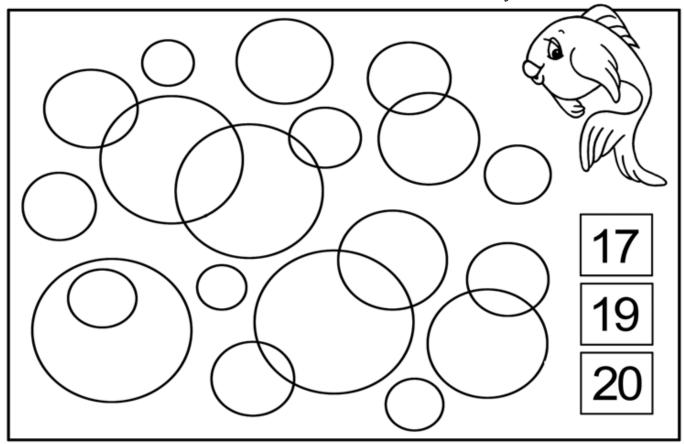
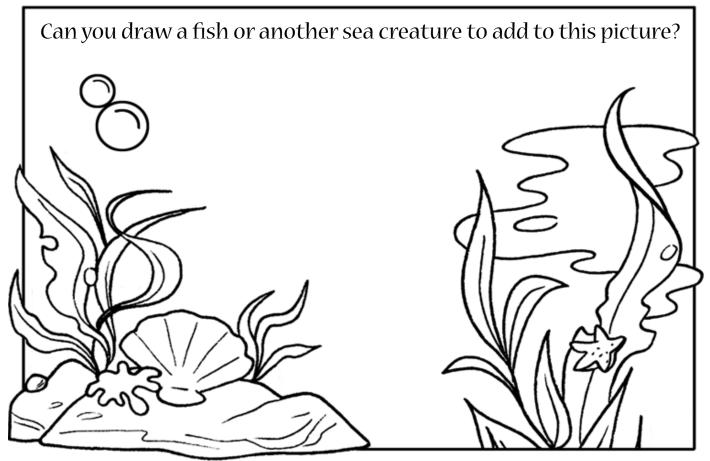




How Many Bubbles?

Count the bubbles. Color the box that shows how many bubbles there are.

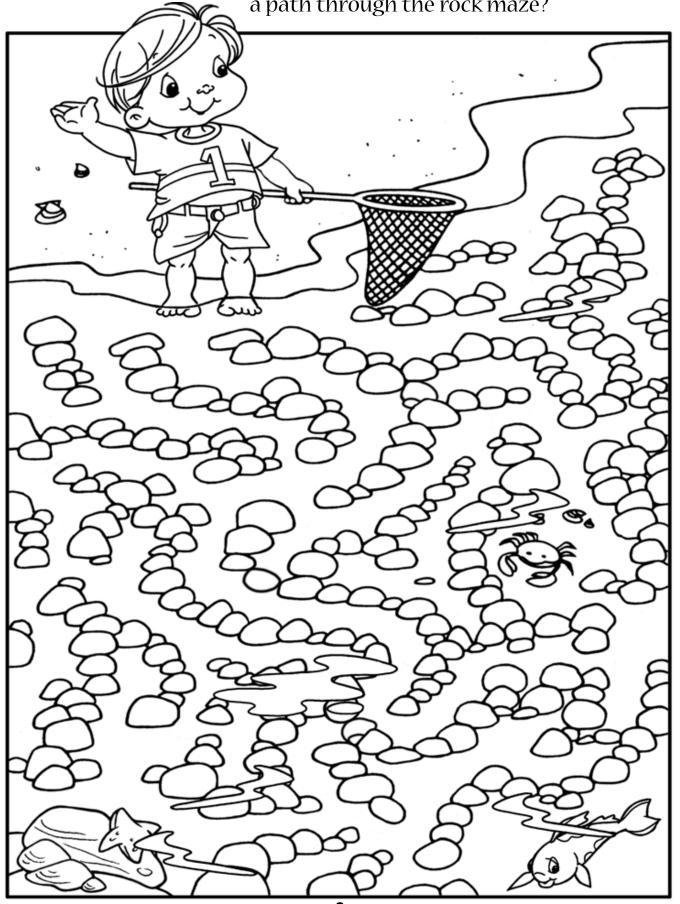




Illustrated and designed by Agnes Lemaire. © Copyright Aurora Production AG, 2004. All rights reserved.

