

## The Dolomite landscape

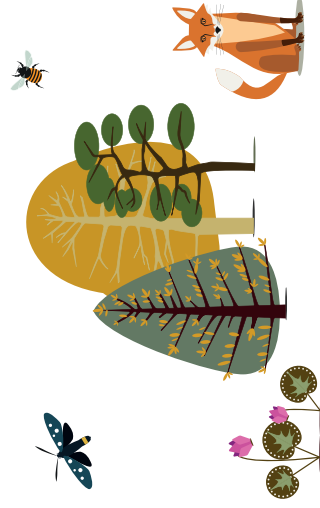
The Dolomite landscape is unique. The peaks of the mountains are high and almost vertical, large gorges and cliffs separate rocky towers, while the rock is very particular, and rare fossils can sometimes be found. The Dolomites have always stimulated poets, painters, scientists, tourists and residents, children and adults, making them dream. One need only think that there was a sea here millions of years ago, with its sandy dunes, fish and shells. Then the sea withdrew and the magnificent peaks that we can admire today emerged.

The Adventures in the Pale Mountains project is made up of :

Booklet-game A, dedicated to children aged 9 to 10

Booklet-game B, dedicated to children aged 6 to 8

Digital game with bonus material available at [www.avventuresuimontipallidi.it](http://www.avventuresuimontipallidi.it)



## This booklet



The booklet you have in your hand offers a wealth of games and ideas that with a little imagination can be transformed into a fabulous world just waiting to be discovered: the world of the Dolomites, known as the Pale Mountains.

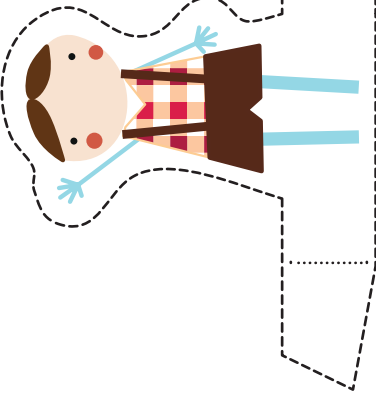
To play with this booklet you need: coloured felt-tip pens or pencils, round tip scissors (get an adult to help) and glue. You can find new animals and objects to print and cut out at the internet site [www.avventuresuimontipallidi.it](http://www.avventuresuimontipallidi.it), along with other games and riddles. Start with the sheet "The Town" 1A. The robin will explain what to do.

Continue the game at [www.avventuresuimontipallidi.it](http://www.avventuresuimontipallidi.it)

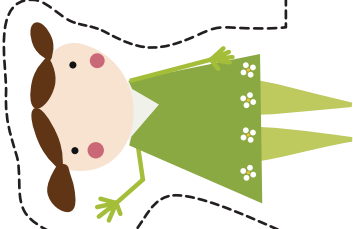


## The story

Hello!  
My name's  
Giacomino.



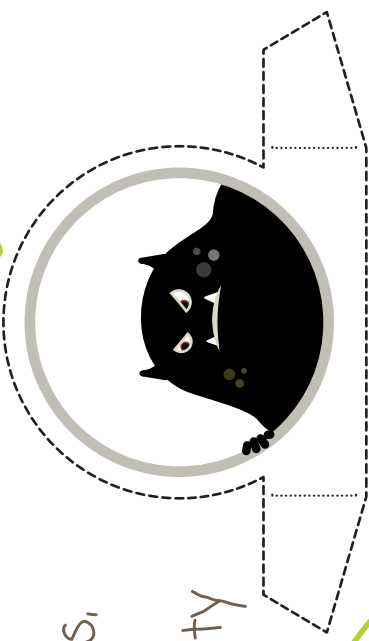
And I'm  
Martina.



