Mabel Is Terrible at Hiding!

A Hide-and-Seek ABC



LITTLE STORY MAGIC



Julia draws a chalk X on the path.

"This is home. Let's play hide-and-seek!"

Mabel looks at Julia.

Julia looks up. And up.

"You hide first."

"All of me?" asks Mabel.



Aa

A is for Away

uh-WAY

Julia turns away.

"I won't look."

Mabel looks for somewhere to put an enormous dinosaur.



Bb

B is for Bush

BUUSH

Bush in front.

Mabel behind.

Well, some of Mabel.



Cc

C is for Count

KOWNT

Count slowly, Julia.

Mabel is still arranging her tail.

"Ready!"



Dd

D is for Dinosaur

DYE-nuh-sor

"That bush has grown a dinosaur," says Julia.

"A very quiet dinosaur," says Mabel.



Ee

E is for Eyes

EYEZ

"Eyes closed?" asks Mabel.

"Mine are open now," says Julia.

"I could close mine."



Ff

F is for Feet

FEET

"Feet," says Julia. "I can see your feet."

Mabel looks down.

"Oh. I forgot the bottom."



Gg

G is for Giggle

GIG-uhl

A giggle shakes the bush.

Then it shakes Julia.

"I think you found me," says Mabel.



Hh

H is for Hide

HYDE

"Hide somewhere bigger," says Julia.

Mabel looks at the very small bush.

Then at the very big trees.



Ii

I is for Idea

eye-DEE-uh

"I have an idea," says Mabel.

"Is it a big one?"

"It needs to be."



Jj

J is for Julia

JOO-lee-uh

Julia covers her eyes again.
Behind her, leaves go swish.
Quite a lot of leaves.



Kk

K is for Knees

NEEZ

Knees bend.

Mabel settles between the trees.

This time, she remembers the bottom.



