

# JUST FOR FUN



BRITANNICA DISCOVERY LIBRARY

## **About the pagination of this eBook**

Due to the unique page numbering scheme of this book, the electronic pagination of the eBook does not match the pagination of the printed version. To navigate the text, please use the electronic Table of Contents that appears alongside the eBook or the Search function.

For citation purposes, use the page numbers that appear in the text.

BRITANNICA  
**DISCOVERY**  
LIBRARY



# JUST FOR FUN

*In this book, you will:*

**have fun** with new games and puzzles.

**discover** strange and interesting animal facts.

**learn** how to make a musical instrument and  
grow an indoor garden.

**find** creative art projects to do, and lots more!

ENCYCLOPÆDIA  
**Britannica**<sup>®</sup>

CHICAGO LONDON NEW DELHI PARIS SEOUL SYDNEY TAIPEI TOKYO

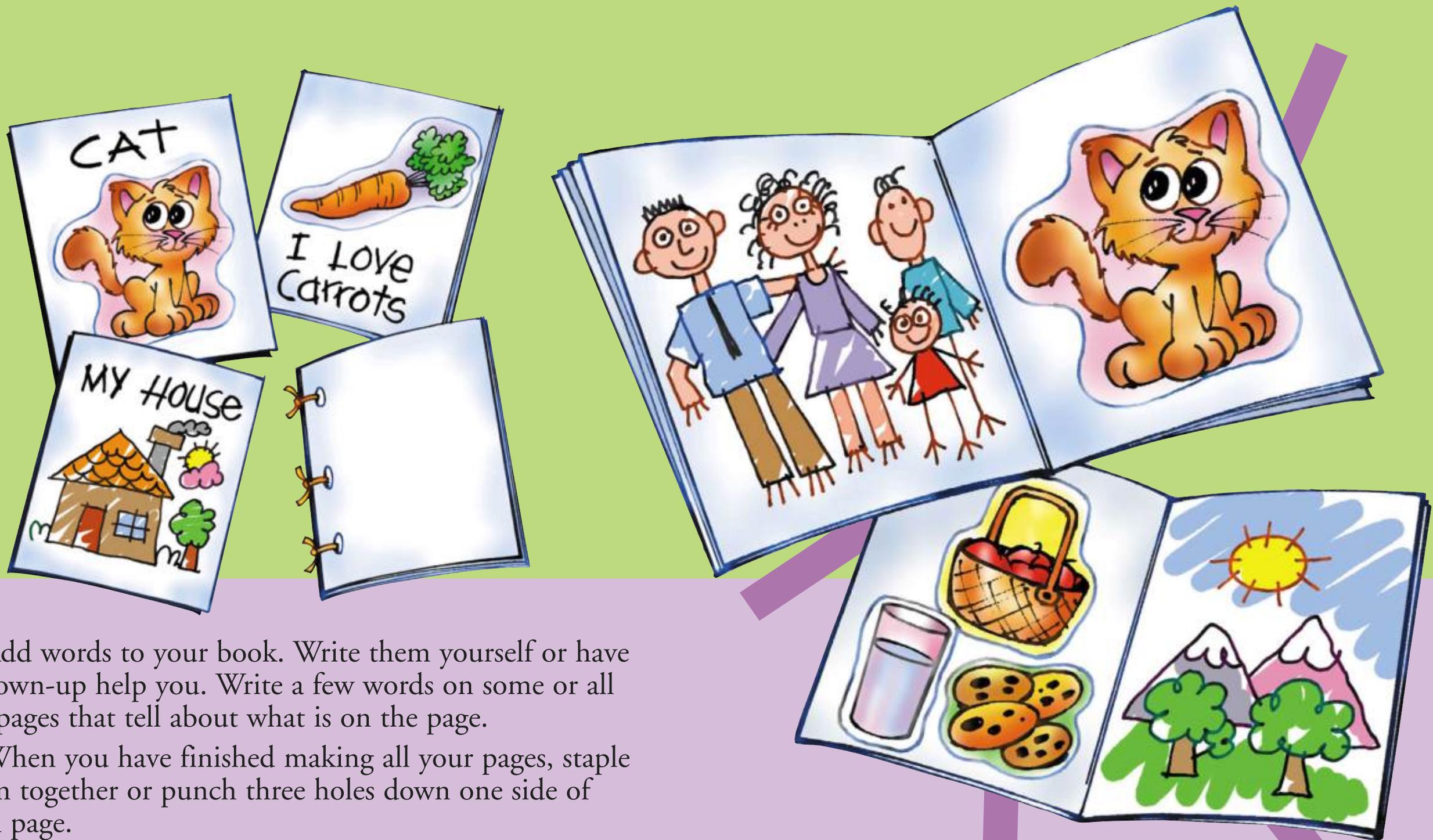
# The Book of Me

A book all about you and your family and friends is fun to make—and easy too!



1. Start with lots of colored paper, colored pencils, markers, crayons, and paints. You might also want to have some old magazines or catalogs to cut from.
2. Begin your book with a **self-portrait**—a picture of yourself on the first page. Your picture can be serious or funny.
3. Draw or paint the picture of yourself or, for fun, draw an empty face shape, then glue on different eyes, ears, mouth, nose, and hair cut from photos in magazines.
4. Write your name on the page that has your self-portrait.

5. On the next several pages draw, paint, or glue pictures that show everything about your life. Show the members of your family and your friends. Add pets if you have any. Include pictures of your favorite toy, favorite animal, favorite food, or a place you would like to go.
6. You might want to add pictures of your room, your neighborhood, and your school too. Add anything else you want to show about your world.



7. Add words to your book. Write them yourself or have a grown-up help you. Write a few words on some or all the pages that tell about what is on the page.

8. When you have finished making all your pages, staple them together or punch three holes down one side of each page.

9. Add fasteners or tie with yarn to hold the pages together. Now you have a book all about *YOU!*

# Color a World

On a nice day, take lots of colored chalk outside. All you need is a sidewalk or driveway and lots of imagination to make a very interesting and colorful world.

1. Begin by drawing a town. Draw streets, traffic lights and houses, rivers and parks and schools.
2. Draw the downtown and neighborhood areas.
3. Draw roads and railroad tracks leading out away from the starting point.

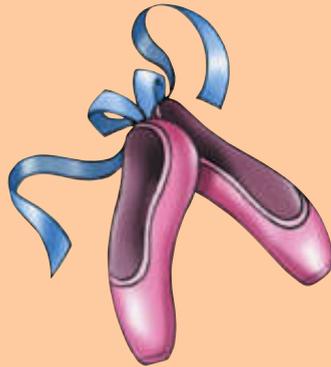


4. On the outer edges, draw farms and forests and fields.
5. For fun, use cardboard, old toys, or whatever you have handy to make things like bridges, mountains, and caves.
6. Use rocks for cars on the roads and leaves for sails on sailboats. Anything goes in this world!

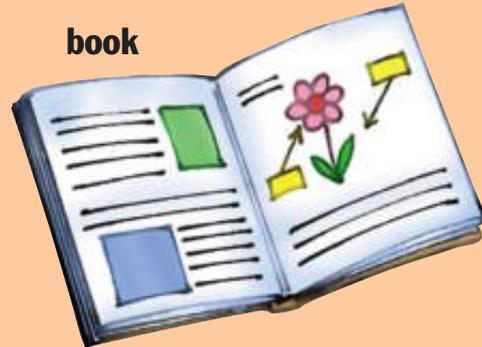
# Find the Match!

Each thing below goes with one of the people on the opposite page. Can you find the matches?