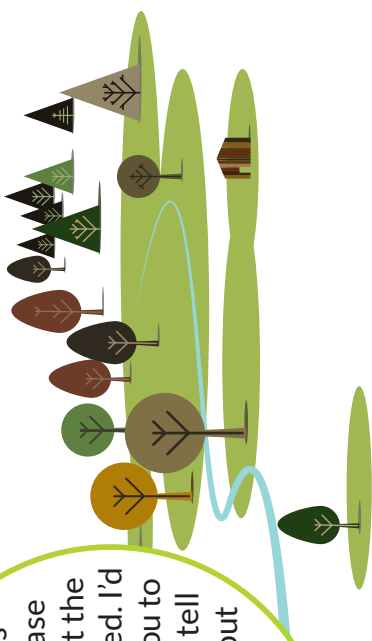
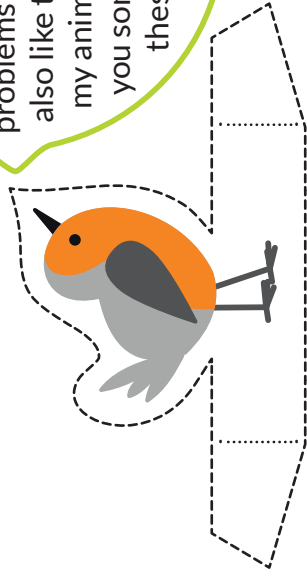
I'm Smok. I'm really good at making trouble and playing pranks. I'm very good at hiding and I can transform myself: I'm like black smoke and you can only see my eyes. In my opinion these mountains are old, ugly and boring and need a change: taking away the colours, constructing new roads everywhere and cutting down the woods. I'll do it!



Giacomino lives in the Dolomites, whereas Martina comes from further away. She lives in the city and comes here on holiday....



I'm the robin. I live in the Dolomites too. I'll help you to chase Smok away and sort out the problems that he's caused. I'd also like to introduce you to my animal friends and tell you some secrets about these mountains.



Smok is a nasty character.

But he's not getting away with it, is he?



# Game and assembly instructions

Print out the sheets.



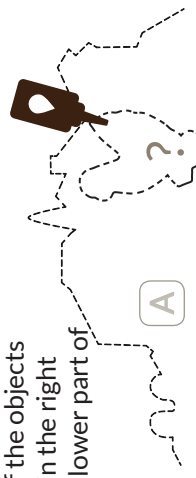
Start with the sheet "The Town" 1A.

## Sheet instructions - Booklet A

1. Cut out the objects and animals at the top of the sheet.

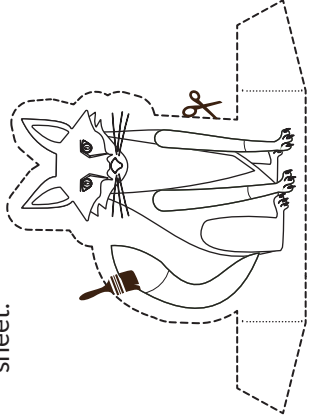


2. Glue some of the objects and animals in the right places in the lower part of the sheet.

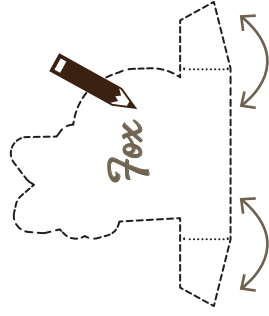


## Sheet instructions - Booklet B

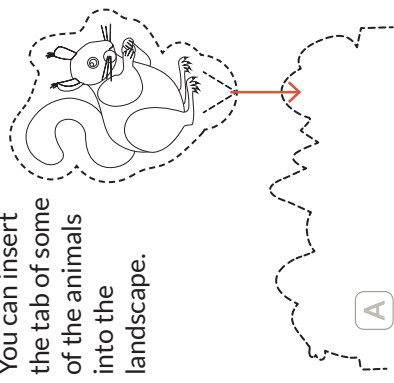
1. Colour and cut out the objects and animals at the top of the sheet.