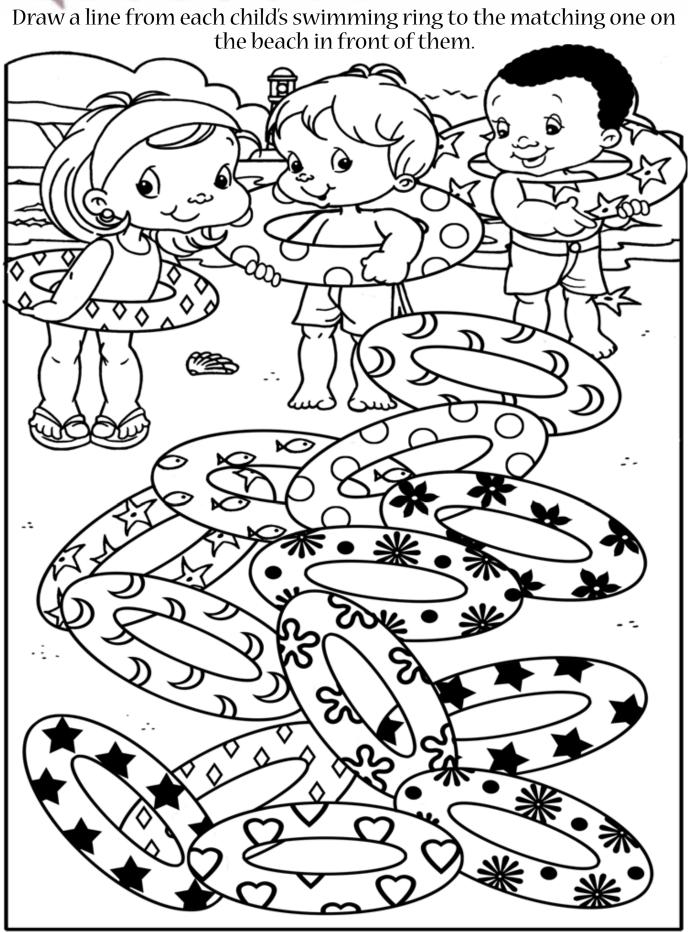
Rocky Maze

Can you help the boy catch the crab and then the fish, by finding a path through the rock maze?



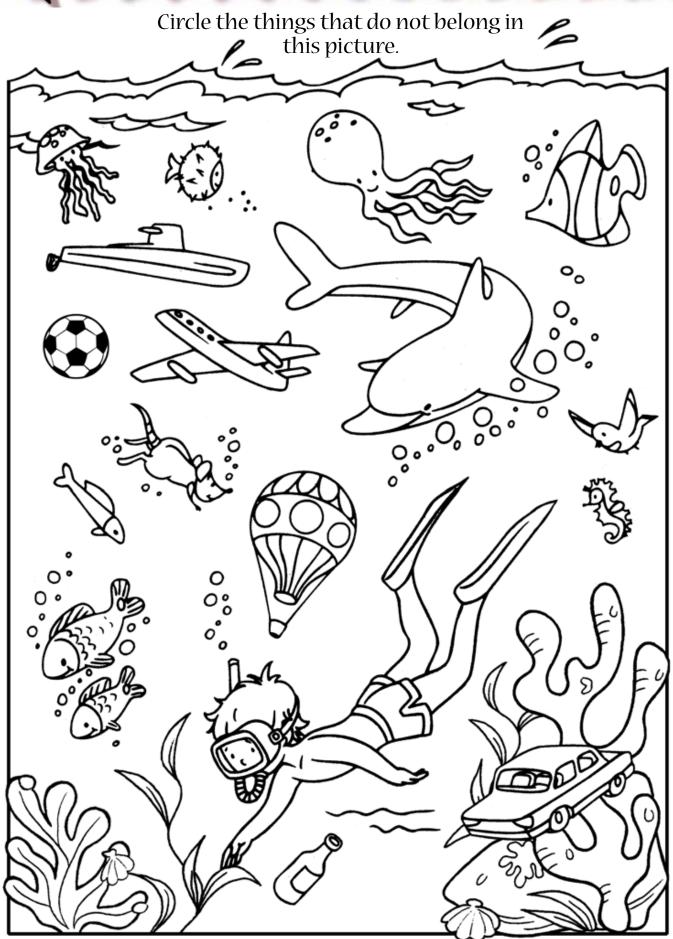


Ring Match





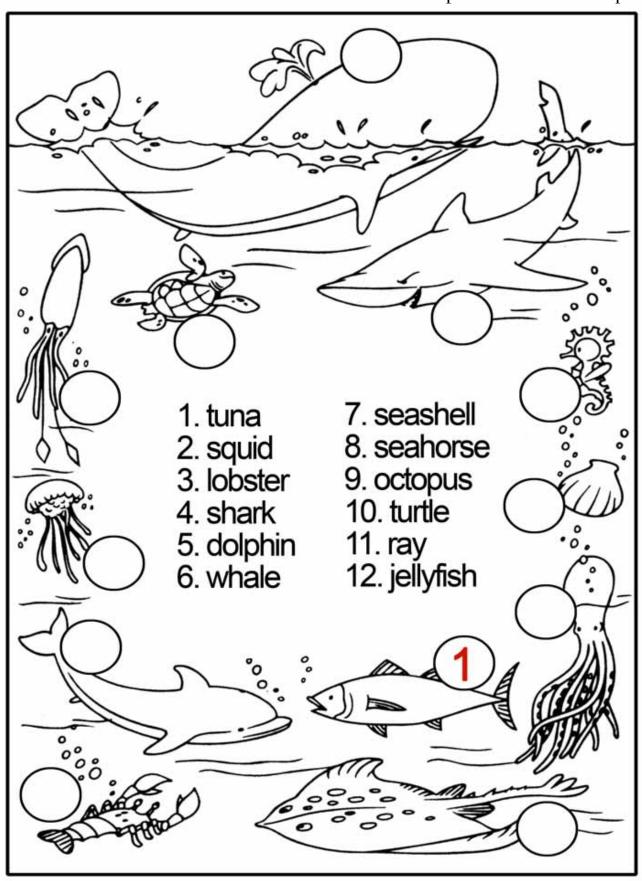
What's Wrong with This Picture?