toe shoes

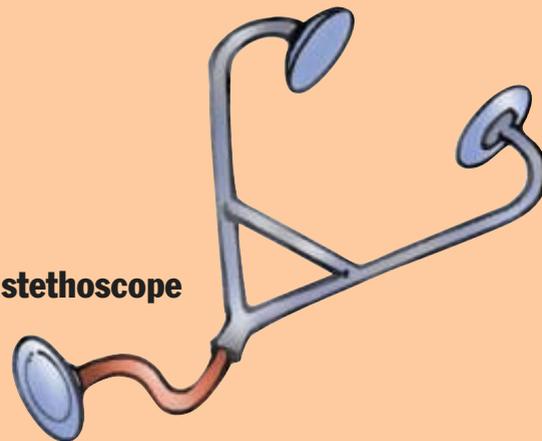


book

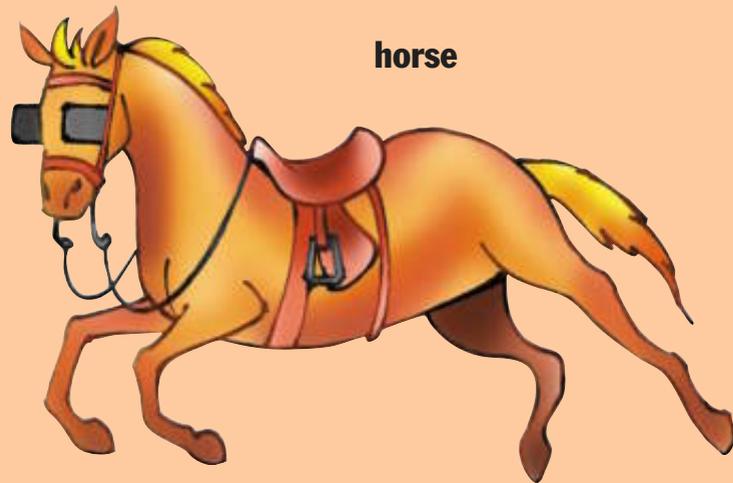


spoon

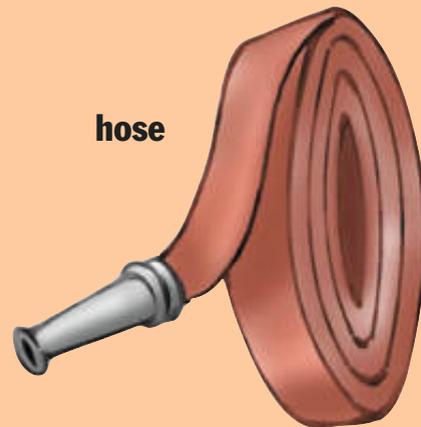
stethoscope



horse



hose



chef



firefighter



teacher



jockey



ballet dancer



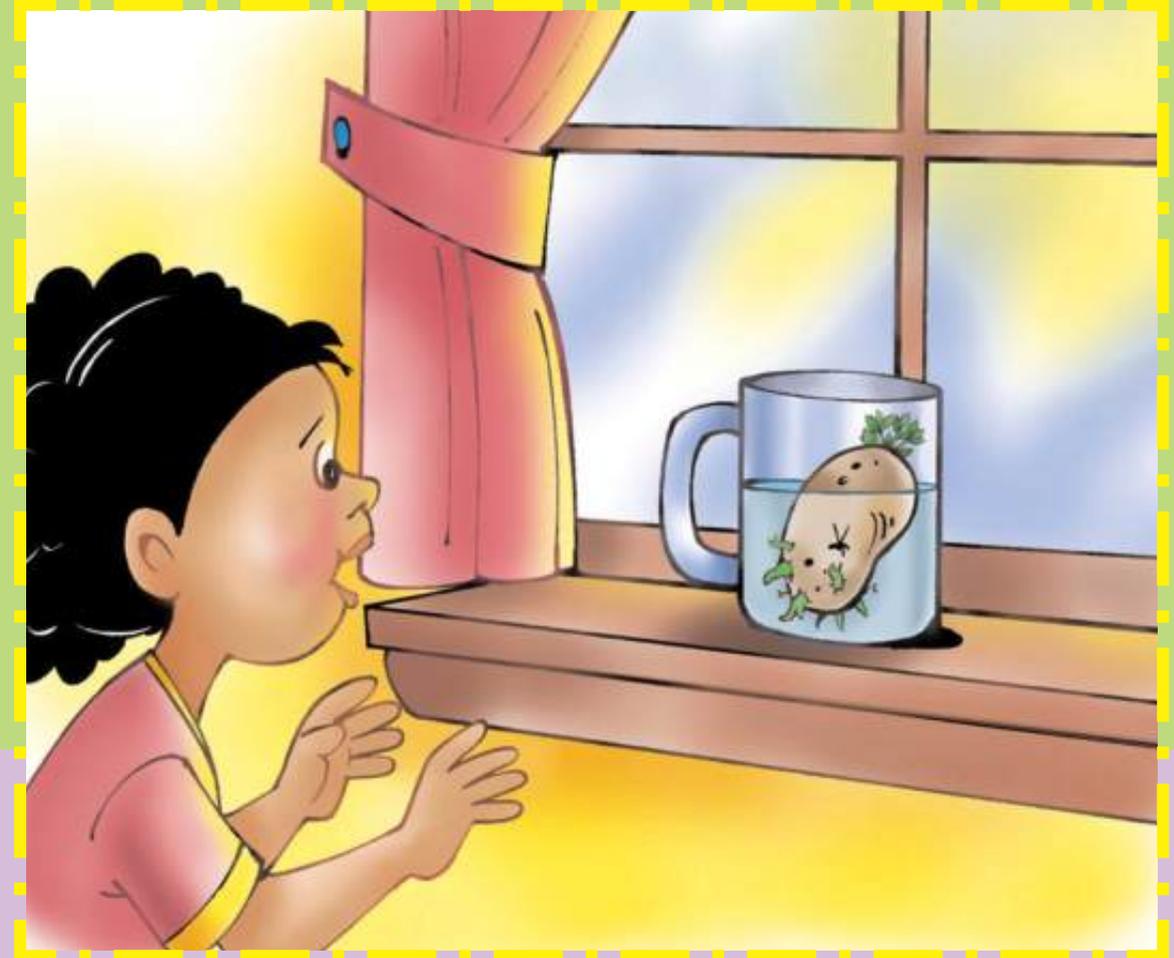
doctor



## Grow a Garden in the House

Even if you do not have a vegetable garden outside, you can grow many interesting food plants right in the house. All you need is a window that gets sunlight for at least part of the day.

1. Start your window garden with a sweet potato or even an ordinary potato.
2. Fill a see-through drinking glass or glass jar half full of water.
3. Place the thinner end of the potato in the water. Put the glass or the jar in a warm, dark place. A cabinet or a closet that isn't much used is a good place.



4. Now be patient! It will take about 10 days for the potato to begin growing.
5. When it has begun to **sprout**, take the potato from its hiding place and put it in the sunny window. Look what's happened to it! All the wavy sprouts will soon become leaves.



Carrot plants are so easy to grow that you could start two instead of just one. You can watch which one grows faster, just like watching a race!

1. Ask a grown-up to cut the tops off of two carrots. Each piece should be about two inches long including the short green stems.

2. Spread a layer of small stones over the entire bottom of a soup or cereal bowl. Put enough water in your bowl to cover the stones completely.

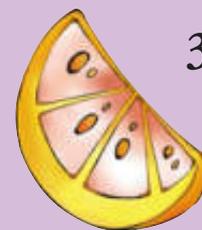
3. Set the carrot tops on the stones and put them in a sunny place. In a few days you will see several very tiny leaves beginning to grow from the carrot tops. Every day, count the new leaves that appear on each plant. Measure how tall the leaves of each carrot top have grown. If you keep watering the stones, a leafy plant will blossom from each carrot top after a few weeks. Which one is going to win the growth race?



Lemon, orange, or grapefruit seeds will give you another good plant, one with shiny, dark green leaves.

1. Soak a few of the seeds in water overnight.

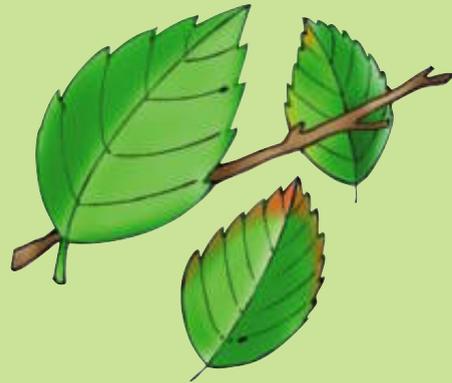
2. The next morning, plant the wet seeds in a small pot filled with **soil**. Water the soil well and make sure it never dries out.



3. It will take a while, but after a few weeks, the seeds will sprout and a tiny green plant will burst through the soil. As it grows, you might find this plant to be the most beautiful one in your garden!



# Make a Leafy Mobile



**1** Collect several fallen leaves and some long, thin, bare branches. Leaves collected in the fall make the most colorful mobile, but green leaves look pretty too!

**2** Spread the leaves on a sheet of waxed paper so that they are not touching. For extra color, sprinkle some tiny pieces of cut-up crayon around the leaves. Now cover the leaves with a second piece of waxed paper. Cover the waxed paper with newspaper or brown wrapping paper.



**3** Ask a grown-up to iron the newspaper or brown paper with an iron set on "low." Peel off the newspaper layer and let the waxed paper cool.

Firmly tie two of your branches together with yarn so that they are crossed, like this:



Make sure the yarn is extra long so that you can hang the mobile once the branches are tied together.

When the waxed paper is cool, cut out each leaf. Leave plenty of room around the edges of each one. Punch a hole in the thickest part of the leaf, at the place where the leaf meets the stem. Using thread, yarn, or clear plastic craft thread, tie the leaves to the branches. Use different lengths of thread so that some leaves hang longer than others.