2. You can write the name of the animal on the back so you don't forget it. Bend the tabs along the dotted lines to make it stand up.

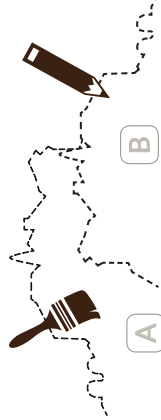


3. You can insert the tab of some of the animals into the landscape.

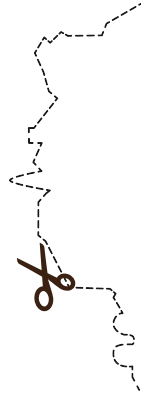


## Completion of sheets and assembly - Booklet A and Booklet B

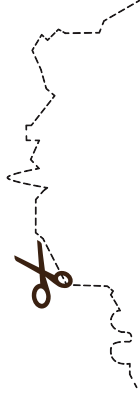
4. Colour the sheets with the missing colours and complete the games.



7. Trim the edges if necessary.



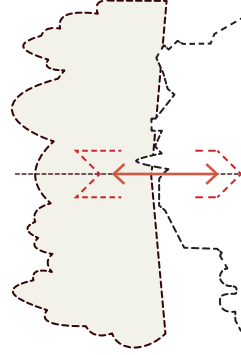
5. Cut out side A and side B of the landscape along the dotted line.



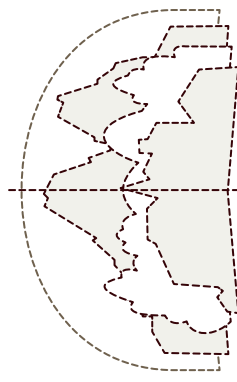
6. Line up side A and side B and glue them together to construct the wings of the landscape.



8. Assemble the scene by cutting out and inserting one tab into the other. You can make it easier by slightly bending the sides half-way down.



9. Play with your new paper landscape!





Alpine  
chough



Peregrine  
falcon

Adventures  
in the

# Pale Mountains

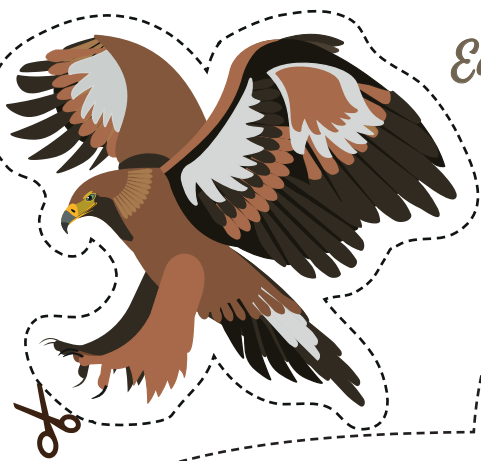
BOOKLET A



THE SKY 4 B CC BY

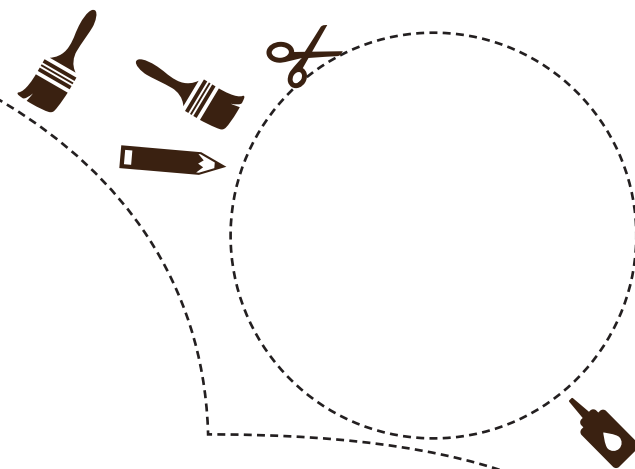
[www.avventuresuimontipallidi.it](http://www.avventuresuimontipallidi.it)





Eagle

2. Cut out and glue on the birds. Make them fly in the sky!



3. We've won! The Dolomite landscape is now protected and respected. The birds have returned.

Now Giacomino, who lives in these mountains, and Martina, who comes here on holiday, are happy. They can enjoy the landscape and the magnificent sunny day!

