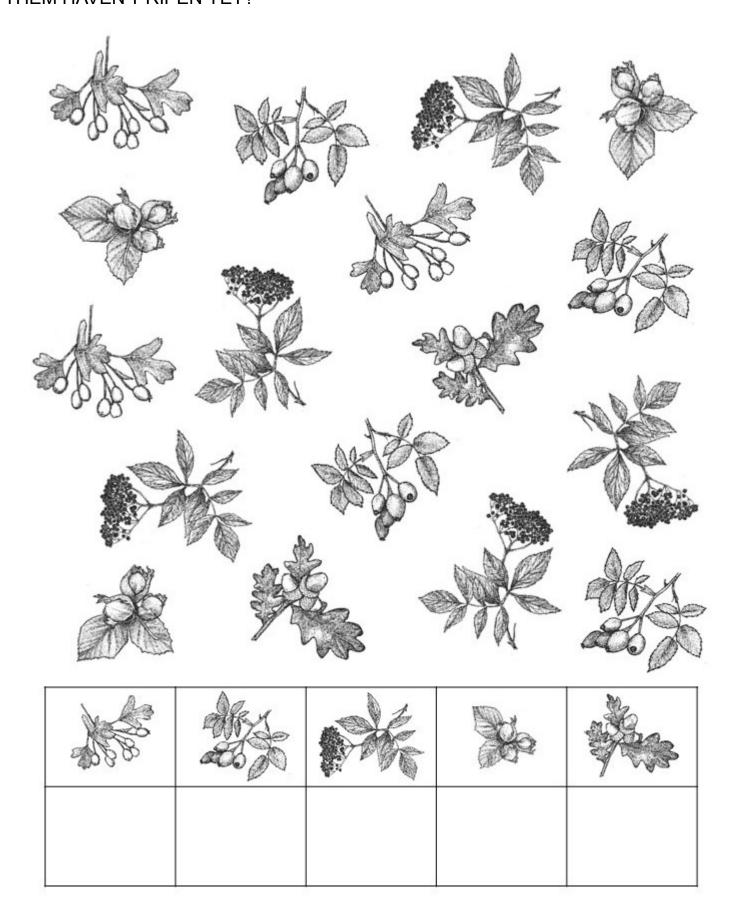




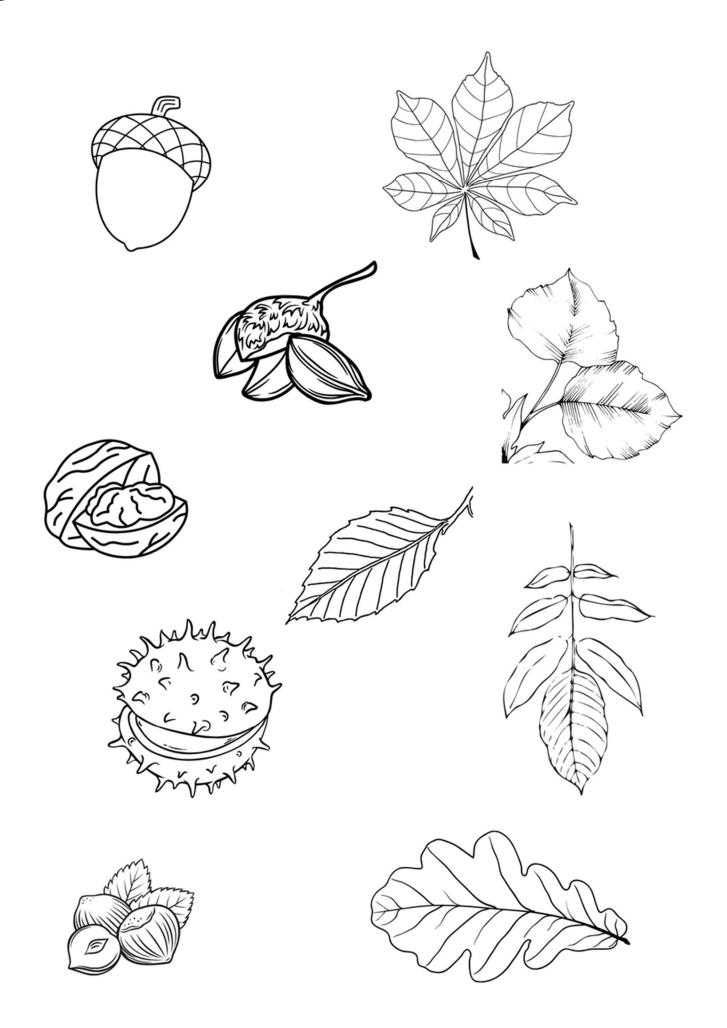
(5) SOLVE THE PICTURE SUDOKU. FILL IN THE SQUARES WITH THE PICTURES IN SUCH A WAY THAT EACH LINE OF SQUARES ACROSS AND DOWN (AND ALSO DIAGONALLY THROUGH THE MIDDLE), DOESN'T HAVE THE SAME PICTURE TWICE. COLOUR IN IF YOU LIKE.