Match the Words

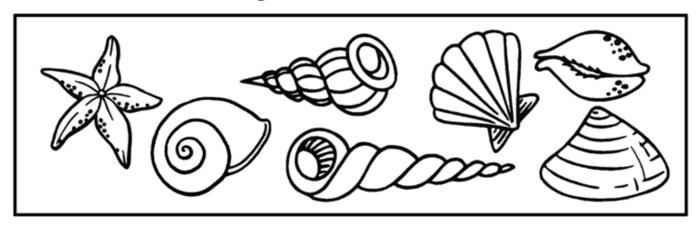
Match the pictures of the sea creatures to their names, by writing the correct number in the small circle next to each picture. See example.

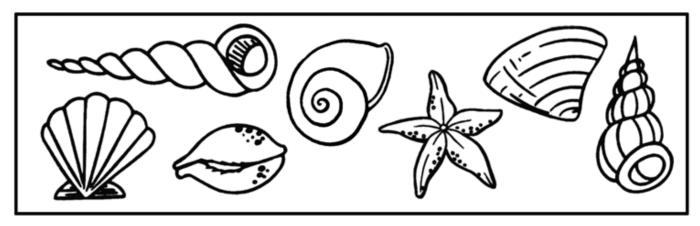


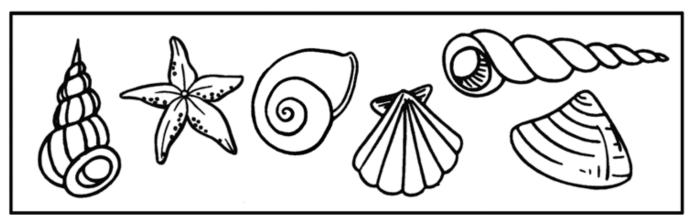


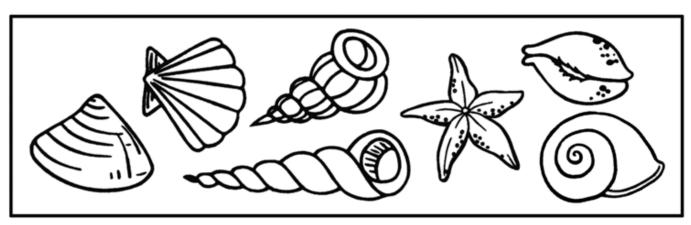
Find the Missing Shell

Find the box that is missing one shell. Then color all the shells in that box.







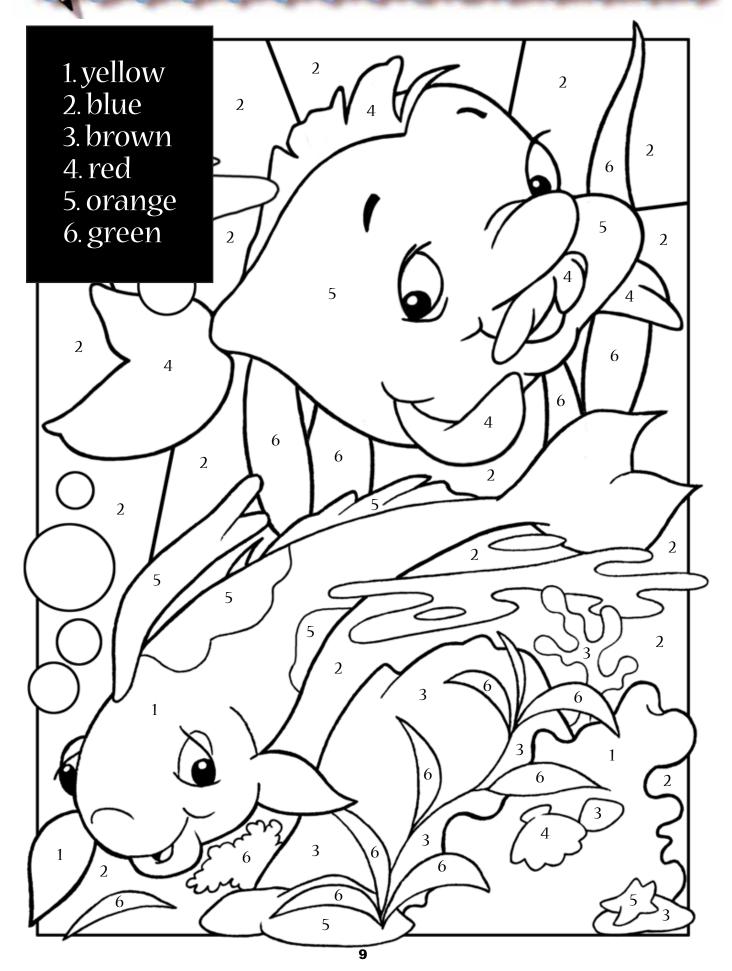


Left and Right

Color all the sea creatures swimming left red, and those swimming right green.