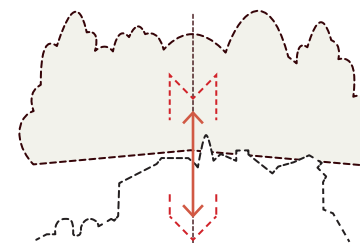
1. Look up. Above the snowy peaks there is only sky, but it is not blue! It's black due to Smok's smoke. Let's defeat him once and for all! Cut out the circle, stick it over Smok's smoke and draw what you would like in its place: the sun, a bird or a summer cloud.



### Assembly instructions

Assemble the scene by cutting out and inserting one tab into the other.

You can make it easier by slightly bending the sides half-way down.

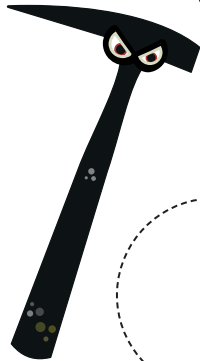




3

B

## THE PEAKS

Fossil  
coniferDinosaur  
tracks1 VAST DESERT WITH  
FEW RIVERS

2 SANDY DESERT

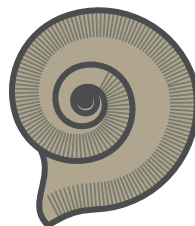
3 ANCIENT SEA AND "ISLANDS"

2. The peaks all around are very high. Just think, millions of years ago there was a sea here. In some rocks you can still see the imprints of shells and molluscs, prehistoric ferns or dinosaurs. How confusing: was the sea here first, or dinosaurs or the desert...?



Ammonites

The ammonites have left us only the fossils of their shells. You can also find them in cities in the stones used for roads.

Fossil  
ammonites

4. Why do the Dolomites have this name? The name comes from the French scientist who first studied them, more than three hundred years ago. I wrote down his name, but Smok has jumbled up all the letters. Find all the words and circle them. The remaining letters will make up the surname of the discoverer of the Dolomites.

Who gave his name to the Dolomites?



3. Smok has transformed himself into a wicked ice axe! He wants to steal the precious fossils found in the rock. Cut it out, glue it on and defeat him!



1. Shell
2. Ammonite
3. Molluscs
4. Fossils
5. Sea
6. Reptile
7. Algae
8. Limestone
9. Island
10. Dolomite
11. Peaks
12. Sandy

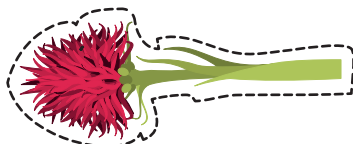
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|---|---|---|---|---|---|---|---|
| D | L | I | S | L | A | N | D |
| O | I | O | D | S | E | A | R |
| A | M | M | O | N | I | T | E |
| F | E | O | L | P | I | A | P |
| O | S | L | O | E | S | L | T |
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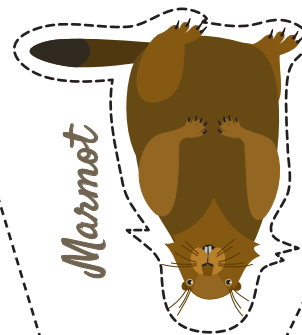
Edelweiss



Gentian



Nigritella



Marmot

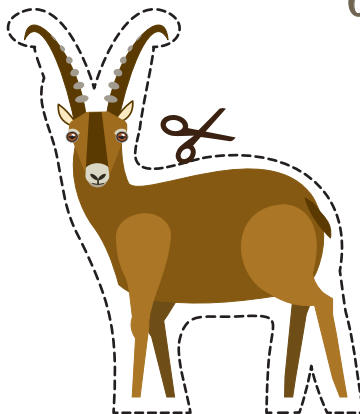
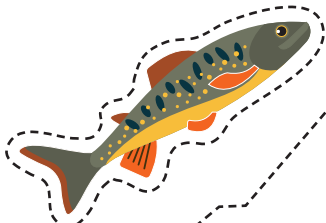
3

