MARIGOLD
STORY BLAZERS

HALLOWEEN SPORTS & MOVEMENT

Coloring Book

Color, choose a gentle move, and enjoy cooperative play with the Story Blazers.

Ages 3–5

www.marigoldstoryblazers.com

Welcome to Marigold Ridge

We ask questions, help our friends, and find stories in surprising places. What will we notice today?

Color, choose a gentle move, and enjoy cooperative play with the Story Blazers.

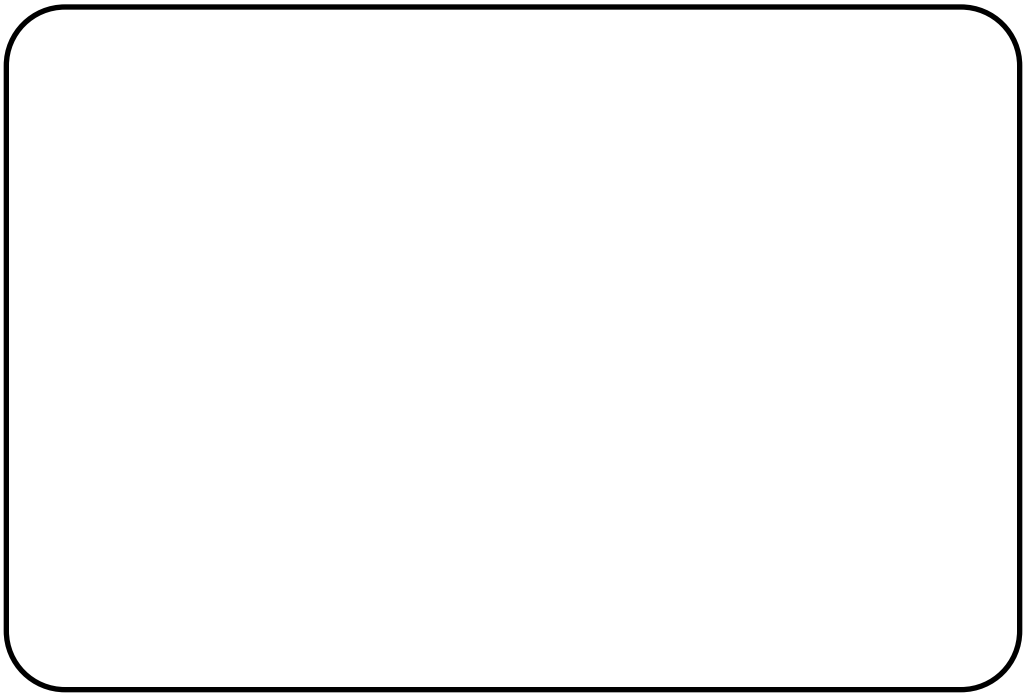
Every child can join in their own way. It is okay to point, talk, pause, or leave a page for another day.

Be kind. Be curious. Be brave.

That’s the Marigold way.

This book belongs to

Write your name. Draw or color something that makes you smile.



Your ideas belong here.

For Grown-Ups

Read the direction and the grown-up cue before trying a movement. Moving is always optional.

Pointing, watching, coloring, seated movement, or resting are complete choices. Let your child choose.

Use clear, level space away from traffic. Use only light, soft props and stay close enough to help.

No score or winner is needed. Take turns, ask before sharing or mirroring, and let anyone stop.

Printed paths may be traced on the page. Never recreate a scene with heavy pumpkins, high targets, hard balls, or unsafe obstacles.

Each art page has an intentional blank back. Crayons and colored pencils work well. Put a protective sheet behind a page if using markers; ink can still pass through paper.

Roll the Soft Pumpkin

Color the soft ball and leaf mat. Try a gentle roll—or point to where the ball will stop.



Use a soft ball and clear floor space. Seated choice: roll from beside a chair or trace.

Step on the Big Boots

Color the big boot prints. Follow them slowly—or point to each one.



Choose standing steps, seated toe taps, or finger pointing.

Reach for the Paper Leaves

Color the paper leaves. Reach, lift a hand, or point to the leaf you choose.



Keep every leaf within easy reach. No climbing. Seated reach or pointing is complete.

Toss the Paper Ghost

Color the paper ghosts and the big basket. Toss one gently—or point to where it could land.