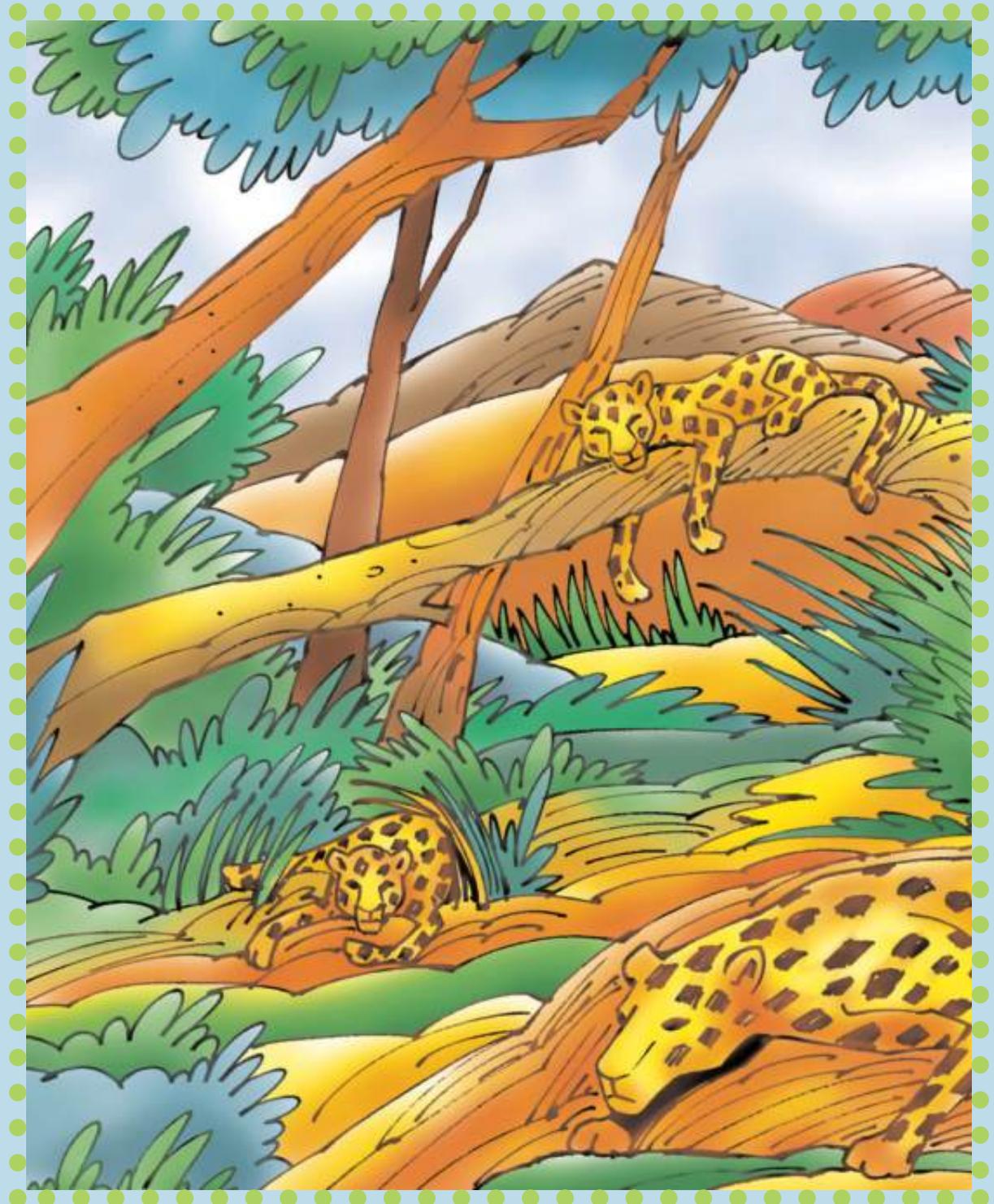


**6** Hang your mobile in a window or above your bed and enjoy a little bit of indoor nature all year long! Add a few tiny bells if you want your mobile to be a wind chime too!

# Can You Find the Big Cats?

The black leopard lives in the deep, dark green rainforest. How many black leopards can you find in the picture below?

The colors of the spotted leopard match the colors of the dry places it calls home. Its spots look like splashes of sun and shadow under the trees. How many spotted leopards can you find on the opposite page?



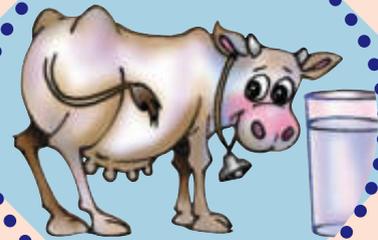
# The Weird World of Animals

Here are some strange facts about a few members of the animal kingdom...

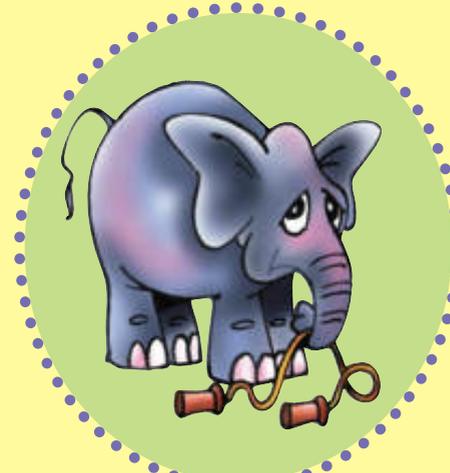
Warthogs take shelter in holes other animals have left. When the warthog enters its hole, it always backs in!



A dairy cow gives almost 200,000 glasses of milk in her lifetime. If you drank three glasses of milk a day, it would take you more than 182 years to drink that much milk!



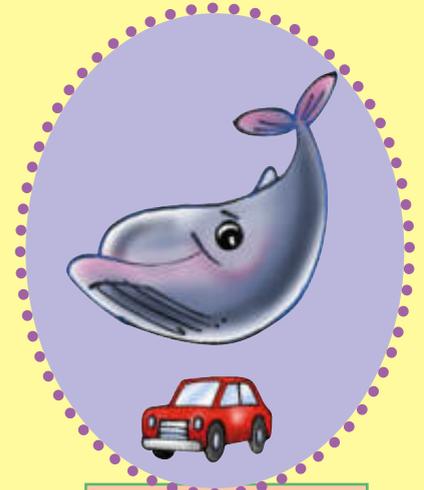
When a chimpanzee grins, watch out! A chimpanzee shows its teeth when it wants to scare something away.



The elephant is the only animal we know of that cannot jump.



The giraffe cleans its ears with its own super-long tongue.



The heart of the blue whale is as big as a car.



Cats can make more than 100 different sounds with their voice, but dogs can make only about 10.



The ostrich's eye is bigger than its brain.



## Scratch Color Art

1. Using crayons, completely color a piece of drawing paper or construction paper with all kinds of light and bright colors.
2. Next, cover all the colors with a thick layer of black or other dark colored crayon.
3. Now, using a toothpick, the end of a straightened paper clip, or a Popsicle stick, scratch a picture in the dark crayon layer. Don't scratch too hard. Just enough so that the black layer comes off and your bright colors show through underneath!

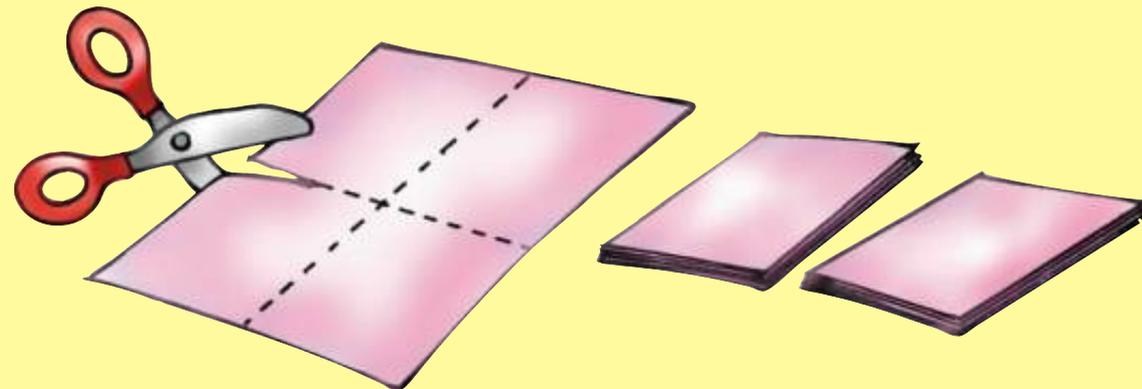
## Fun Fade-Out!

1. Let the sun help you make art! On a bright, sunny day take a piece of colored construction paper outside and lay it in the sun.
2. Place one or more small objects on the paper. Things with very clear shapes that can lie flat work best: a plastic magnetic letter, a spoon or a fork, or lots of buttons that have different kinds of shapes, for example.
3. Let the sun shine on the paper all day. After several hours, the sun will have faded the paper except where the objects are placed. To make greeting cards the same way, fold your faded paper in half and write something inside.





## Play Matching Pairs!



This is a fun game for one person, and even more fun when two or more play. You can play Letters Match, Numbers Match, or Shapes Match by making cards for each game.

1. First, cut heavy construction paper into many rectangle-shaped cards of exactly the same size. Use only one color of paper. These will be your game cards.

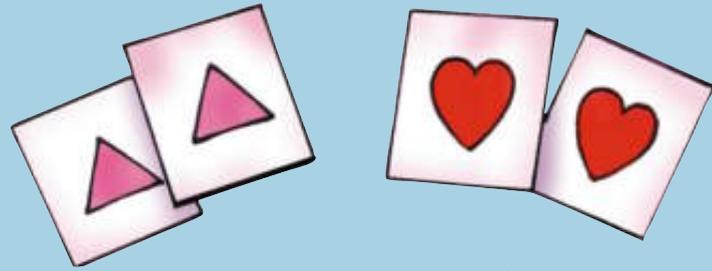
2. For Numbers Match, make 20 cards.

3. Now write the number 1 in the center of two separate cards. Do the same for each number until you have two cards each for the numbers 1 through 10.

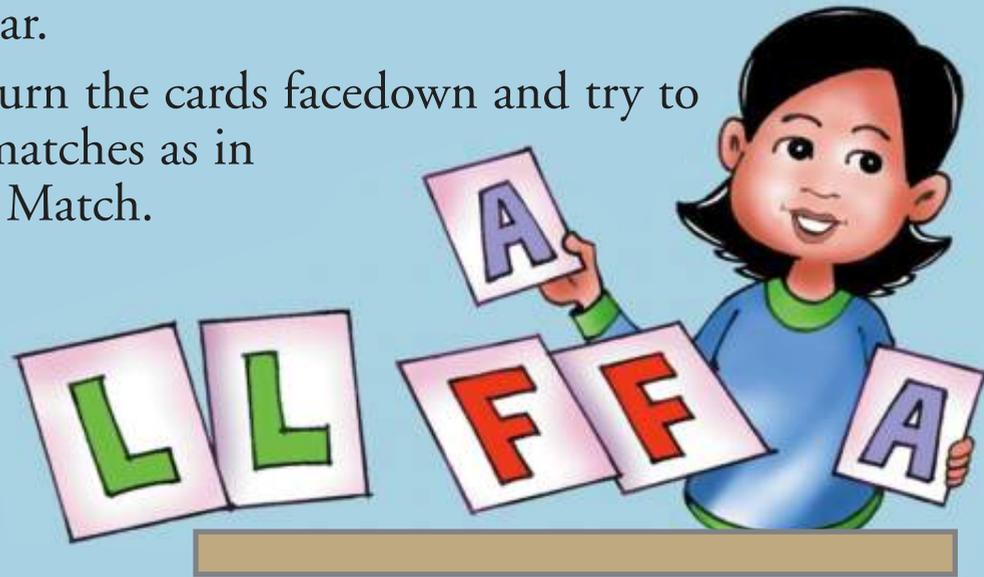
4. Mix the cards up very well. Now lay the cards facedown in four even rows of five cards each. Don't peek at what is on the cards!