A

THE PEAKS



Char



Alpine ibex

1. We have arrived at last. From here you can see a beautiful landscape. These peaks are called the "Pale Mountains" because the rock takes on a very delicate light in the sun. They are truly unique! Lots of animals, plants and flowers live here too. Many of them are protected. Can you put them in the right place?



5. Smok has been here. He has polluted the small lake: look how black it has become! Quick, cut out the lake and colour it in. It is the char's home!

6. Move on to the next sheet: 4 Sky





2

B



5. Cut out, colour and glue on the tree to defeat Smok!



Salamander



Jay



Squirrel



Dragonfly



Squirrel



Dragonfly

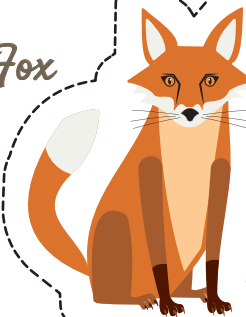


Wetlands



Nest

Fox

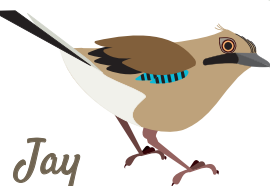
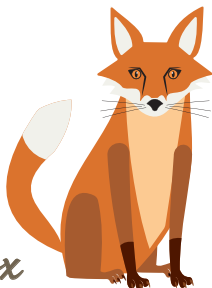


Salamander

2. Where does the salamander live? And where is the fox's den? Join each animal to his den or habitat, then cut it out and glue it in the right place. Remember, each animal has only one habitat!



Fox



Jay

Larch branches



Rocks



Ponds



6. Now the woods are beautiful. We can climb up even higher towards the snowy peaks. Dress up well, because it's very cold up there.

7. Move on to the next sheet: 3 Peaks

2

A

THE WOODS  
AND MEADOWS

You can cut out the roe deer and add him to the game!

