

A week of happy ideas, helpful hands
and one very determined frog.
Welcome back to another little adventure in Duckdom.

"Notes, Notices & Small Mysteries from Duckdom"

MONDAY MORNING AT THE PRESIDENT'S DESK!

"Mr President, I have completed
a comprehensive safety assessment."

Turbo: "Did you?"

Kevin: "Yes."

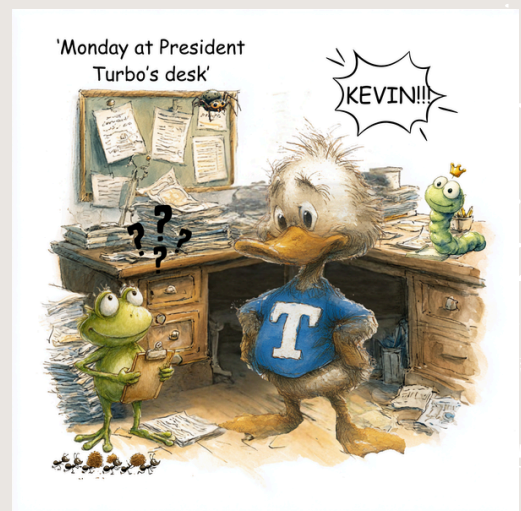
Turbo: "...and?"

Kevin: "It was great fun."

Turbo: "...Kevin..."

Kevin:

"I've also got an idea for a skateboard park."



"NOTES FROM THE ANT HILL"



The Ant Gardening Club

"Their work is very important.
Many little helpers can finish even the
biggest jobs."



Wormy says:

"Letters do better when they are given time."





WORMY'S WORDS OF WISDOM

"A quiet day is never an empty one."



"Some words... need a little help to stay in place."



WORMY'S WORD OF THE WEEK



Word: Catalogue (noun)

A happy place where finished ideas wait patiently until someone comes looking for them.

Wormy says:

"Every finished idea deserves a cosy shelf. You never know who might need it tomorrow."

FRIDAY — AT THE VILLAGE GREEN

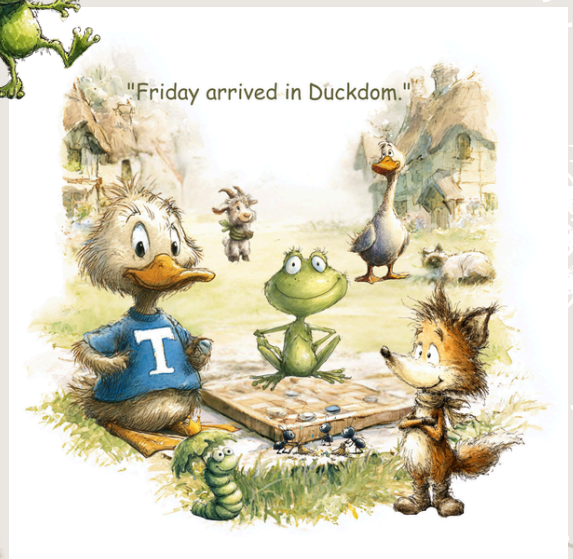
"Friday arrived in Duckdom.

There were no meetings, no inspections & no mysteries to solve."

So everyone spent the afternoon enjoying a quiet game on the Village Green.

Kevin didn't win.

Kevin isn't entirely convinced that's how the rules work.



The ants of Duckdom are small... but their work is very important.



KEVIN'S IMPROVEMENTS

Kevin has the idea to build a Skate Park.
However it appears that he wants to build it on
the stairs to the Duckdom Town Hall???
Mr President doesn't appear to be very happy
with the idea for some reason!



Good intentions
may lead to
unexpected
places.





PEOPLE OF DUCKDOM - GRANDMA DUCK

MEET GRANDMA DUCK

Grandma Duck's cosy kitchen is the heart of Duckdom, where every pie is baked with kindness and every visitor is warmly welcomed.