5. The first player turns two cards over. If they match, the player keeps both cards. If they don't match, he or she turns the cards down again and the next person takes a turn. When all the matches have been found, the player with the most pairs wins!





2. For **Shapes Match**, make two cards for each shape.
3. Draw shapes like circles, squares, rectangles, triangles, hearts, and stars. You might think of other shapes too, but make sure that each pair of shapes looks very similar.
4. Now, turn the cards facedown and try to find the matches as in Numbers Match.



2. For **Letters Match**, make two cards for each of at least 10 letters. (To have two of each letter of the alphabet you would need 52 cards!) Make cards showing the letters A through J, for example, or L through Z, or use any letters you like. Just make sure you have two of each letter.
3. Again, lay them facedown and try to find the matches!

# Bean Tambourines

Here is a fun and easy way to make a **tambourine**.

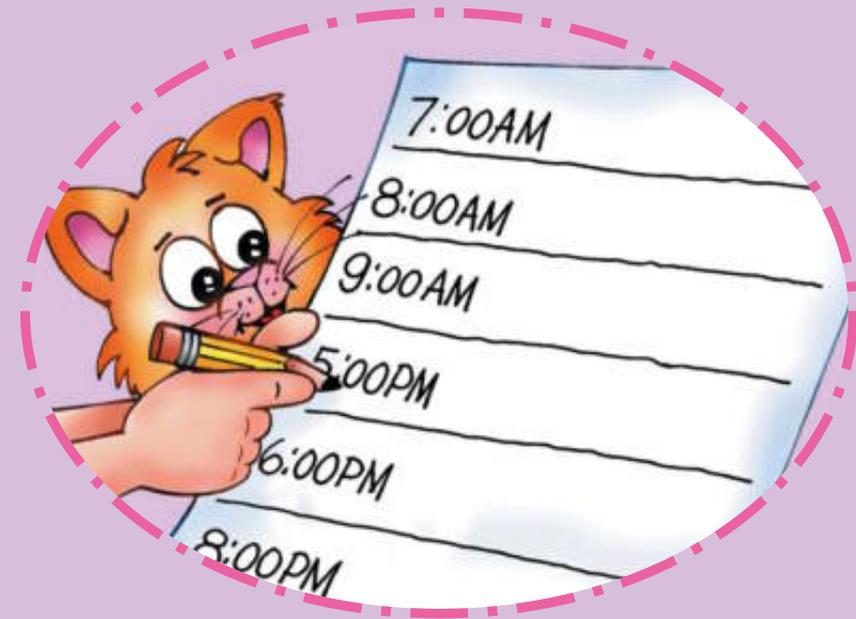
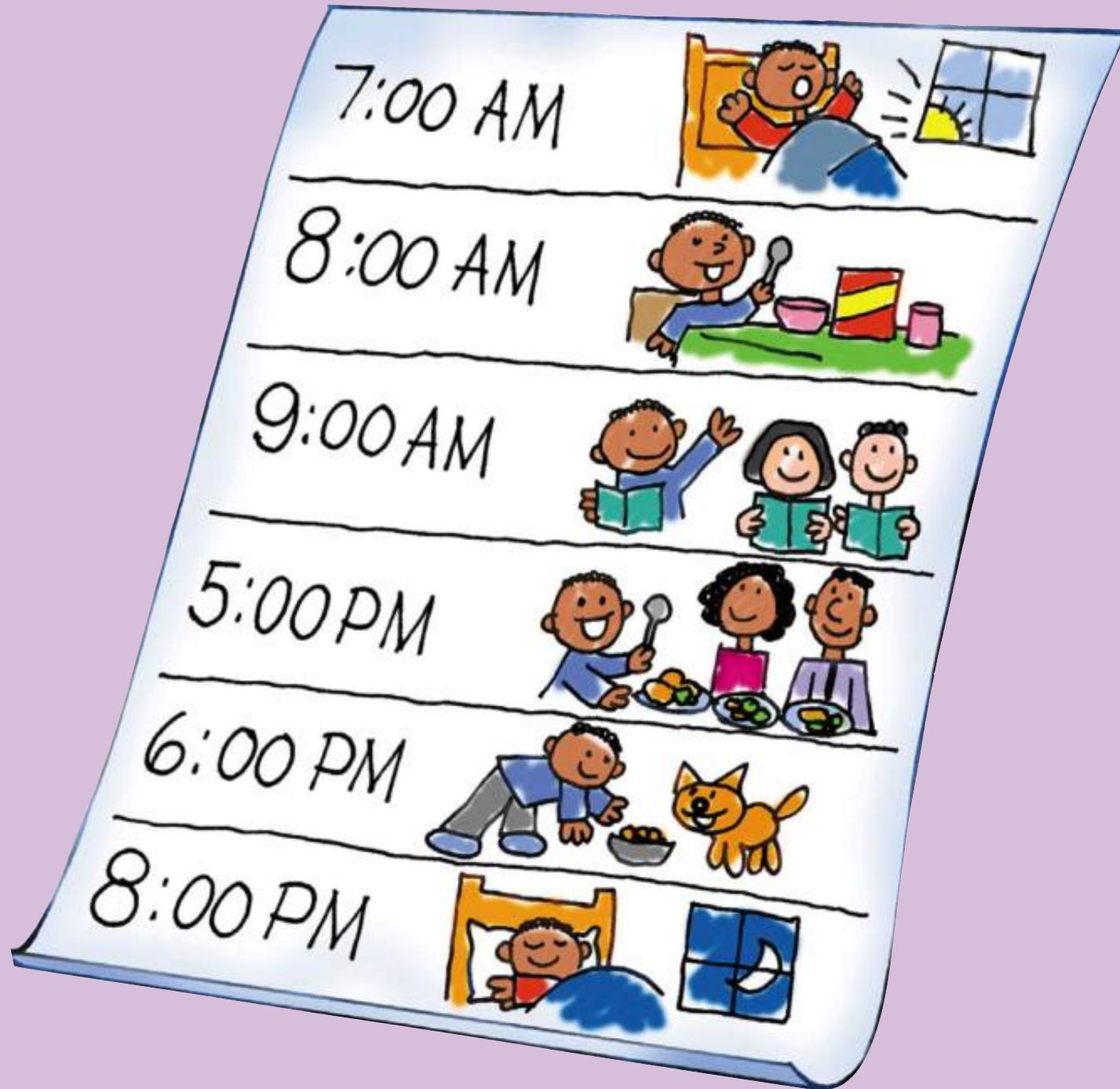
1. Decorate the back sides of two paper plates using crayons, paints, glitter, and glued-on pictures.
2. Place several dried beans, paper clips, tiny bells, or coins on one of the paper plates.
3. Place the other paper plate on top of the first one, facedown.
4. Staple the two plates together around the edges. Shake, rattle, and roll!



# What Do You Do in a Day?

Make a big picture that shows all the things you do in a day and what time you do them!

1. Take a large, long piece of construction paper, any color. Going down the left side of the paper, write the times that you do important things in your day. Some of those things might be getting up in the morning, eating breakfast, feeding a pet, taking a nap, going to school, having dinner, and going to bed at night.



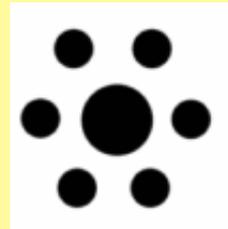
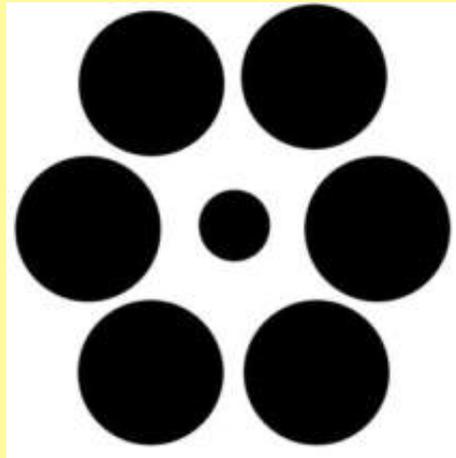
2. Beside each time, draw a picture of yourself doing the thing you do at that time.

3. You can also cut out pictures from old magazines or catalogs and glue them to the page to show these activities.

# Tricky Pictures

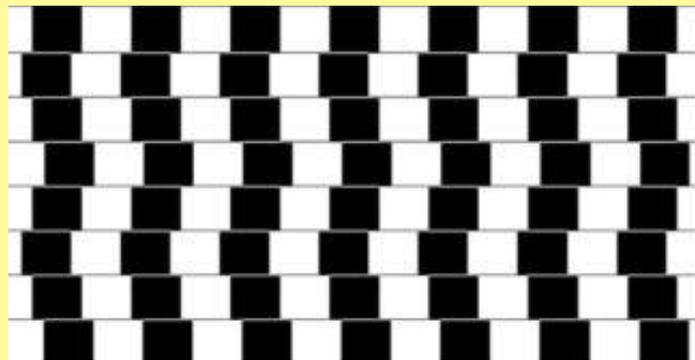
Sometimes your eyes do not see things exactly as they are. Here are some fun examples.

Is the left center circle bigger than the right center circle?



(No, they are both the same size!)

Are the lines going across crooked or straight?