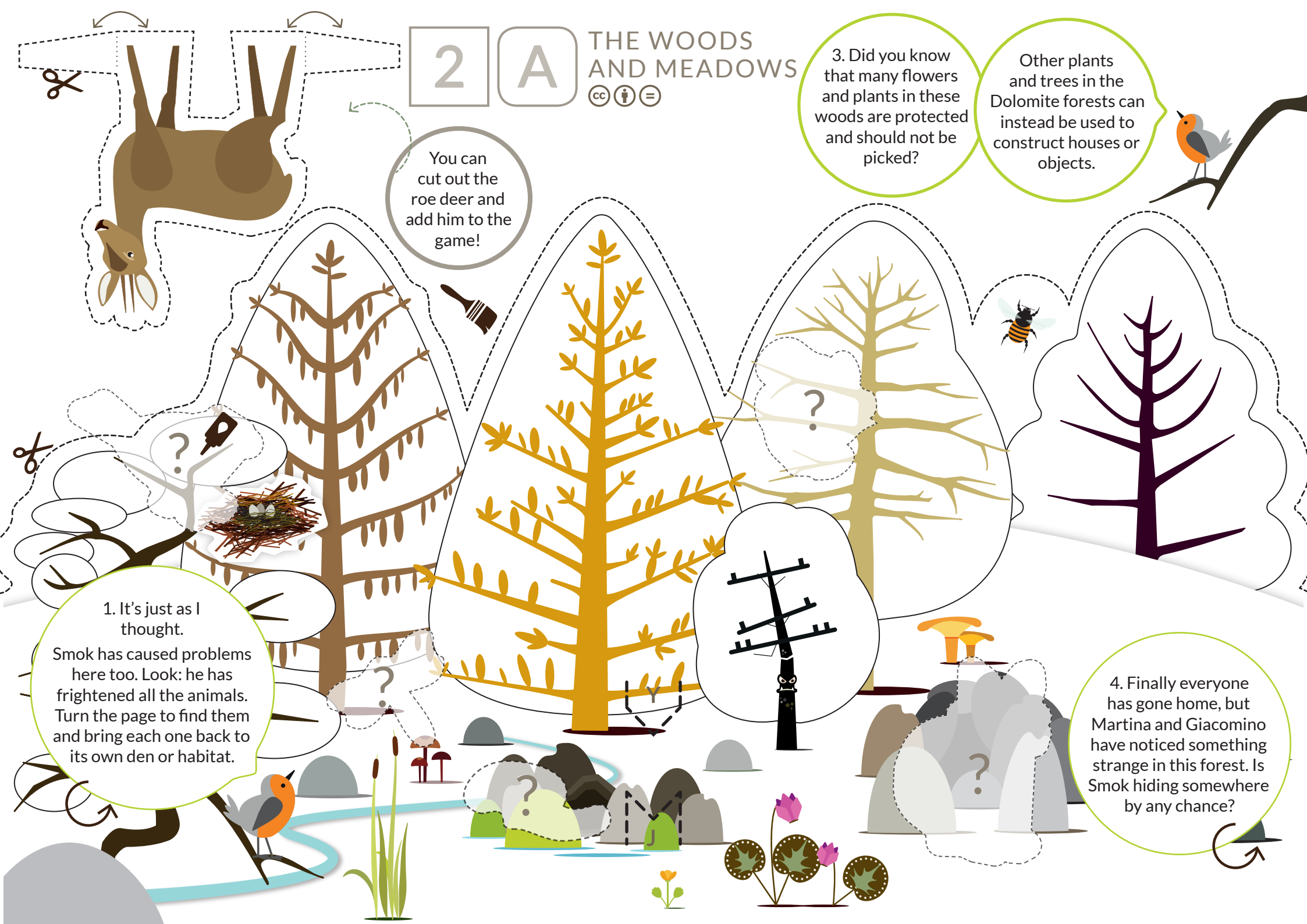
3. Did you know that many flowers and plants in these woods are protected and should not be picked?

Other plants and trees in the Dolomite forests can instead be used to construct houses or objects.

1. It's just as I thought.

Smok has caused problems here too. Look: he has frightened all the animals. Turn the page to find them and bring each one back to its own den or habitat.

4. Finally everyone has gone home, but Martina and Giacomo have noticed something strange in this forest. Is Smok hiding somewhere by any chance?



1

B

# FROM THE TOWN TOWARDS THE WOODS



3. Getting to the woods is not easy. You have to choose the right form of transport. What's the best way to get to the woods?

By car, kick scooter or on foot?

*Foot*



*Kick scooter*



*Car*

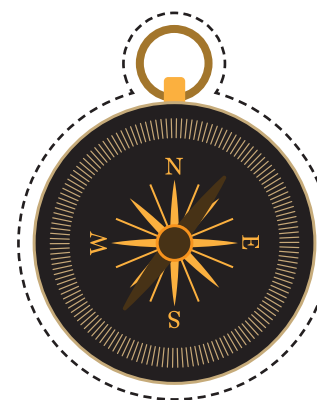


## HOW TO FIND THE PATH

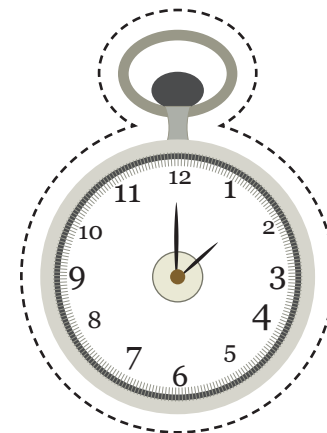
What will be the most useful tool for finding the path?  
Cut out the right one!