Gentle, caring, and wonderfully patient, Grandma always seems to know exactly what someone needs.

Whether she's sharing a favourite recipe, stirring a pot of strawberry jam, or putting the kettle on, there's always room for one more at her table.

If you ever need a smile in Duckdom, chances are Grandma Duck already has a pie waiting for you.



DUCKDOM'S TRASH TO TREASURE TUESDAYS



Don't toss that old plastic bottle! With a little creativity, you can turn it into a bird feeder that brightens your garden and helps our feathered friends. Turbo says he'd rather keep all the seeds for himself... but sometimes sharing is nice.

Materials

- 1 clean plastic bottle (1-2 litre works best)
- 2 wooden spoons or sturdy sticks (for perches)
- String or wire (to hang)
- Bird seed
- Scissors / craft knife (adult supervision required)

Instructions

1. Wash and dry your bottle.
2. Cut two small holes near the bottom on opposite sides. Push wooden spoons through so they form perches, with the spoon bowl sticking out to hold seed.
3. Cut small seed holes just above the spoons, so food can spill onto them.
4. Make a hole at the top and tie string or wire through.
5. Fill with bird seed, hang from a tree branch, and watch the birds flock in!



Turbo's Tip

"Careful — once the sparrows find it, there won't be much left for us ducks!"

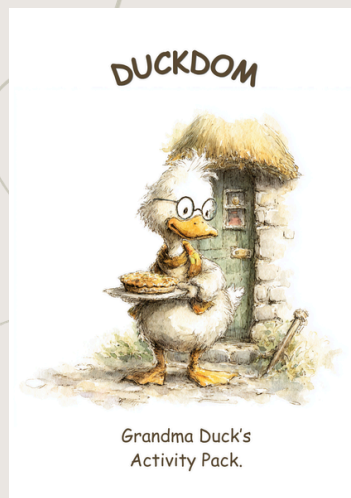




THE DUCKDOM NOTICE BOARD

FREE ACTIVITY PACK

Grandma Duck's **FREE** Activity Pack
Colouring pages, puzzles, jokes, activities and a
Duckdom Grandma Duck Cooking Certificate.
Download a copy of me on the '**FREEBIE PAGE**'



Grandma Duck's
Activity Pack.



FROM THE DUCKDOM BOOKSHELF

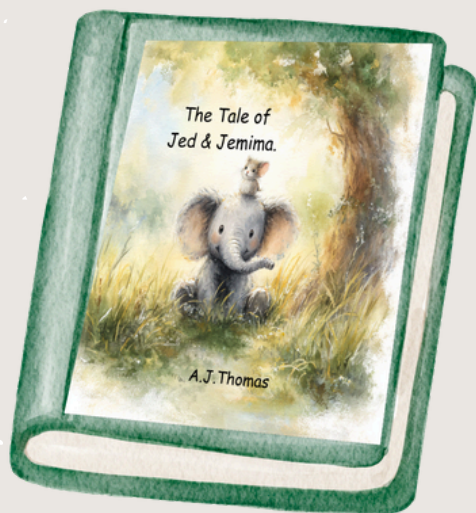
THE TALE OF JED & JEMIMA

Jed is a tiny mouse. Jemima is a big elephant. And they're the best of friends.

But when the other animals start teasing and chasing Jed every day, it's hard to stay strong — even with a friend like Jemima. One day, Jed decides he's had enough...

This gentle and funny story explores bullying, bravery, and the power of true friendship — with a delightful cast of farm animals, a lot of running, and a splashy surprise at the end!

A heartwarming tale for ages 3-7, perfect for reading aloud.



Visit me on the '**BOOKSHELF**'

UNTIL NEXT WEEK...

The signpost is still there...

but it may not be pointing where you remember.

And if you pass by it...

you might want to look down, just for a moment.



"If you've ever wondered where Duckdom began..."