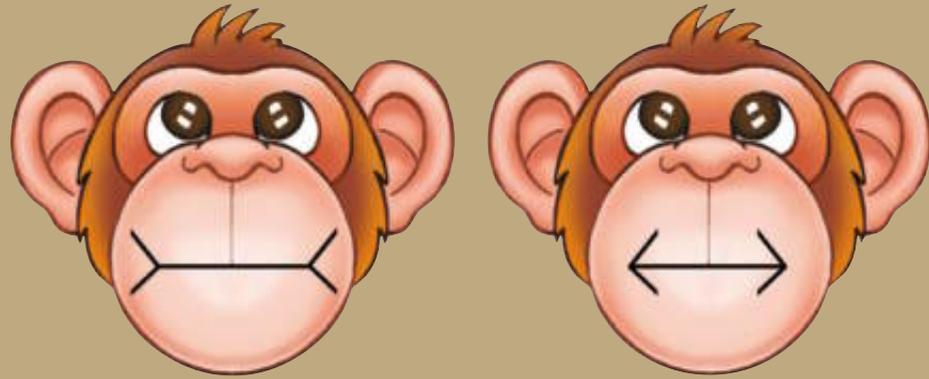
(All the lines are perfectly straight!)

Which line on the wizard's hat is longer—the line going up and down or the line going sideways across the front?



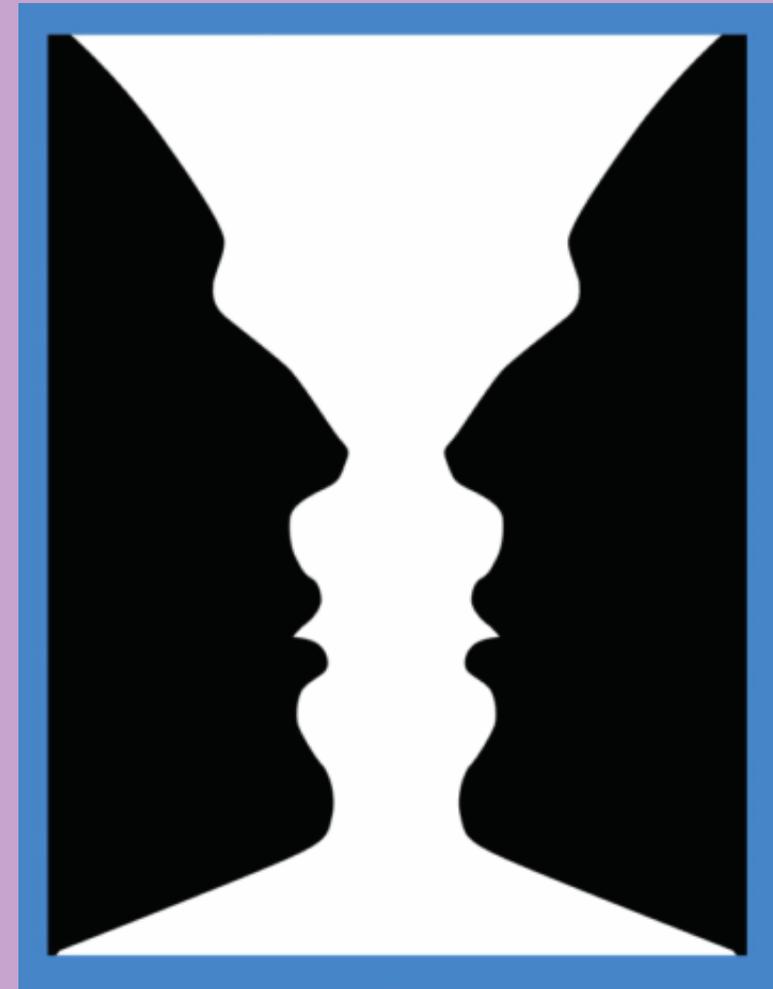
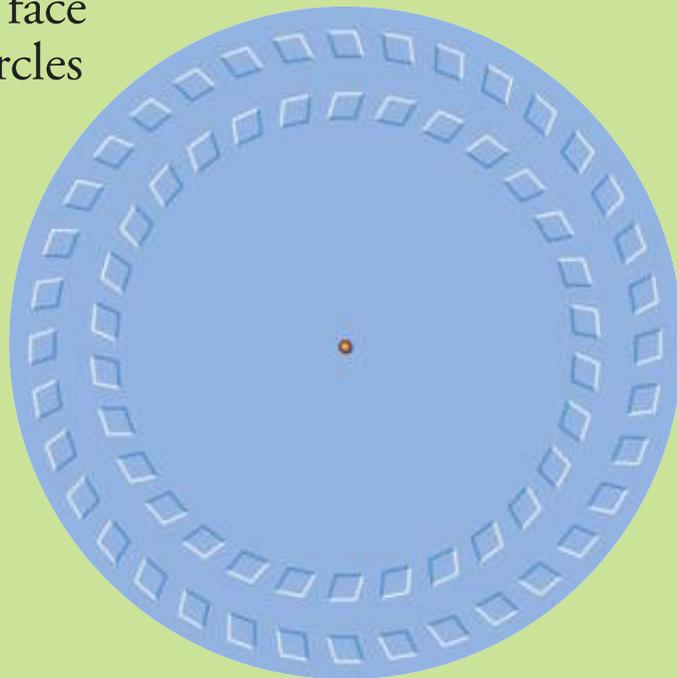
(Measure each line. You will discover that both lines are the same size!)

Which monkey has a wider mouth?



(Measure each line. You will discover that both of their mouths are the same size!)

Look at the red dot in the center of the circles below. Keep your eyes on the dot and at the same time move your face in close to the circles. Then move your face away from the circles again. Watch the circles move!



Look at this picture.



Do you see two people looking at each other?

Or do you see a large vase?



# Have You Heard This One?



**Jesse:** What are you doing?

**Tara:** Writing a letter to my little brother.

**Jesse:** But you haven't learned to write yet.

**Tara:** That's okay. My brother hasn't learned to read yet either.

**Boy:** Peanuts make you fat.

**Girl:** How do you know?

**Boy:** Have you ever seen a skinny elephant?



**Sylvie:** Does your watch tell time?

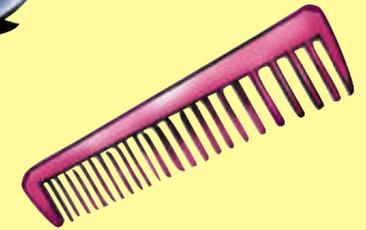
**Lisa:** No, you have to look at it.

**Ali:** Come in! Come in!

**Karen:** I'm afraid to. Your dog is barking at me.

**Ali:** But he's wagging his tail!

**Karen:** Well, I don't know which end to believe.



## What Am I?

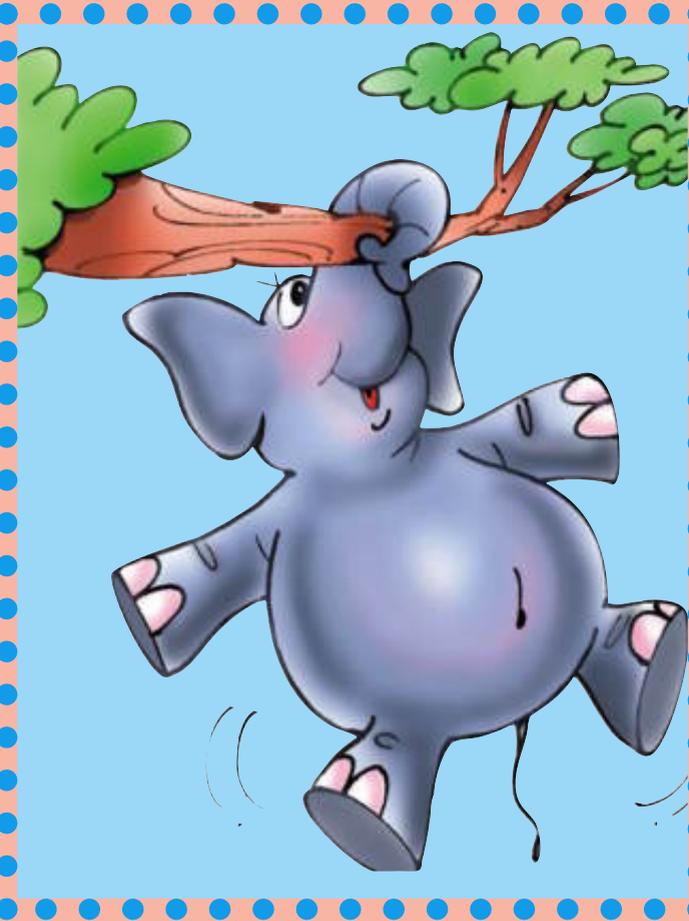
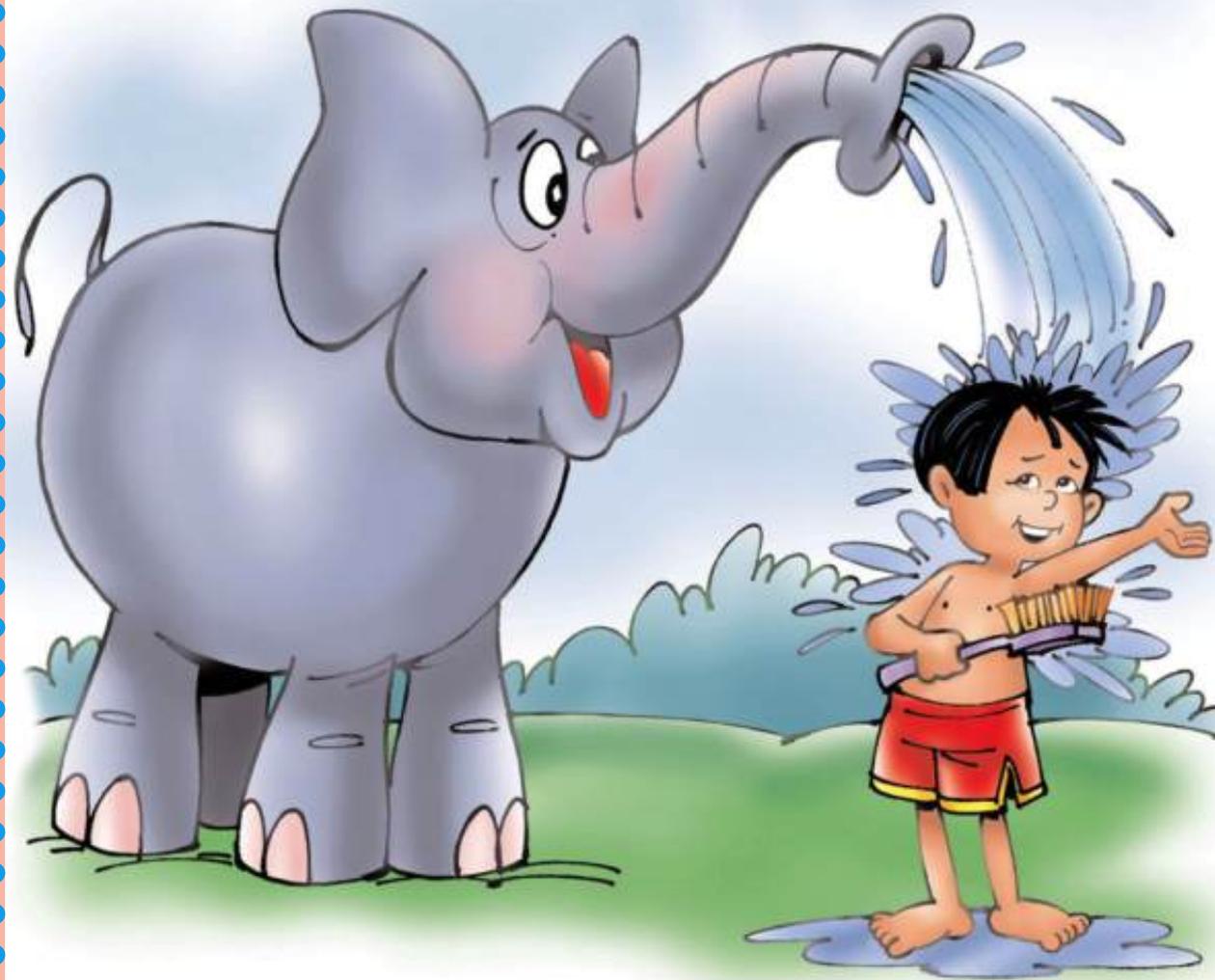
Find the picture that shows the answer to each of these riddles.

