THE TREASURE BOX
An After-school Collaboration

Wishing you & your family
HAPPY HOLIDAYS!

'Se ke go lakalets'a motlhogonolo,
wenâ le ba leloko!

SeTswana & English
Hello Treasure Box Pals!
I'm going to visit my friends for the holidays. Join us!
Lots of love,  
Snorks XX

Dumelang ditsala tsa Treasure Box!
Ke etela ditsala tsame mo malatsing a boichutso.
Re latelele!
Ka boitumelo,  
Snorks XX

Tlhokomela lemorago la dikeletso go bathusi.
Check out the back page for tips to caregivers.

Kwala leina la gago le leina la tulo.
Draw a stamp and write your name and address.

Snorkie
Walkie Talkie
Bokkie
Chomie
Help Snorkie find things to pack.
Draw them inside her suitcase.
Feleletsa mela
Ke tsele efe e potlakileng mo go Snorkie go eta?

Finish the lines
Which is the fastest way for Snorkie to travel?

Inspired by obstacle course racing in Masifunde’s QuaranTimes
Help Snorkie find Chomie’s house.

Thusa Snorkie go fihla mo ntlong ya ga Chomie.

A oka mo thusa go fumana diboreli tsa mahlo?

Can you find her glasses?

A o ka thola …?

1 x

2 x

3 x

4 x

5 x

Can you find …?

Thusa Chomie go ipakanya.

Help Chomie get ready.
HOORAY!
Snorkie o fihlile!

Taka sechwancho.
Dira di palo gore ke mmala ofe go o dirisa.

Colour in the picture.
Do the sums to find out which colours to use.

2 + 2 = ____ bohibidu/red
0 + 1 = ___ tshehla/yellow
10 - 5 = ____ sootho/brown

5 - 2 = ___ boshweu/white
3 - 1 = ____ pink/pink

HOORAY!
Snorkie has arrived!

How many of each treat is Chomie serving?

Inspired by Bala Wande's Workbook & Masifunde's QuaranTimes
Chomie o diegile.
Ke mang o tla fihlang pele mo moletlong?

- Ha motshameke omong le omong a nke token e nosi, a be a simolla ko go 1.
- Tsaya karolo go laholela dice. Ha o laholela 4, 5 gotsa 6 o ye ko pele go ya ka tatlhelo. Ha o laholela 1, 2 kapa 3 boyela ko morago go ya ka tatlhelo.

Ha nomoro e bontsa mo lediceing e go busetsa morago o fitile 1, ga o fete, o latlhagetswe.

Wa pele wa go fihla mo moletlong e le nomoro ya 10, ke yene o fentseng!
Chomie is running late. Who will reach the party first?

Make the dice and tokens from the back cover.

- Each player chooses a token and starts at 1.
- Take turns to throw the dice. If you throw 4, 5 or 6 you go forward that many steps. If you throw 1, 2 or 3 you go back that many steps.
- If the number shown on the dice takes you back past 1, you don’t move and you miss a turn. The first to reach the party at number 10 is the winner!
Thusa Snorkie le ditsala go itikanela le go itlhokomela.

Go ishamake: Berekisa token le dikile le tshwing lemorago ya buka.

Mongwe le mongwe o fumana karolo go la le more, o be a tla ya ka nomoro. Ha o ka ipihlela go se na nga Coronavirus, o itla ishamake gape.

Go ishamake: Berekisa token le dikile le tshwing lemorago ya buka.

Mongwe le mongwe o tshwing o tshwang o kadi ka dike, o be a tla ya ka nomoro.
Help Snorkie and her pals be healthy and safe.

**How to play:** Use the tokens and dice from the back cover of this book. Each player takes a turn to roll the dice, and move that number of squares. If you land on an action that prevents the Coronavirus from spreading, have another turn. If you land on an action that spreads the virus, then you miss a turn. The first to the end is the winner!
Snorkie and her pals are at the beach. Can you tell a story about this picture?
Ke mang mo setshwantshong?
Ba dira eng? Ba ikutlwa jwang?

Motshigare

Who is in the picture? What are they doing?
How are they feeling?

Palo ya tsone di kae ...?

How many ...

Moralo ka mo castle?

How many shapes in the castle?

Afternoon
Use the code to find Walkie Talkie’s secret messages to Snorkie.

Inspired by Masifunde’s QuaranTimes
Boiktlweso ba kgwele ya maoto e simolla ka 3:30. Bontsha nako mo chupanako ya ga Snorkie.

Lahlela dice o be o itshidilla disècond tse mashome a mararo.

Soccer practice with Bokkie starts at 3:30pm. Draw the time on Snorkie’s watch.

Roll the dice and do each warm up for 30 seconds.

Lahlela dice o be o itshidilla disècond tse mashome a mararo.

Dula o tswa re menwana ya maoto
Sit and touch toes

Kgwele ya maoto e fela ka 4:30pm. Bontsha nako.
Ke nako e kae ya kgwele ya maoto go itshidilla?

Soccer ends at 4:30pm. Draw the time. How long was soccer practice?
1. **Who has the highest?**  
Everyone counts 1,2,3, show! and plays one card.  
Whoever has the highest number collects all the cards.  
Keep going until all the cards have been played.  
Whoever has the most cards is the winner.

2. **Who adds fastest?**  
Everyone counts 1,2,3, show!  
and plays one card.  
The first person to add the numbers and call out the answer keeps the cards.  
Keep going until all the cards have been played.  
Whoever has the most cards is the winner.

1. **Ke mang o ko go dimo?**  
Mongwe le mongwe ba bale 1,2,3, bontsha!  
Tsameka karata e nosi.  
O nang le dinommer e ko go dimo, a tseye dikarata tsohle.  
Tswella go fihlela di karata di fella.  
O nang le dikarata tse dintsi ke motlhodi.

2. **Ke mang o kopanang ka bonako?**  
Mongwe le mongwe ba bale 1,2,3, bontsha!  
Tsamek karata e nosi. Tshameka karata e nosi. Wa pele wa go bala dinomoro a be a re bolella dikarabo, a ka nka dikarata. Ke nna motlhodi! Tswella go fihlela di karata di fella. O nang le dikarata tse dintsi ke motlhodi.

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*Inspired by Bala Wande’s Workbooks and Year Beyond/ OUCO’s Fun Maths Games*
Snorkie is sad to leave her friends.

Sometimes she feels lonely and misses them.

Chomie is making a book for Snorkie.

Help him to write a list of things Snorkie can do to feel better.

Inspired by Waves for Change's Grounding Exercise
Tips for caregivers

Whether you are an older sibling, a parent, grandparent, cousin, auntie, uncle, teacher or someone who works in an After-School programme – your time makes a big difference to the children you spend it with.

These tips are to help you as you read the Treasure Box to children, or have them read it to you:

• If the children cannot read, read the story to them and help them with the puzzles.
• If the children find the story easy to read, help them to read it in the other language.
• Ask lots of questions about the pictures of the pals on the beach.
• The card games are easier for younger children if you use only cards numbered 1 to 5.
• The cards will also work for Snap! and memory games. Scan the QR code for more ideas.
The Treasure Box is an After-school Collaboration.

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Illustrations & layout:
Hero in my Hood

Emergency contacts
Coronavirus 24 Hour Hotline: 0800 029-999
Ambulance: 10177
Childline: 0800 55555