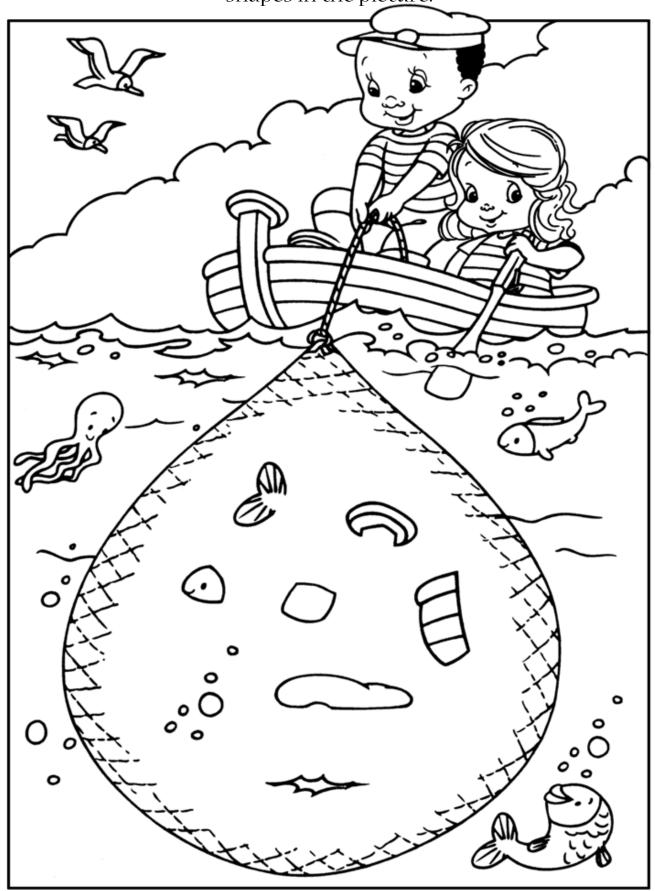
Color by Number



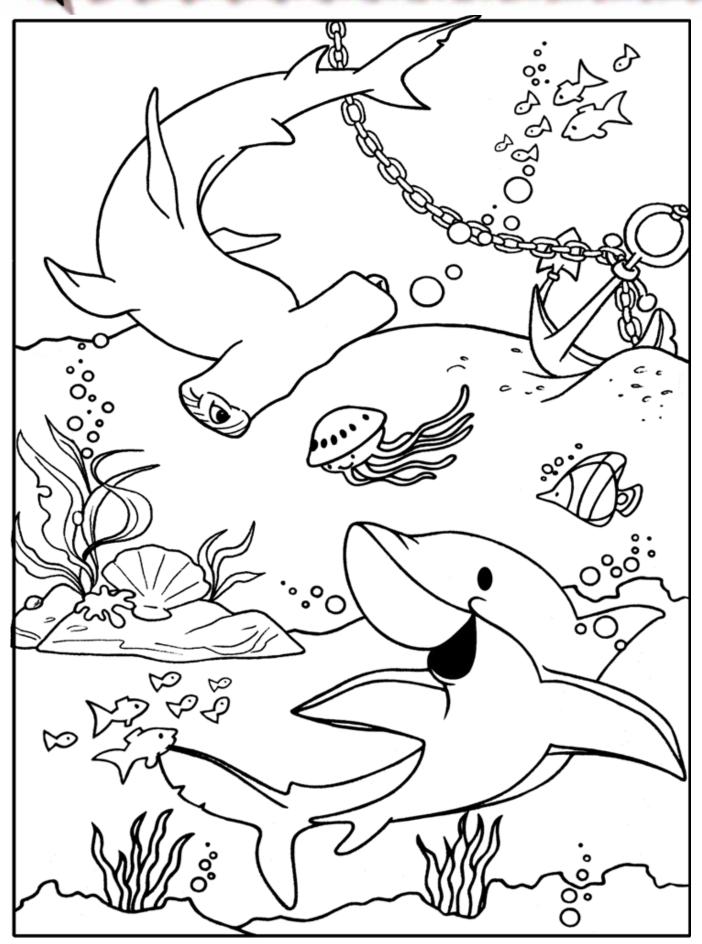


Find the Shapes

Draw a line from the shapes in the net to the matching shapes in the picture.