LI

L is for Leaves

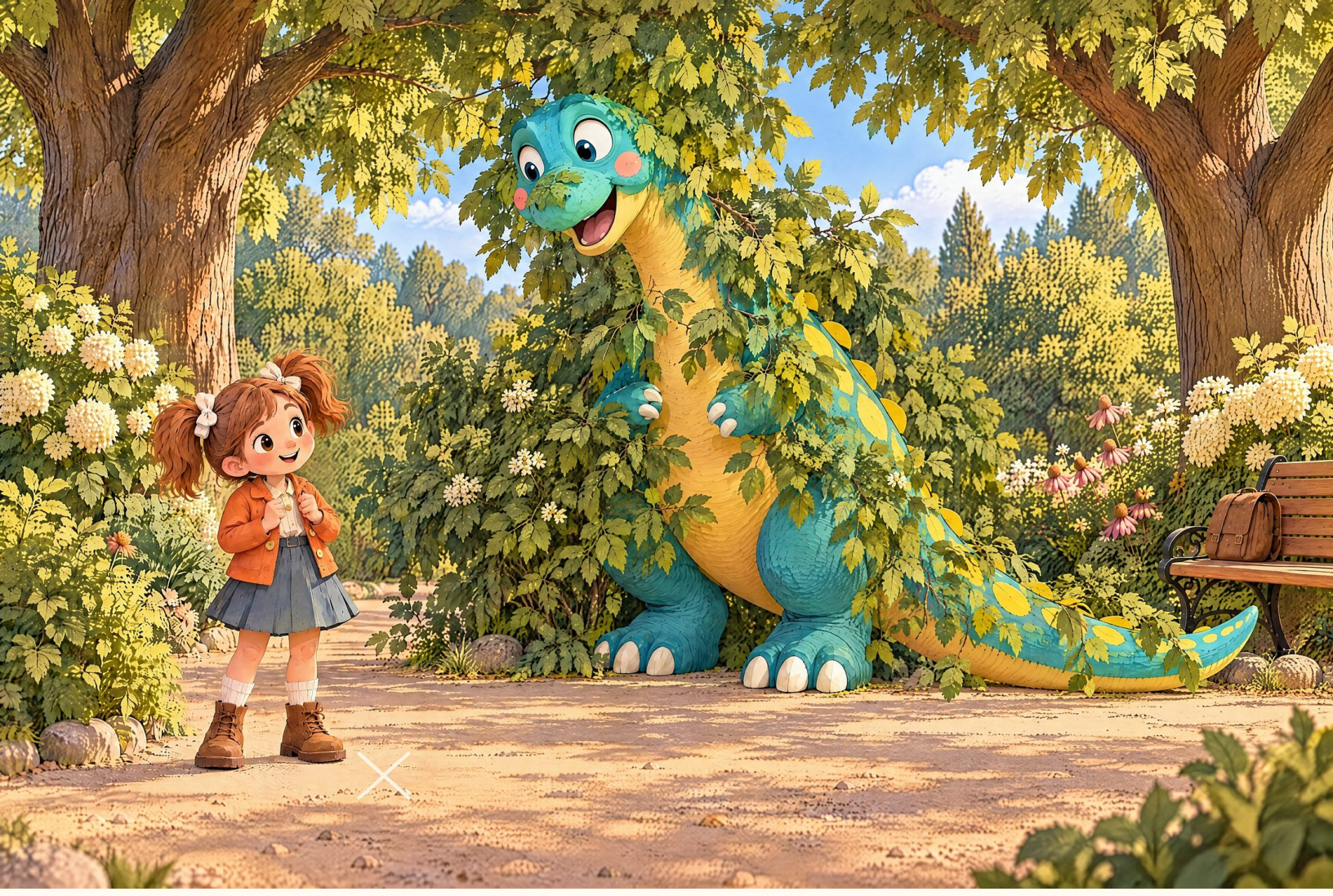
LEEVZ

Leaves round her tummy.

Leaves round her nose.

A leafy branch over her tail.

Nearly perfect.



Mm

M is for Mabel

MAY-buhl

"I am a tree!" says Mabel.

Julia lowers her hands.

"Trees don't say that."



Nn

N is for Now

NOW

"Now your turn," says Mabel.
She sits beside the bench.
"I'll find you from here."
Julia looks round.
"I've got a little idea."



Oo

O is for Off

AHF

Off goes Julia.

Mabel closes her eyes.

Julia passes the bench.

Then she doubles back.



Pp

P is for Peek

PEEK

Julia crouches behind the thick base of Mabel's tail.

Peek! One white bow shows.

Mabel opens her eyes and looks past the flowers.



Qq

Q is for Quiet

KWYE-uht

Quiet, Julia.

Don't giggle.

Not even a little one.



Rr

R is for Ready

RED-ee

"Ready or not!" calls Mabel.

She turns her head.

Julia stays very still.



Ss

S is for Search

SURCH

Search behind the tree.

Search beside the flowers.

Mabel's enormous nose goes this way. Then that way.

The rest of Mabel stays put.



Tt

T is for Tail

TAYL

A tail makes a very good wall.
On the other side of this one—
Julia.



Uu

U is for Under

UN-der

Under the bench?

Mabel peers down.

One ball.

No Julia.



Vv

V is for Very

VEH-ree

"Very good hiding," says Mabel.

"Thank—"

Julia clamps her lips together.



Ww

W is for Where

WAIR

"Where did THAT come from?"

Mabel turns toward her tail.

Julia bends her knees.

Ready...



Xx

X is for X

EKS

Julia dashes out and taps the chalk X.

"Home!"



Yy

Y is for You

YOO

"You were right behind me!" says Mabel.

"Only a little bit behind," says Julia.



Zz

Z is for Zoom

ZOOM

Zoom!

Julia runs back to cover her eyes.

"Your turn!"

Mabel looks at the bush.

Then at the trees.



Leaves round her tummy.

Leaves round her nose.

Mabel opens her mouth.

Then she closes it.

Shhh.

A little more to share

Play the hiding game

Look for the clues before Julia does, whisper along, or try a new hiding place for a toy. Mabel can be patient and funny at the same time.

A little letter looking

Each letter has a big form and a little form, such as Aa. Name them when your child is interested. The chalk X is a home mark in the game. Mabel is an invented dinosaur, and the story is a game of hide-and-seek.

Saying the words

The small line helps you say the word. Hyphens separate syllables; capitals show the strongest beat. AIR sounds like hair, AH like father, AY like day, OH like go, OW like cow, OO like moon and UU like book. The light uh sounds like the first vowel in about. These are approximate American English guides; familiar regional pronunciations are welcome.

Letters and sounds

K is silent in Knees. The X page uses the letter name for a mark in the game.

Made for sharing

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