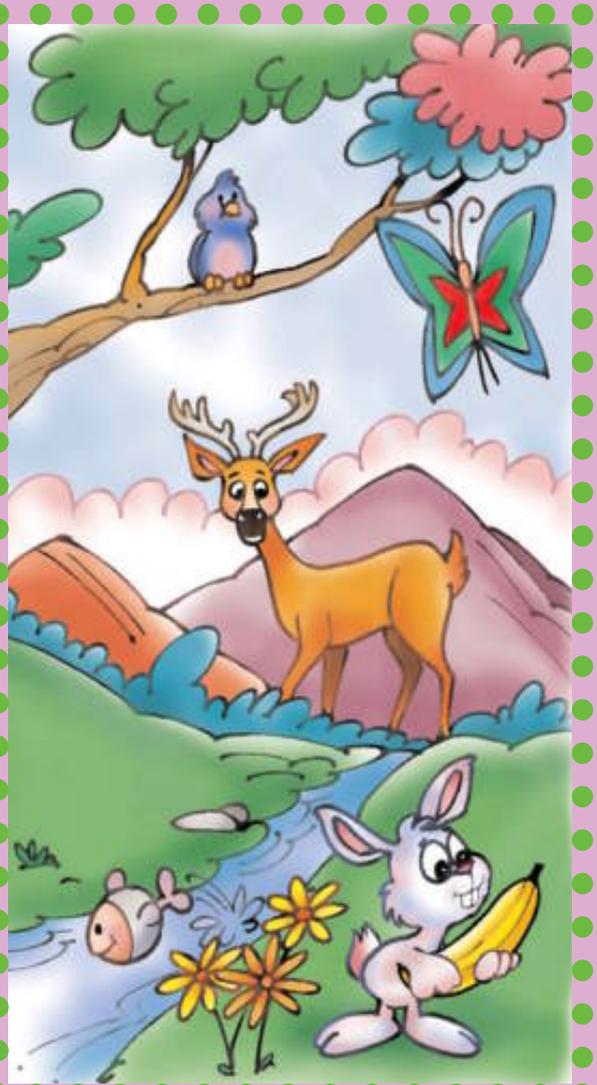
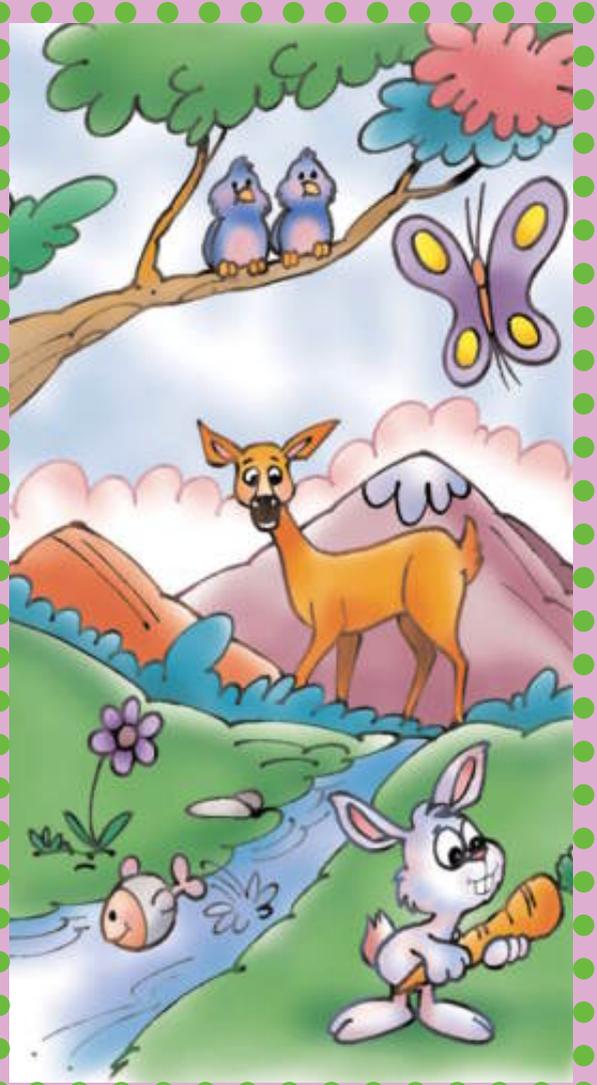
1. I have four legs, but only one foot.
2. I run, but I never walk.
3. I have teeth, but I can't eat.
4. I start with T, end with T, and am full of T.
5. I have legs, but can't walk.

1. a bed 2. water 3. a comb 4. a teapot 5. a table

# Ridiculous Riddles

Make up your own riddles and have some silly fun! One person begins by asking a question, like, "Why do elephants have trunks?" Everyone else has to give a silly answer. Make up more questions and funny answers.





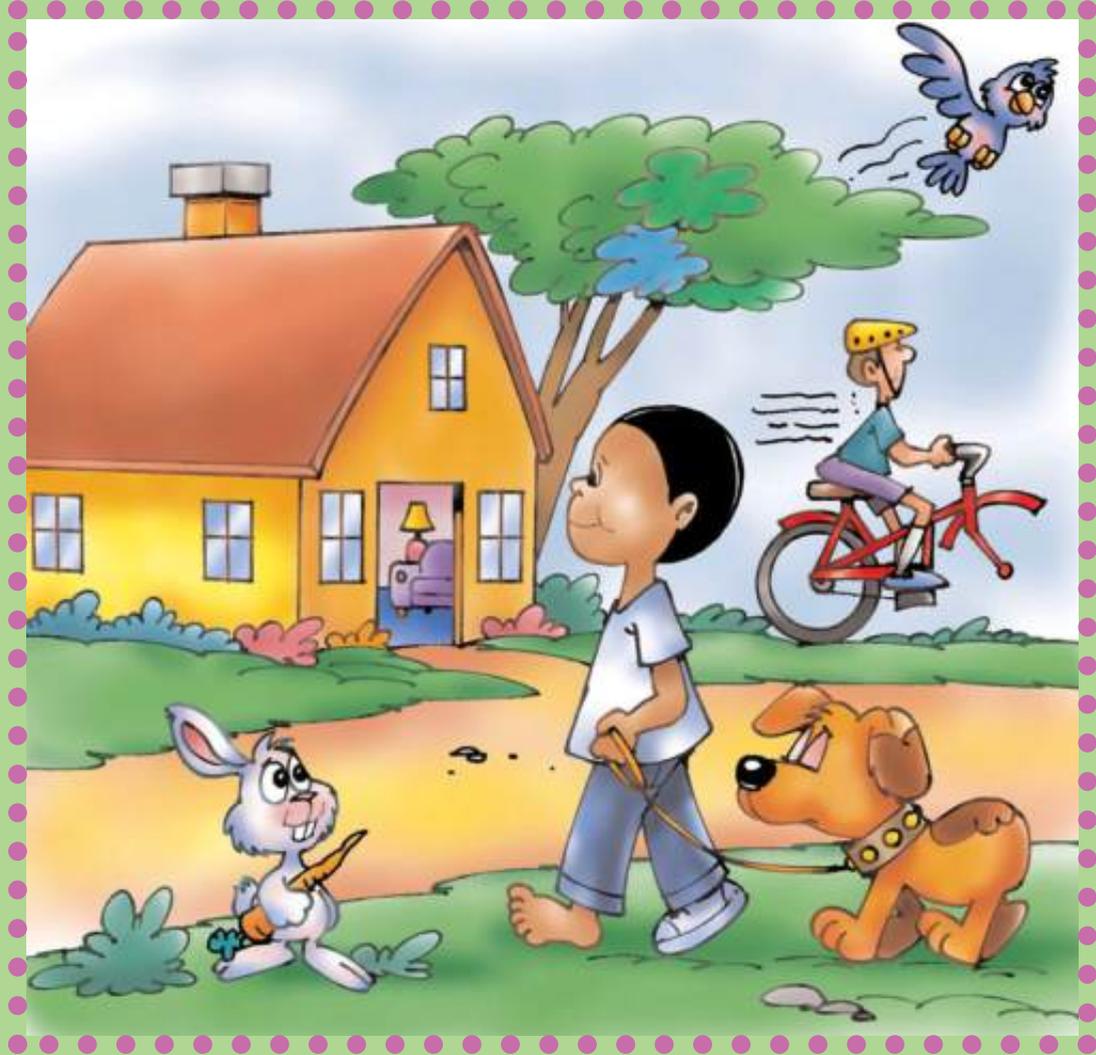
## Can You Spot the Differences?