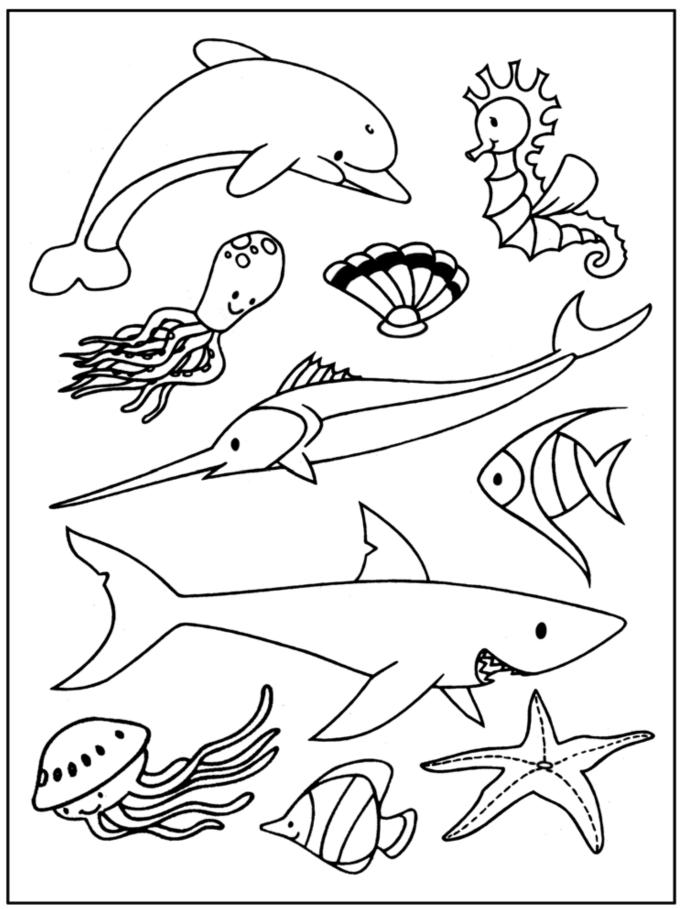


Coloring Page

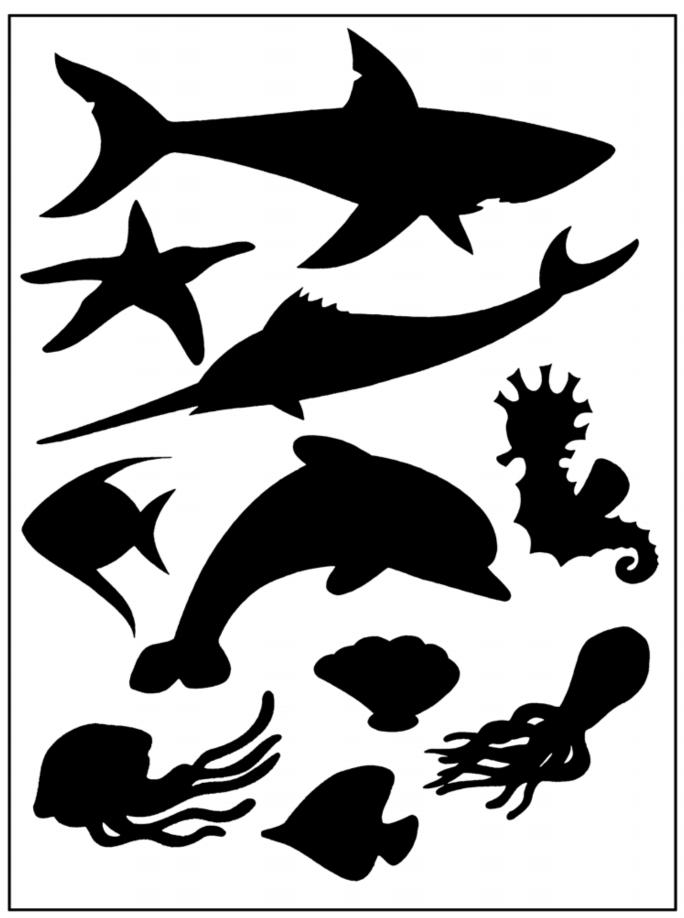




Fish Shadows



Draw a line from each sea creature on the left page to its shadow below.





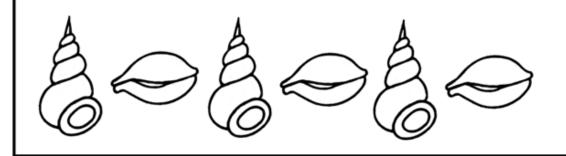
Sea Pattern

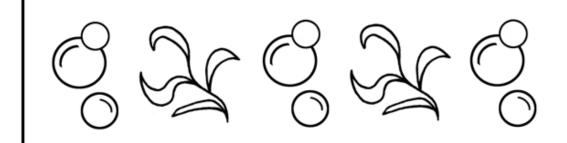
Draw the next shape to finish the pattern in each box.