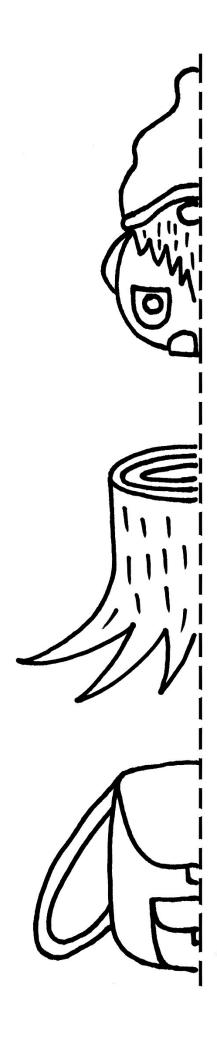
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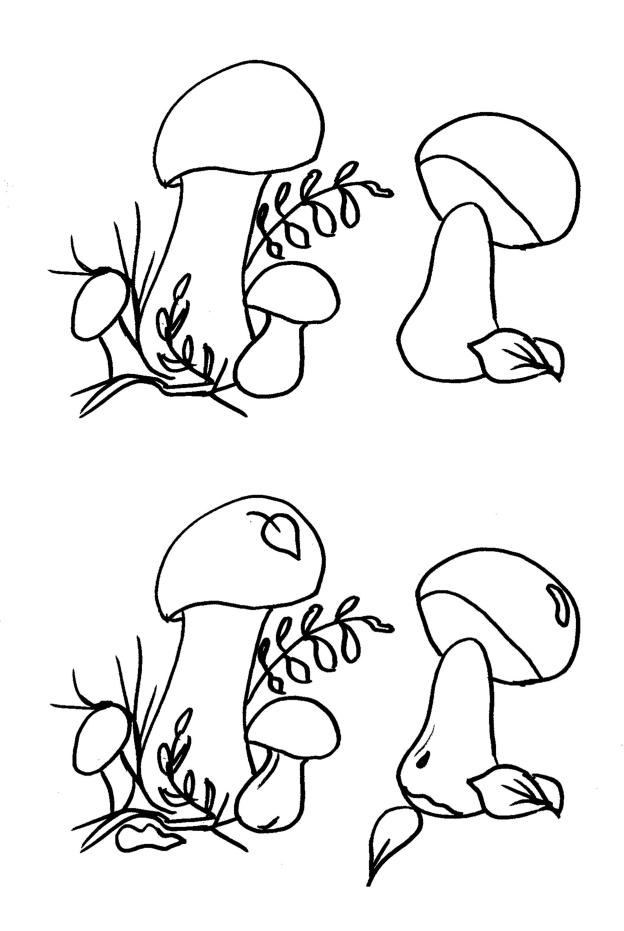
6 COUNT THE PICTURES OF AUTUMN FRUITS – HAWTHORN, ROSEHIP, ACORNS, HAZELNUTS AND BLACK ELDER, AND WRITE DOWN THE NUMBERS INTO THE TABLE. IT WILL HELP YOU IF YOU COLOUR THE ROSEHIP ORANGE, THE HAWTHORN RED, THE NUTS BROWN AND THE ACORNS GREEN. WHICH OF THEM HAVEN'T RIPEN YET?



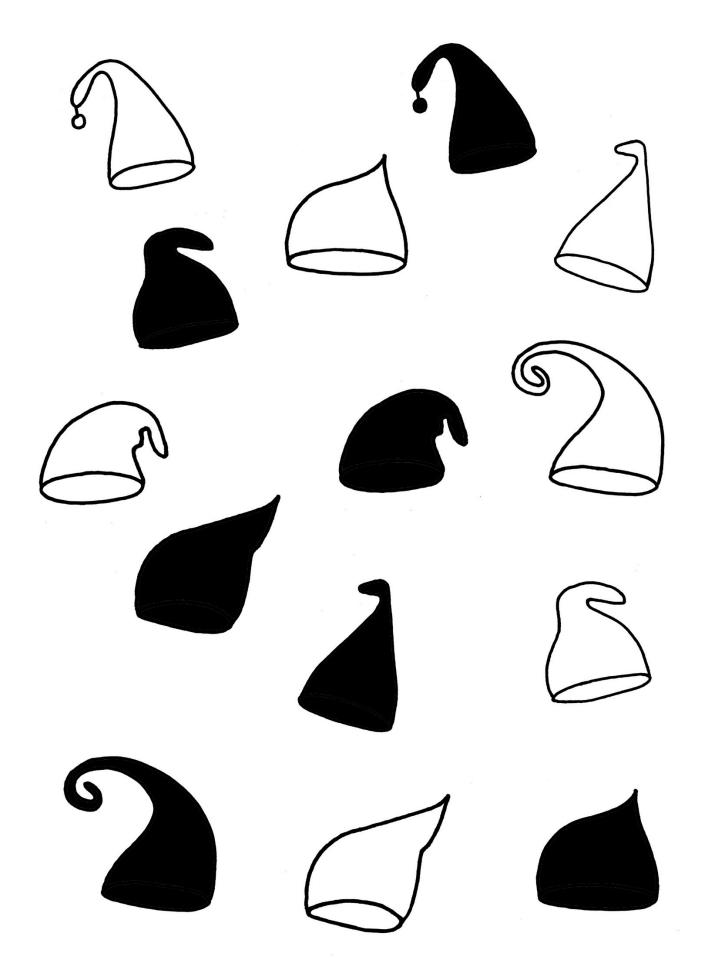
7 NAME THE FRUITS AND MATCH THEM WITH THE CORRECT LEAVES.