Look at these two pictures. They look the same at first. But if you look more closely, you will see six ways that they are different. Can you find all six differences?

1. One tree has two birds, the other has one bird. 2. One butterfly is purple, the other isn't. 3. One deer has no antlers, the other one does have antlers. 4. One mountain is snow-topped, the other isn't. 5. One rabbit is holding a carrot, the other is holding a banana. 6. One picture has a purple flower, one has three yellow and orange flowers.

## What's Missing in This Picture?

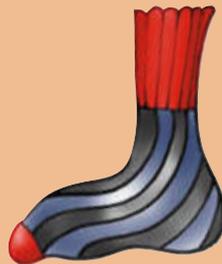
Look closely at the picture here. Can you find six things that are missing?



1. Rabbit is missing an ear. 2. House is missing its door. 3. Boy is missing his shoe. 4. Bicycle is missing a wheel. 5. Dog is missing its tail. 6. Bird is missing a wing.

# Find the Match!

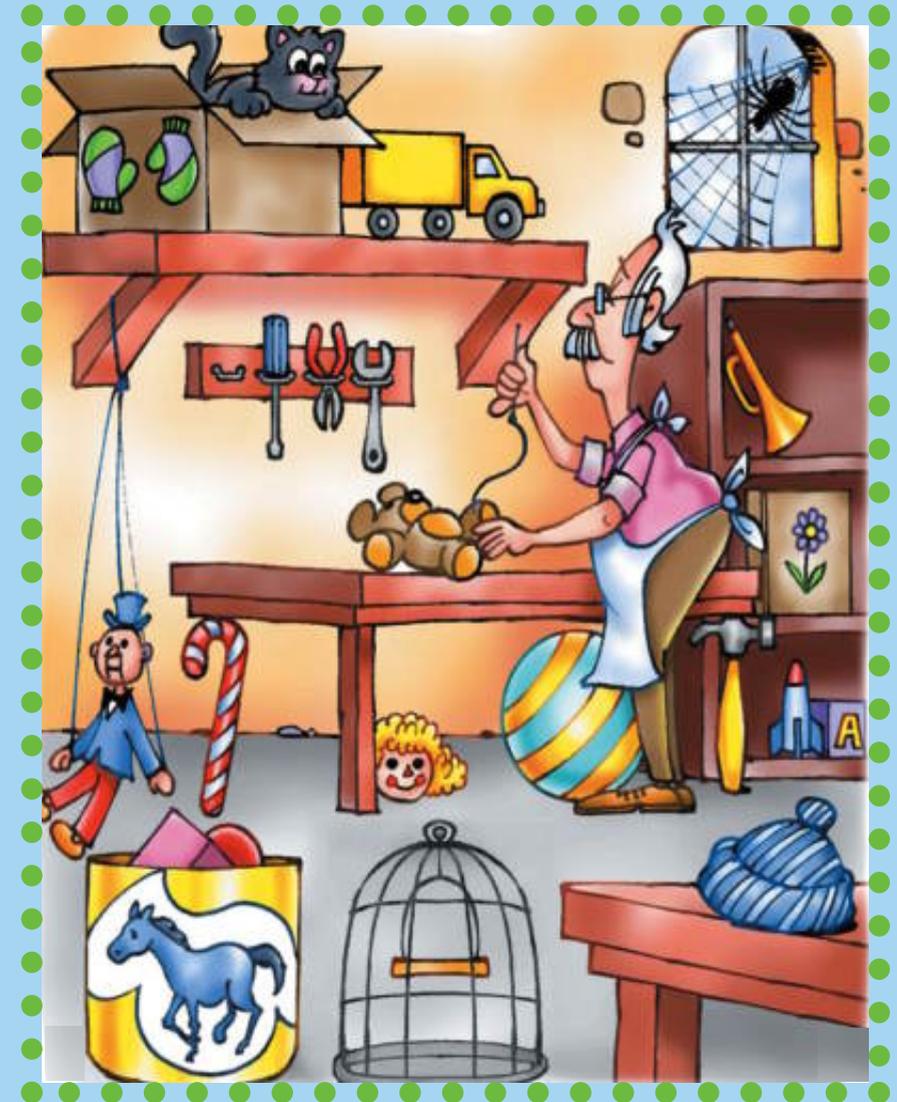
Look carefully at this page of crazy socks.  
Find each of the two socks that go together.



# Can You Find...?

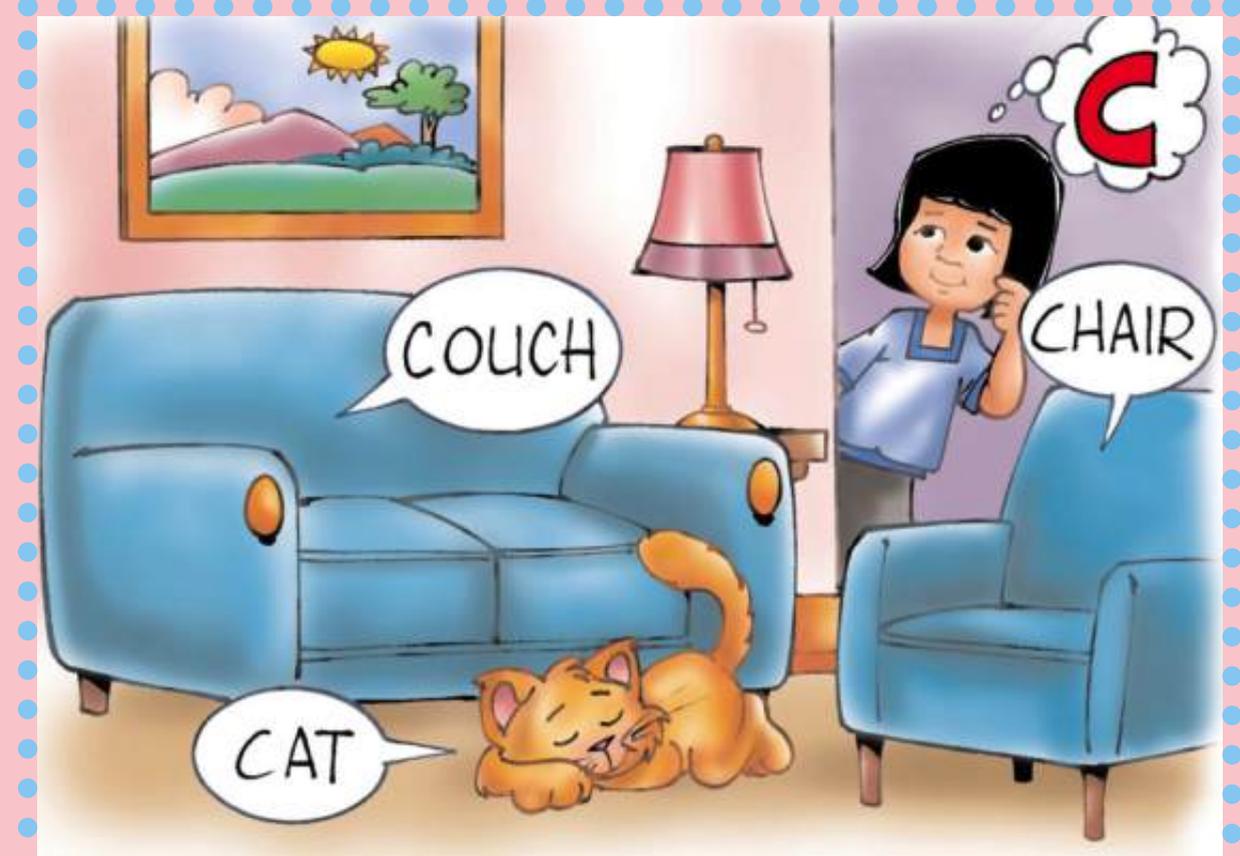
Look at this picture of a toy maker's workshop.  
Can you find all the things in the list below?