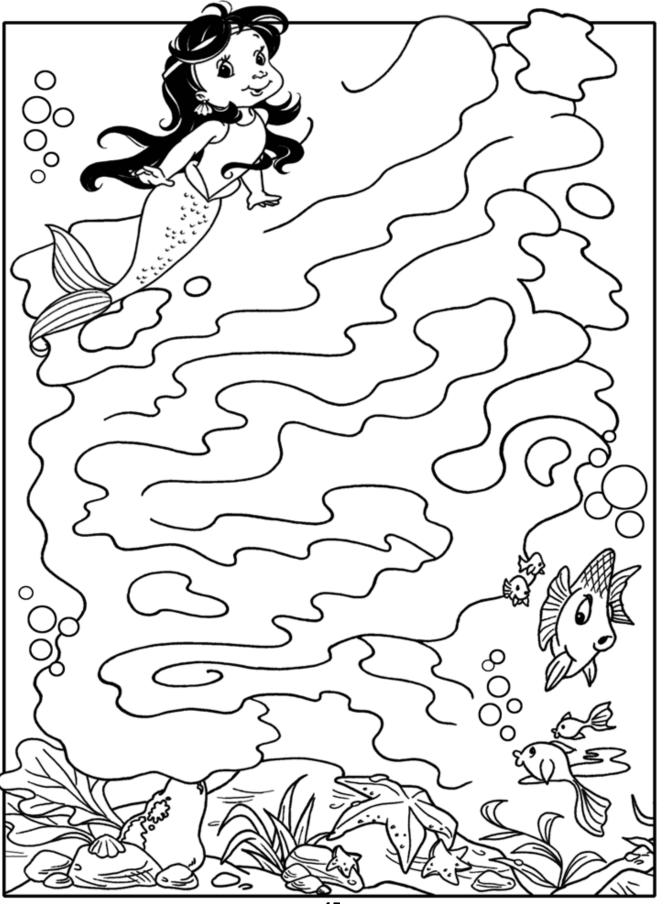






Ride the Waves

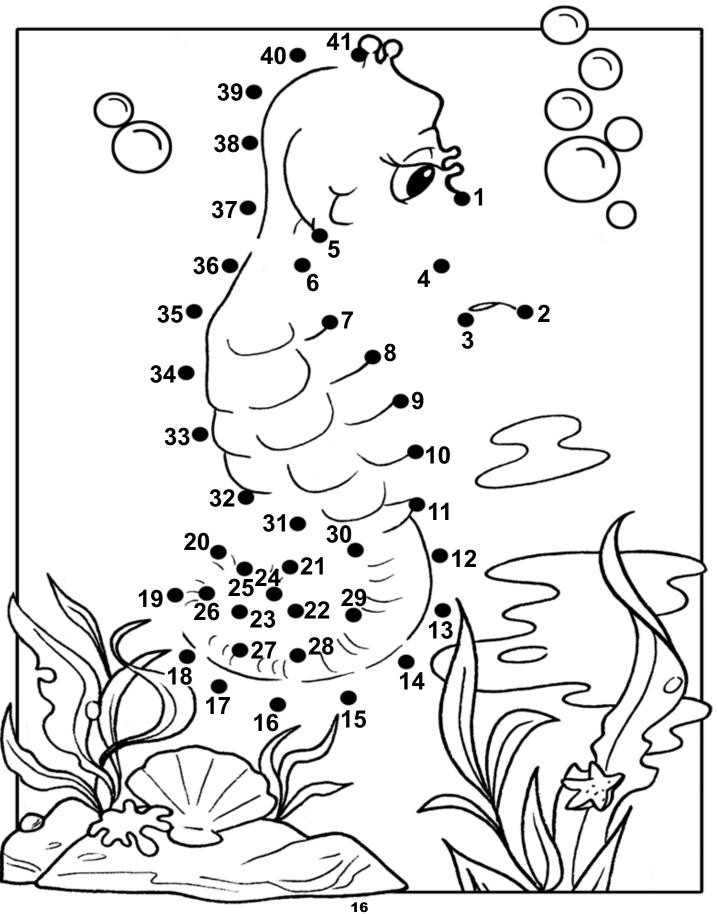
Help Camille find her way through the wave maze to her fish friends.





Join the Dots

Join the dots and then color the picture.



Find the Differences

Draw a circle around the seven differences in these pictures.







Look and Find

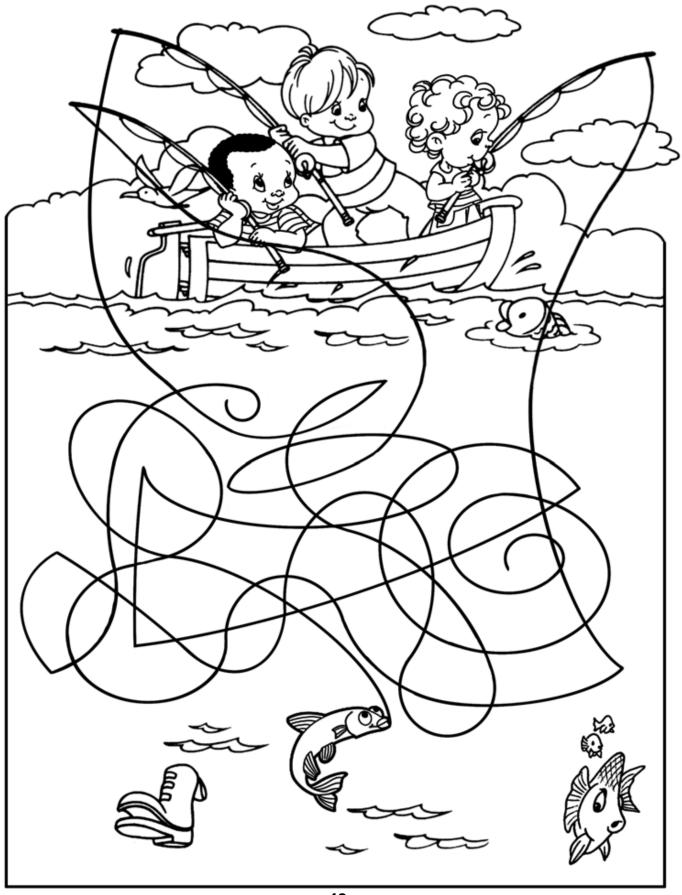
Circle all the things that you might find near a treasure ship.





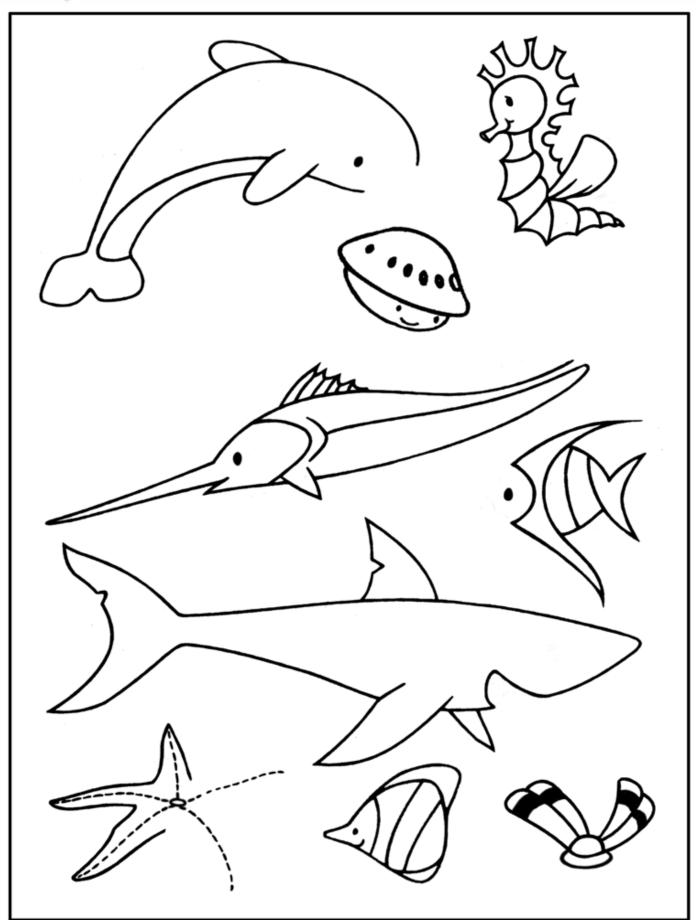
Who Caught the Fish?