Use light paper only and place the basket close. No face-level throws.

Stop on a Moon Spot

Color the moon spots. Move to one and stop—or tap one with your hand.



Leave a wide, clear path. Seated choice: toe tap, hand tap, or point.

Sway Like Garden Stems

Color the tall stems. Sway slowly, move your hands, or watch which stem bends.



Keep feet planted or stay seated. Small hand movement or watching is enough.

Catch the Felt Bat

Color the felt bat. Catch it close—or hold out a basket for it.



Use a soft prop and a short distance. Observation choice: point to the catcher.

Follow the Wide Mural Curve

Color the wide curve. Follow it, trace it, or point from start to finish.



Keep the route wide and flat. Seated choice: trace it with a finger.

Roll Under the Moon Arch

Color the moon arch. Roll the soft ball under it—or trace the ball's path.



The arch stays on the floor. No crawling, climbing, or hard balls.

Pumpkin Pin Roll

Color the three pumpkin pins. Roll toward them—or point to the pin you think might tip.



Use foam pins and a soft ball. Reset only after the ball stops.

Leaf Target Toss: Near

Color the near leaf. Toss a soft beanbag to it—or point to the closer target.



Use the close target and a gentle underhand toss. Pointing is a full choice.

Pass the Soft Moon

Color the soft moon. Pass it to one friend, slide it, or point to who goes next.



Every child may pass, slide, watch, or color.

Cradle the Catch

Color the soft ball. Catch it close to your body—or hold a basket ready.



Keep the distance short and never aim at a face. Basket catching is welcome.

Toss to the Big Star

Color the big star. Toss a felt leaf onto it—or point to its center.



Keep the target on the floor and use a gentle underhand toss.

Roll to the Stop Leaf

Color the stop leaf. Roll the ball until it reaches the leaf—or trace the route.



Keep the ball on the ground and the friend beside, not behind, the target.

Scoop a Floating Leaf

Color the floating leaf. Catch it in a basket—or watch where it drifts.



Keep the cloth away from faces and necks. Watching is complete.

Big Step, Little Step

Color one big step and one little step. Try either—or point to the size you choose.



Steps can be any size. No size is better. Seated hand spacing or pointing works.

Walk Beside the Garden Row

Color the safe garden path. Move beside the plants—or trace the clear edge.



Never step into the bed or over tools.

Tiptoe Around the Soft Pumpkins

Color the soft pumpkins. Move around them—or guide a finger around each one.



Keep props low and far apart. No jumping is needed.

Toe-Tap the Bat Spots

Color the bat spots. Tap one with your toe, hand, or finger.



A seated move is a full choice, not a backup. Pointing or coloring also completes the page.

Balance a Leaf on Your Hand

Color the felt leaf. Hold it on an open hand—or rest it on your lap.



Use a light, flat prop. There is no time goal, and dropping it is fine.

Freeze at the Friendly Ghost

Color the friendly ghost. Move along the line and pause—or point to the stop spot.



Move slowly in a clear space. No race or sudden stop is required.

Choose the Wider Path

Color the wider path. Follow it—or point to the route with more space.



Use the wide route. Do not squeeze between props.

Roll Around the Harvest Circle

Color the harvest circle. Roll, slide, or point around the curve.



Keep the ball on the ground and give every friend space.

Tall Shadow, Small Shadow

Color the two shadow shapes. Make yourself tall, small, or point to one.



Choose a comfortable shape. Nobody needs to hold a pose.

Open Like Owl Wings

Color the owl wings. Open your arms, open your hands, or point to the wider wing.



Keep personal space between friends. Small hand motions count.

Seed Curl, Sprout Open

Color the seed and sprout. Make a small shape, an open shape, or show both with your hands.



Stay low only if comfortable. Seated hands can show the whole idea.

Reach Across and Share

Color the leaf. Reach it toward a friend—or slide it across the ground.



Bring friends close enough that nobody strains. Sliding or pointing is enough.

Turn and Spot Three Bats

Color the three paper bats. Turn, look, or point to find them all.



Keep every bat in front or to the side. No fast spinning.

Slow Friendly Monster

Color the friendly monster mural. Move slowly like it—or show the move with one hand.



Slow and small is enough. Stop before getting close to another person.