- a red and white candy cane
- a little blue pony
- a doll's head with blonde hair
- a hammer
- a yellow truck
- a striped cap
- a black cat
- a beach ball
- a birdcage
- a spider in its web
- a pair of green and purple mittens
- a brass horn
- a book with a flower on the cover
- a puppet on strings
- a rocket ship



# Color Count

Here is a fun game with colors—the more players the better! One person calls out a color. Each person playing has to name something of that color. Keep going until no one can think of anything else of that color. Then a second person picks a new color and everybody goes again.



# Alphabet Hunt

Pick a room in the house and a letter of the alphabet. Go into that room and see how many things you can find that begin with the letter you've chosen. When you can't find any more, pick another letter and another room and try it again. Play with a friend to have more fun!

# Memory Test

Choose a room in the house. Look closely at all the things in the room for about a minute. Then close your eyes and see how many things you can name.

You can also play with a friend. One of you closes your eyes while the other asks questions about things in the room. How many can you get right? Take turns in every room!



## Packing Your Suitcase

Here's a way to test your memory. You need at least two people to play. The first person begins by saying, "I'm going on a trip and I'm bringing ..." and then he or she names one thing. Here is an example: "I'm going on a trip and I'm bringing a red hat."

The next person repeats the first person's whole sentence and then adds a second thing, like this: "I'm going on a trip and I'm bringing a red hat and a pizza." Keep going as long as you can. The person who can remember the most things in the correct order wins!

# Raindrop Race

You can do a lot of the activities in this book if it is a rainy day and you have to stay inside. But this is one thing you can do only on a rainy day!

Pick out two raindrops at the top of the windowpane and see which one gets to the bottom first. Or, if more than one person plays, have each one pick a raindrop to watch. The first one to get to the bottom of the window is the winning raindrop!





# JUST FOR FUN

## GLOSSARY

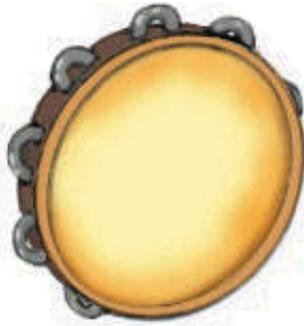
**self-portrait** (self POR tret) a picture of yourself, made by yourself

**soil** (soyl) the earth or ground; the upper layer of Earth's land, in which plants grow



**sprout** (sprowt) to begin to grow

**tambourine** (tam buh REEN) a shallow, circle-shaped drum with jingling metal pieces attached around the outside, which is played by shaking it or by tapping it with your hand



The activities in this and the other eleven volumes of the *Britannica Discovery Library* are meant, through creative play, to arouse children's curiosity about the world, improve their mental and physical skills, develop their self-expression and independent thinking, and foster their learning in general.

Play—and just simply having fun—is, and should be, a young child's primary occupation. By watching children play and studying how they grow, educators have come to understand why play is so important.

Apart from the great value physical play provides children in terms of improving coordination, balance, strength, and endurance, play of all kinds is crucial to their learning about the world and about how to relate to and interact well with other people. Through play, children learn to share, cooperate, and solve problems. Play helps develop their verbal and logical skills and is a great way for them to get direct sensory experience. What children see, hear, taste, smell, and feel gives them information about color, texture, tone, size, weight, gravity, and much more. Related to this, play helps children begin to understand concepts such as empty and full, stop and go, high and low, hot and cold.

By playing, children have constant opportunities to learn good sportsmanship, the difference between right and wrong, and how to follow directions, pay attention, and stick to a task until it is done. These kinds of skills and habits build self-confidence and establish a solid foundation for rewarding interpersonal relationships as children grow into adulthood.

By taking an active role in children's play, you can help them develop high self-esteem and confidence. Give them a clear, safe space to play in and join in at times. When playing, follow the children's lead. They will naturally show you what their interests are. Playing with your children is not only a fun way to share time with them, but it is also the most important way to nurture every area of their development.

The *Britannica Discovery Library* presents a wide variety of opportunities for this kind of constructive creative play. Additionally, through the activities in this Just for Fun volume, children will gain further understanding of the concepts presented in the other volumes of the *Britannica Discovery Library*—while simply having fun.

### Enhancing Cooperative Play

Children will benefit greatly from such cooperative play and problem-solving if they share a common goal. Each child will bring a different perspective to the task, resulting in a "cognitive leap" for all children involved. Additionally, children at less advanced levels of development learn quickly when paired with older or more developmentally advanced children. Studies have also shown that learning to play cooperatively leads children to be more cooperative in all areas of their lives and indicates that they become more caring and considerate of others as well.

For young children to get the most out of an activity that involves cooperative play, it is essential that the goal is intrinsically interesting to them rather than being something an adult deems "important." If the children aren't naturally drawn to the task or play, they won't want to participate for very long.

Insisting that they follow through will create resistance to learning. The best way to keep them involved is to allow them, as much as possible, to be creative and make their own choices. Similarly, the results of their actions, or joint problem-solving, should be immediate and visible to young children.

Help them clarify what their shared goal is or help them rethink it, if necessary. By agreeing in advance, the children will be much more likely to cooperate and have fun. At the same time, allow for some spontaneity, including changes to the original plan if necessary. Children learn from trial and error.

Encourage children to work together and think through things by sharing their thoughts and ideas with one another. Through this kind of interaction, children begin to understand that everyone's input is valuable and that their own ideas are thereby encouraged. If some of the children in the group are less assertive or shy about contributing, gently encourage their participation as well.

If children are struggling to reach their goal or find an answer to a problem, resist the temptation to jump in and offer a solution. Much research suggests that the most important thing for cognitive development in young children is the cooperative effort involved in attacking the problem. Coming to a "correct" answer is much less important or valuable to development than the thinking processes that lead them there.

### About Shapes

When children learn about shapes they are acquiring the basic skills needed for reading, writing, and mathematics. Identifying simple shapes and knowing how to measure lay the foundation for geometry. Recognizing and understanding patterns is an important step in grasping concepts of higher math, especially algebra. Seeing how different shapes fit together to complete a puzzle begins the process of seeing how putting letters together forms words.

Being able to recognize patterns in the context of their environment is another way children begin to learn about math and reading. Help children learn by calling attention to and naming shapes and patterns in their surroundings. For a simple game, try laying three different-colored socks down in a row, such as: blue sock, red sock, patterned sock. Give your children the matching socks and ask them to re-create the same pattern—blue sock, red sock, patterned sock. Increase the number of socks and make a simple repeating pattern and try it again.

### About Sound

Children are innately drawn to music and other fascinating sounds—cats purring, clocks ticking, a friend giggling. Lullabies, rhyming chants, and boisterous songs delight children and naturally inspire them to express themselves through voice and movement. Children often begin to sing spontaneously, even making up songs, and should be encouraged rather than teased or otherwise inhibited from doing so. The natural expression of emotions through music and even raucous sound helps children develop social and emotional skills. It is also how children learn about language and helps them develop their auditory processing skills. At the same time, making music helps them channel their tremendous energy in productive, creative ways.

## About Words

Research has well proven that children who are read to on a daily basis become much stronger readers. Even babies should be read to. Hearing, telling, and writing stories all lead to greater reasoning and problem-solving skills. Adults who encourage children to talk about or write down their thoughts, feelings, and experiences freely, without correcting them, encourage their interest and abilities in using language, both verbal and written. Allow them to invent and imagine freely. And always be willing to listen!

Simple puzzles, such as jigsaw puzzles, are extremely valuable in helping children grasp the concept of reading. By doing puzzles they begin to see that puzzle pieces have particular shapes (just as letters do) and that putting different shapes together makes a whole; e.g., five puzzle pieces combine to make a whole just as five letters make a word, and five words may make a sentence.

## About Numbers

As children learn about numbers they begin to apply basic concepts directly related to reasoning and logic. Counting, sorting, and comparing groups of objects—and being asked to estimate numbers—help develop later skills in adding, subtracting, multiplying, and dividing. Observing adults and peers work out problems of logic and apply mathematical concepts also improves their skills with numbers. Similarly, comparing, reflecting, and discussing the observations they have made about their experiences enhance abstract thinking skills and help children begin to make inferences and valid arguments. If a child makes a “mistake” on a given task or problem, always encourage him or her to try again.

## About Time

Children don't have to be able to tell time to understand the concept of time. There are many simple ways you can help them grasp the concept. When you get in the car to go somewhere, announce the exact time. Ask the children to guess how long it will take to reach your destination. Once you arrive, tell them the time and exactly how many minutes and/or hours have passed since you started.

Try other ways to capture their interest in time. Mix a cake in the kitchen, set the kitchen timer, and remove the cake when the timer goes off. Take the children outside at night and explain the movement of the sun and the moon. Give them an inexpensive stopwatch or wristwatch even if they haven't yet learned to tell time. Explain a little bit about how time is measured. Even recognizing the numbers on a clock face will give a young child a sense of accomplishment.

Illustrations by Rick Incrocci.

© 2005, 2008 by Encyclopædia Britannica, Inc.

International Standard Book Number: 978-1-59339-823-1 (set)

International Standard Book Number: 978-1-59339-835-4 (volume 12)

No part of this work may be reproduced or utilized in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage and retrieval system, without permission in writing from the publisher.

Britannica Discovery Library:

Volume 12: Just for Fun 2005, 2008

Britannica.com may be accessed on the Internet at <http://www.britannica.com>.

Encyclopædia Britannica, Britannica, and the Thistle logo are registered trademarks of Encyclopædia Britannica, Inc.

BRITANNICA  
**DISCOVERY**  
LIBRARY

- 1** Me
- 2** Me and You
- 3** People and Places
- 4** The World Around Us
- 5** Animals
- 6** Colors
- 7** Shapes
- 8** Sounds
- 9** Words
- 10** Numbers
- 11** Time
- 12** Just For Fun



ENCYCLOPEDIA  
**Britannica**<sup>®</sup>

[www.britannica.com](http://www.britannica.com)