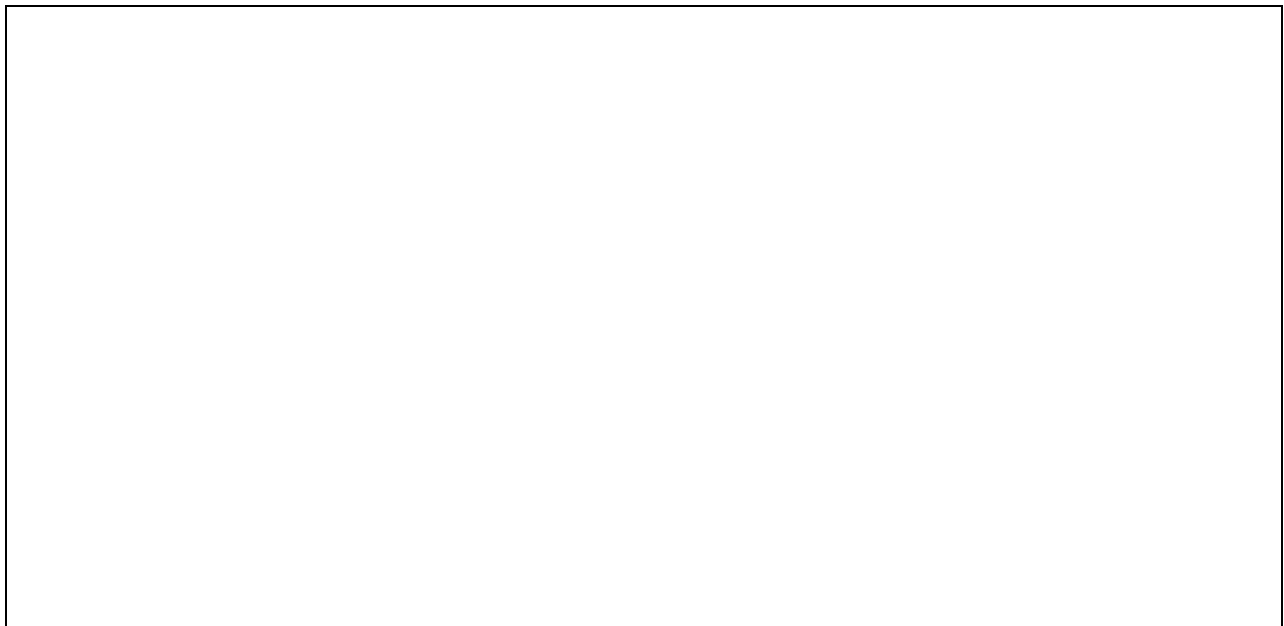


Bink and Gollie by Kate DiCamillo
& Alison McGhee
Illustrated by Gordon C. James

Activities:

1. If you have a globe, spin it around and stop it with one finger, like Gollie does. Wherever your finger is pointing is the place you can use your imagination to travel to—even if it's in one of the oceans. If you're not sure what is unique about your place, ask a grown-up or research it on the Internet. You can act out your adventure or draw and color it (below). If you don't have a globe, you can use a map. With your eyes closed, start walking toward the map from 10 feet away with your finger out. Wherever your finger hits the map will be the place you'll use your imagination to travel to.
2. Draw a colorful picture (below) of all of your marvelous companions! As we learn from Bink, not all marvelous companions have to be people. Who will you include in your drawing?



Share a picture of your adventure or drawing using the hashtag [#PPSReads!](#)