 $\widehat{\mbox{\scriptsize 10}}$ MATCH EACH HAT WITH ITS CORRECT SHADOW. COLOUR IN THE WHITE HATS.



①1 CUT OUT THE WITCH AND HER CLOTHES AND DRESS HER UP WITH THE HELP OF THE FOLDED STRAPS. YOU CAN MAKE MORE COPIES IN DIFFERENT COLOURS AND CHANGE THE CLOTHES DEPENDING ON YOUR MOOD.



 $\stackrel{\Large{\mbox{\scriptsize $(12)}}}{}$ FIND ALL THE THINGS THAT DO NOT GO INTO THE COMPOST. HOW MANY ARE THERE?



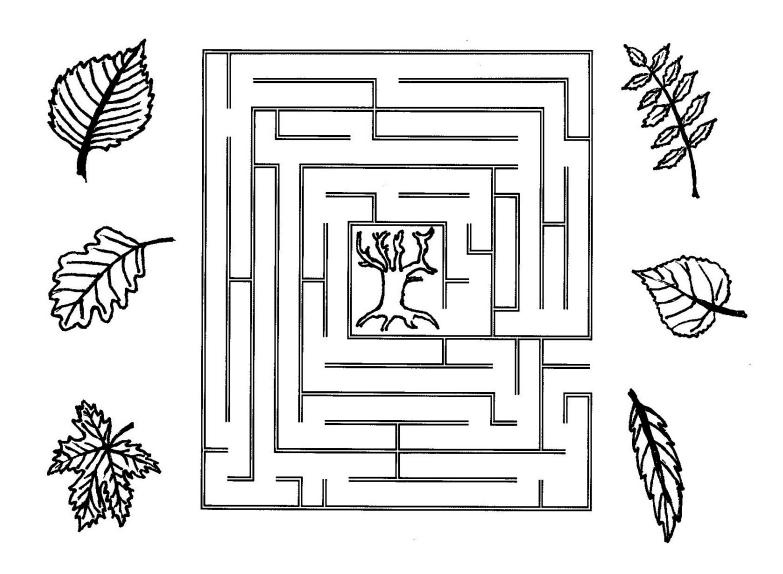
(13) COUNT THE APPLES AND THE LEAVES. ARE THERE MORE APPLES OR MORE LEAVES? HOW MANY LEGS DOES THE TABLE HAVE? HOW MANY HANDLES ARE THERE ON THE POT? ARE THERE MORE LEGS OR MORE HANDLES? HOW MANY BOWLS ARE THERE IN THE PICTURE? HOW MANY SHELVES ARE THERE IN THE FRIDGE. ARE THERE MORE BOWLS OR MORE SHELVES? YOU CAN COME UP WITH MORE QUESTIONS LIKE THAT.



14 PLAY THE RUN-AROUND-THE-SQUIRREL GAME WITH ANY NUMBER OF PLAYERS. YOU NEED A DICE WITH NUMBERS AND SOME COUNTERS. THROW THE DICE AND MOVE YOUR COUNTER AROUND THE SQUIRREL. WHOEVER RUNS AROUND THE SQUIRREL FIRST IS THE WINNER. THE START AND THE FINISH ARE ON THE GREY SQUARE. YOU CAN MAKE YOUR OWN DICE, ON WHICH YOU DRAW 6 SYMBOLS FROM THE PICTURE – A LEAF, AN ANIMAL, AN APPLE, A MUSHROOM WITH SPOTS (poisonous), A MUSHROOM WITHOUT SPOTS (edible), A NUT. AND THEN YOU MOVE AS MANY SQUARES AS THERE ARE SYMBOLS IN THE PICTURE.



(15) FIND YOUR WAY THROUGH THE AUTUMN MAZE TO THE OLD BARE TREE.



The Little Craftkid. Worksheets for children in libraries Autumn 2025

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Editorial board: Andrea Beranová, Jana Blümelová, Magdaléna Kupková, Ivana Bičanová, Alena Volková Balvínová Cover by Andrea Beranová

Worksheets: Andrea Beranová ①, Andrea Beranová & ChatGPT (GPT-5), OpenAl ②, Ivana Bičanová ③, Jaroslava Vokáčová ④, Renata Šmídová ⑤, Ivana Bičanová ⑥, Růžena Lepšová ⑦, Magdaléna Kupková ⑧, Jaroslava Vokáčová ⑨, Magdaléna Kupková ⑩, Andrea Beranová ⑪, Alena Volková Balvínová ⑫, Andrea Beranová & ChatGPT (GPT-5), OpenAl ⑬, Andrea Beranová & ChatGPT (GPT-5), OpenAl ⑭, Alena Volková Balvínová ⑮

Translated from the Czech original by Tereza Zápotocká.

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