Follow the fishermen's tangled lines to find out who caught the fish.

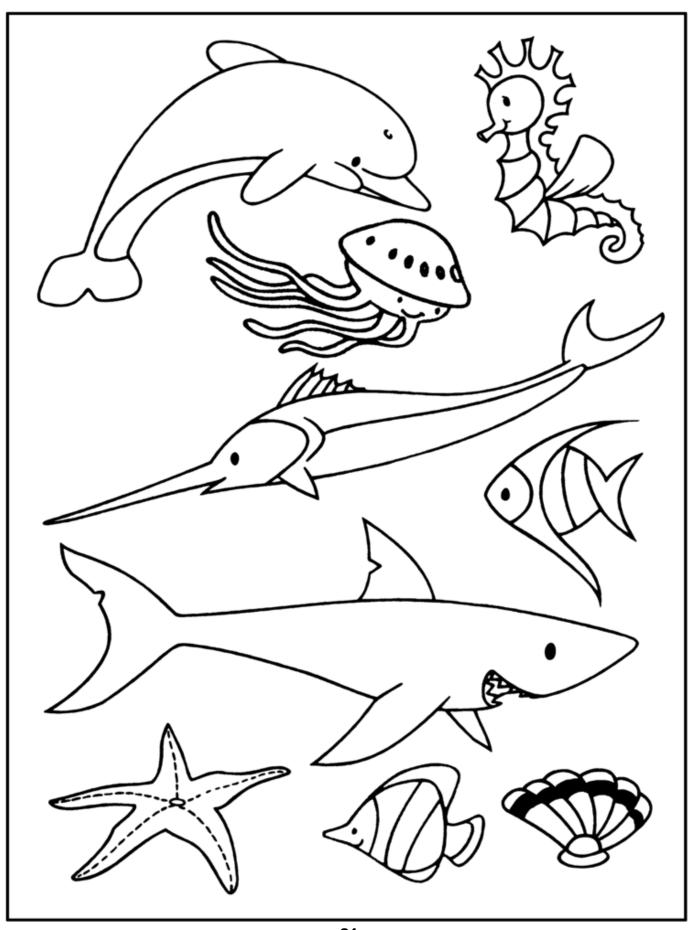




Be the Artist



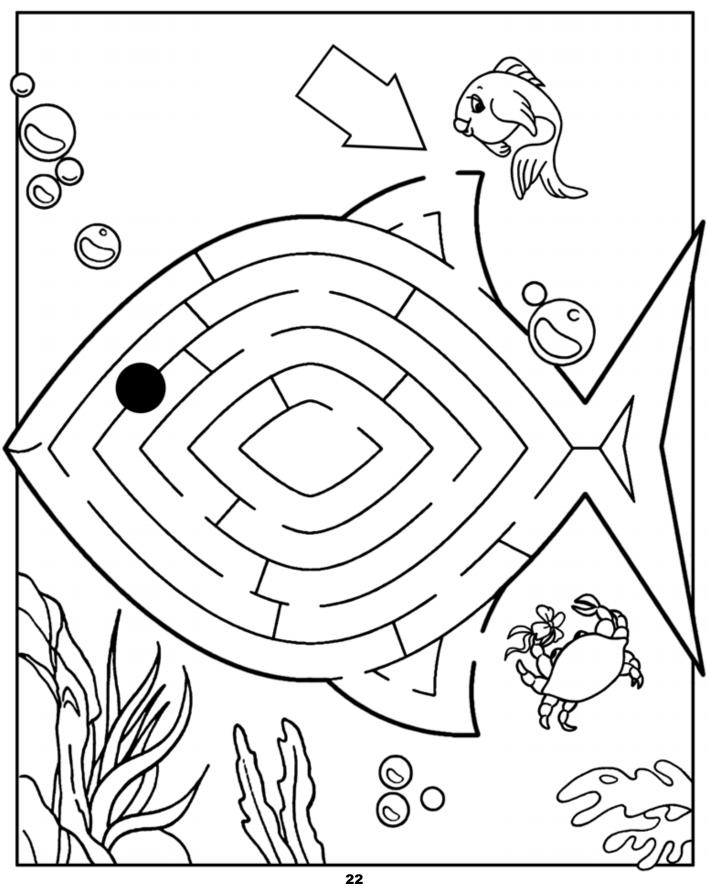
The pictures on the left page have something missing. Complete them by copying the pictures on the right.