Side-Step the Chalk Leaves

Color the chalk leaves. Move beside them, tap them seated, or trace the row.



Choose a comfortable sideways move. No jumping or leg crossing is needed.

Follow the Garden Ribbon

Color the curved ribbon path. Follow it, trace it, or point from leaf to basket.



Keep the path flat and away from tools. Finger tracing is complete.

Point, Follow, Switch

Color the two spots. One friend points, one follows, then they switch—or you can point for both.



No rushing. Either friend may pass, watch, or color.

One Rolls, One Resets

Color the soft pins. One friend rolls and one resets. Then switch—or choose one job.



Reset only after the ball stops. Switching is optional.

Mirror the Leaf Move

Color the leaf. Copy a friend's move, make your own, or point to matching hands.



Ask before mirroring. Tiny hand moves count.

Wait for the Clear Circle

Color the circle. Wait until it is clear, then take a turn—or point to who goes next.



Only one child uses the marked space at a time. A child may choose not to enter.

Choose the Next Job

Color the three play jobs. Choose one, switch later, or point to a job you like.



Color-only is a real choice. No child must switch.

Bring the Soft Props Back

Color the basket and soft props. Put back one light prop—or point to where it belongs.



One light item at a time. Never carry a real pumpkin or heavy bin.

Try, Help, or Cheer

Color the friends. Choose a turn: try, help, or cheer—or point to each job.



No winner is needed. Praise trying, helping, and safe choices.

Roll and Return

Color the soft ball. Roll it to a friend, roll it back, or trace the return line.



Keep the ball on the ground. Either friend may stop.

Soft Pumpkin Bowling

Color the pumpkin ball and four soft pins. Roll gently—or point to the pin you would aim toward.



Use foam pins and a soft ball on clear, level ground.

Paper-Leaf Basket Toss

Color the paper leaves and low basket. Toss one gently—or place it in by hand.



Use light paper only. The basket stays on the floor.

Soft Ball Goal Pass

Color the two goal markers. Tap or roll the soft ball through—or trace its ground path.



Use a soft ball and a wide goal away from the street.

Float and Return

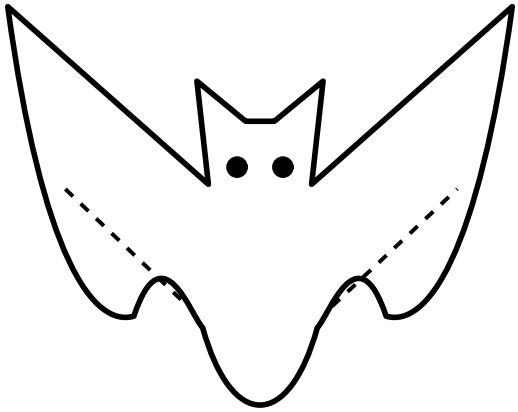
Color the floating leaf cloth and ground line. Lift and return it gently—or follow it with your eyes.

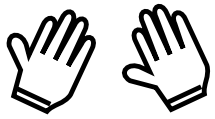


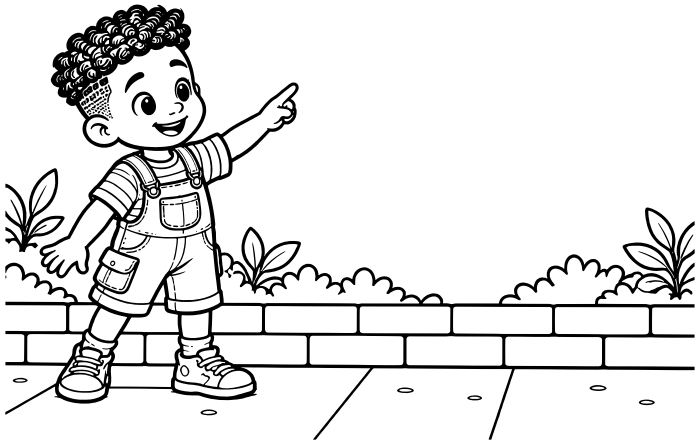
No face-level throw. Following with the eyes is complete.

Choose a Move for the Felt Bat

Color the felt bat. Choose: slide it, pass it, or point to its path.