*Pedometer*

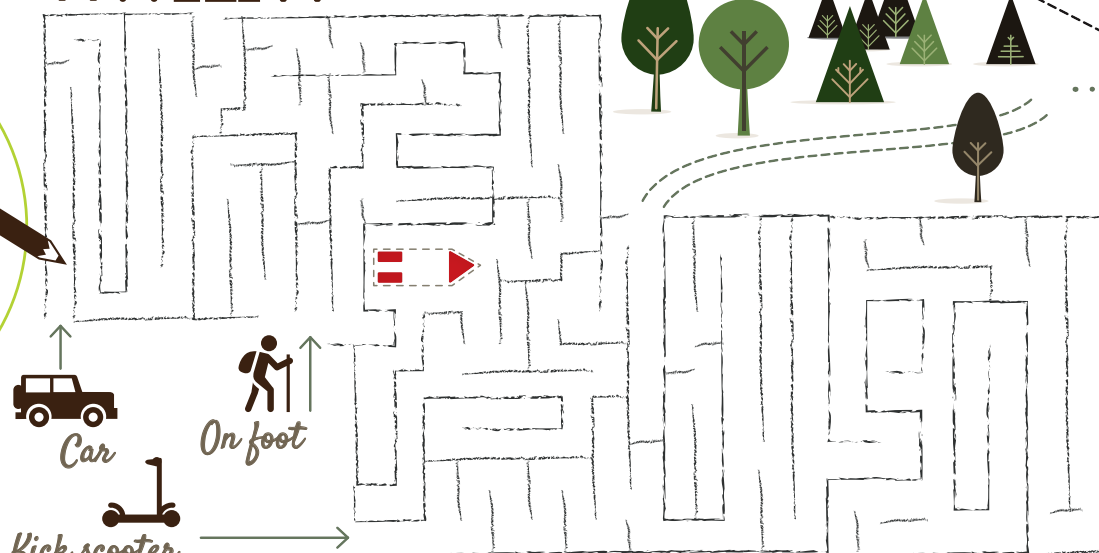


*Compass*



*Watch*

4. Choose well and you will also find the road sign missing in the previous page. Cut out the right one and stick it over Smok! He will be really angry!



*Car*



*On foot*



*Kick scooter*

5. Here are the woods!  
We're almost there. However, Smok seems to have gone somewhere. Who knows what trouble he will have caused!

6. Move on to the next sheet: 2 Woods



1

A

THE TOWN  
AND TOURISM

## INSTRUCTIONS

1. Cut out the objects at the top and stick them in the right place.



2. Complete by colouring in with the missing colours.



3. Complete the games on side B.



4. Cut out the landscapes by cutting along the dotted line.



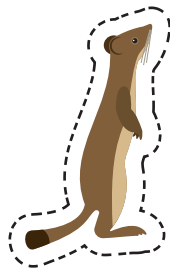
5. Line up side A and side B and glue them together to construct the parts of the landscape.



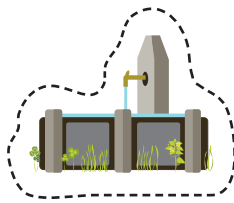
Lizard



Hen



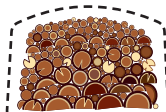
Marten



Fountain



Hotel



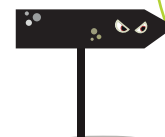
Woodshed



Great tit



Info point



2. Giacomo and Martina have put things right in the village. They deserve a nice trip to the woods. But which is the right road? Smok has cancelled all the signs! Turn the page to find the missing sign.

1. Here we are in the town.

It is an old village but there are also some new developments. The hotel where Martina goes on holiday. The information point. Look, there is the old church, the fountain, the henhouse and...

But where has the fountain gone? Where are the hens? Smok has stolen them. We have to put them back. And all the colours are missing!

We have to do something...



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