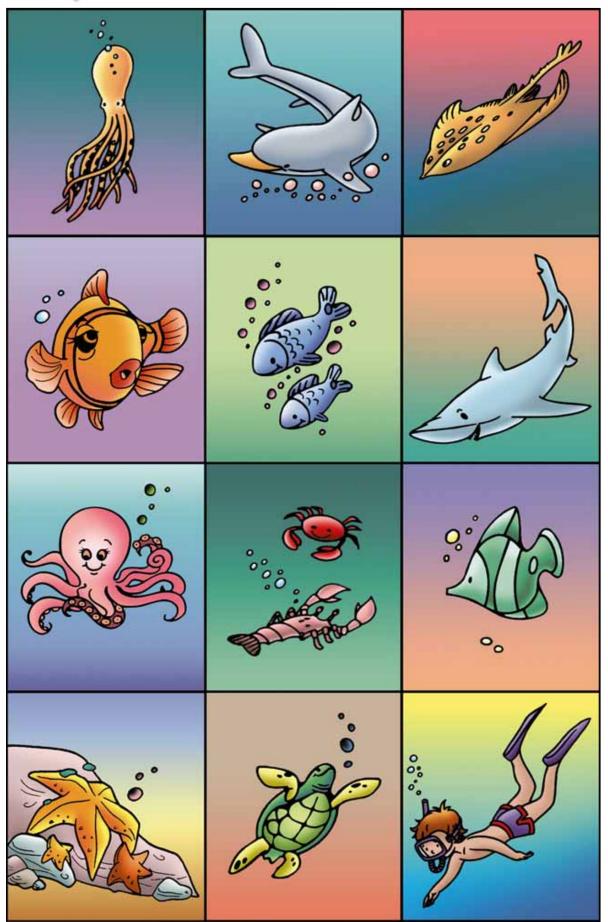
Fishy Maze

Start at the arrow and go through the maze, to help the fish find his friend, the crab.





Play "Old Turtle"



2. The players look at the cards that they have been dealt and set down any pairs they have.

3. Going around in a circle, each player will take a turn to pick a card from the person on their right. The person they are choosing the card from should put his or her cards spread out face down, so that they can select a card from their cards without seeing it and add it to their cards.

*Number of players: Two or more

*Cut all the cards out before play

*Dealing and play go clockwise

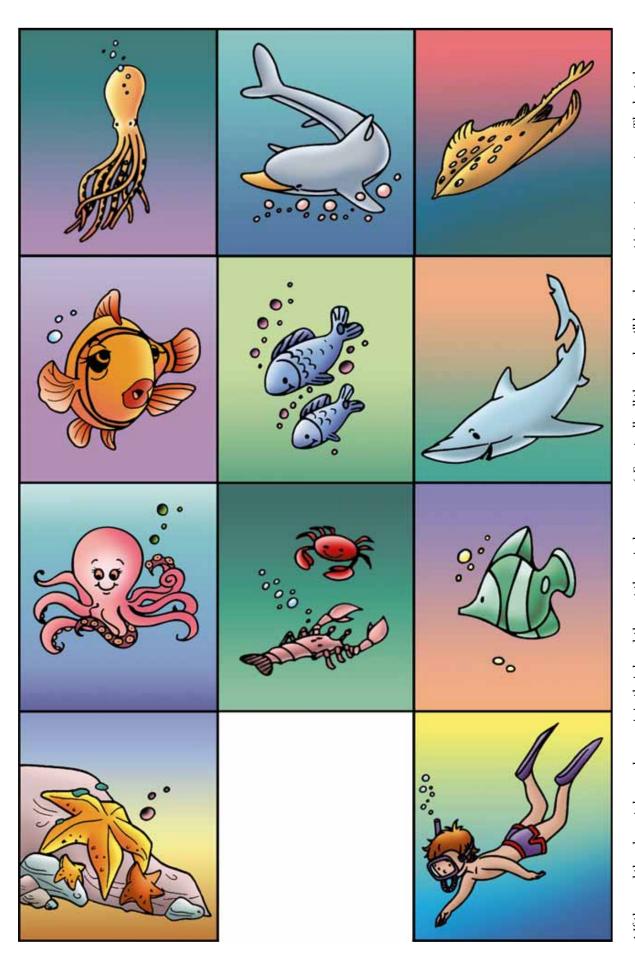
1. One player is the dealer. The dealer deals out all the cards to the players.

Depending on how many players you have, some players may have one more

card than others. This doesn't make a difference as to who wins.)

(Page intentionally blank)

Play "Old Turtle"

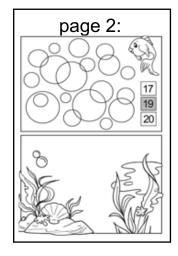


6. Eventually all the cards will have been put into sets, except one. The last player will be left with the "Old Turtle." The players to set down all the cards in their hands first are "safe."

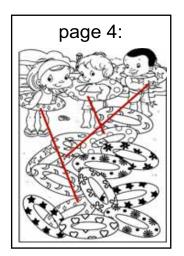
4. If the card the player takes makes a pair in their hand, they set the pair down. 5. The player who just took a card then offers their hand to the player to their left, and so on.

(Page intentionally blank)

Ocean Treasures Answer Sheet



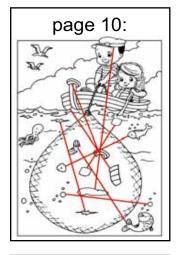


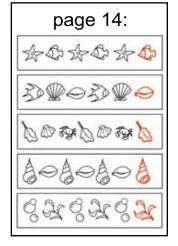












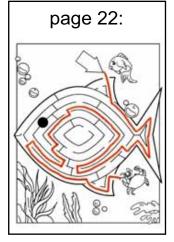












Ocean Treasures

Don't miss any of the fun stories in the "Ocean Treasures" series.

- Finding a Friend
- OldBudder'sBummer
- Littleton's Lie
- Courageous Clip
- Shallo'sScare
- Christmas Chums