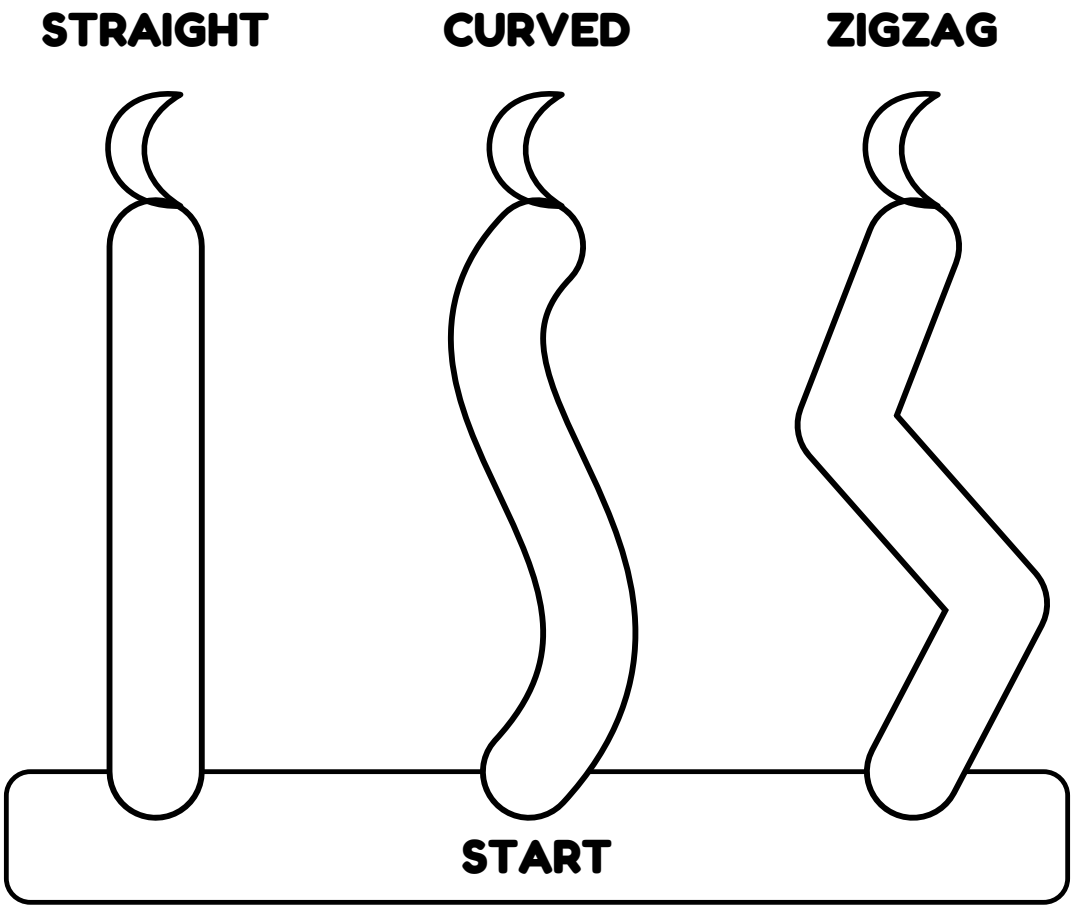
SLIDE	PASS	POINT
		

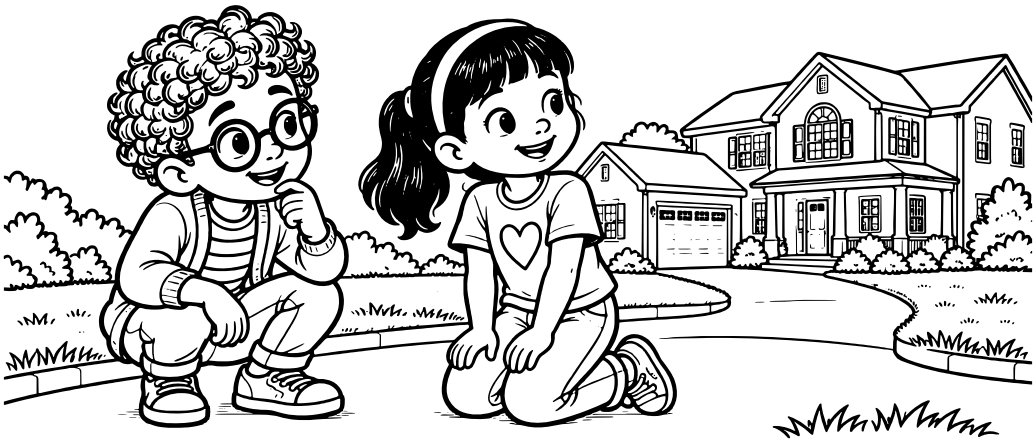


Use the picture as a choice board. Moving is optional.

Pick a Path Shape

Color one path: straight, curved, or zigzag. Follow it, trace it, or point to its finish.





All three paths are valid. Choose the clearest space or trace from the page.

Choose a Teamwork Job

Color the three teamwork jobs. Choose one, choose more than one, or color only.



No job is more important. Switching is optional.

My Marigold Move Trail

Color your own move trail. Add a mark for roll, reach, step, rest, or watch.



Ask, “Which choice feels good today?” Any answer, including color only, is complete.

Share What You Noticed

Which picture would you like to show someone?

What did you try today?

What would you like to try another day?

You can point to a picture, make a mark, name something, or tell a tiny story. Invite your grown-up to listen.

A Guide to Pages 1–24

Use this guide after your child has time to try. Pointing, talking, or tracing with a finger are welcome.

1. Follow the cue; a quiet or seated choice counts.
2. Follow the cue; a quiet or seated choice counts.
3. Follow the cue; a quiet or seated choice counts.
4. Follow the cue; a quiet or seated choice counts.
5. Follow the cue; a quiet or seated choice counts.
6. Follow the cue; a quiet or seated choice counts.
7. Follow the cue; a quiet or seated choice counts.
8. Follow the cue; a quiet or seated choice counts.
9. Follow the cue; a quiet or seated choice counts.
10. Follow the cue; a quiet or seated choice counts.
11. The nearer target is the foreground leaf.
12. Follow the cue; a quiet or seated choice counts.
13. Follow the cue; a quiet or seated choice counts.
14. Follow the cue; a quiet or seated choice counts.
15. Follow the cue; a quiet or seated choice counts.
16. Follow the cue; a quiet or seated choice counts.
17. Follow the cue; a quiet or seated choice counts.
18. Follow the cue; a quiet or seated choice counts.
19. Follow the cue; a quiet or seated choice counts.
20. Follow the cue; a quiet or seated choice counts.
21. Follow the cue; a quiet or seated choice counts.
22. Follow the cue; a quiet or seated choice counts.
23. Choose the substantially wider outer path.
24. Follow the cue; a quiet or seated choice counts.

A Guide to Pages 25–48

Use this guide after your child has time to try. Pointing, talking, or tracing with a finger are welcome.

25. Follow the cue; a quiet or seated choice counts.
26. Follow the cue; a quiet or seated choice counts.
27. Follow the cue; a quiet or seated choice counts.
28. Follow the cue; a quiet or seated choice counts.
29. Find all three paper bats in the front semicircle.
30. Follow the cue; a quiet or seated choice counts.
31. Follow the cue; a quiet or seated choice counts.
32. Follow the cue; a quiet or seated choice counts.
33. Follow the cue; a quiet or seated choice counts.
34. Follow the cue; a quiet or seated choice counts.
35. Follow the cue; a quiet or seated choice counts.
36. The friend outside waits for the circle to clear.
37. Follow the cue; a quiet or seated choice counts.
38. Follow the cue; a quiet or seated choice counts.
39. Follow the cue; a quiet or seated choice counts.
40. Follow the cue; a quiet or seated choice counts.
41. Follow the cue; a quiet or seated choice counts.
42. Follow the cue; a quiet or seated choice counts.
43. The ball travels between the two goal markers.
44. Follow the cue; a quiet or seated choice counts.
45. Any choice: slide, pass, or point.
46. Any path: straight, curved, or zigzag.
47. Follow the cue; a quiet or seated choice counts.
48. Open move trail; rest, watch, or color only count.

Keep Your Story Going

Choose a favorite page. Tell someone what caught your eye.

Make up another friendly Halloween idea. You can draw it, describe it, or point to a picture that helps.

Every small try can begin a story.

Be kind. Be curious. Be brave.

That's the Marigold way.