

Sample pages from the award-winning book. Compliments of e|l|m.

Ages 3-6

The follow-up to the award-winning creative book that will help children learn important life skills. Each activity is designed to be highly engaging and fun while learning, all that they need. Everything from magic with technology are taught on games, dot-to-dot and more.

- Fun Features & Big**
- Five SMART skills: Social Skills, Restaurant Behavior, Technology Talk, Art of Conversation, and Mealtime Manners.
 - More than 100 pages of fun activities.
 - Offered in a game format.
 - Practical tips for busy parents.
 - BONUS! Family game.

"What an amazing book that teaches important, playful skills like empathy all in one place."
"Hours of fun for kids and kindness and respect for all." *Amara*

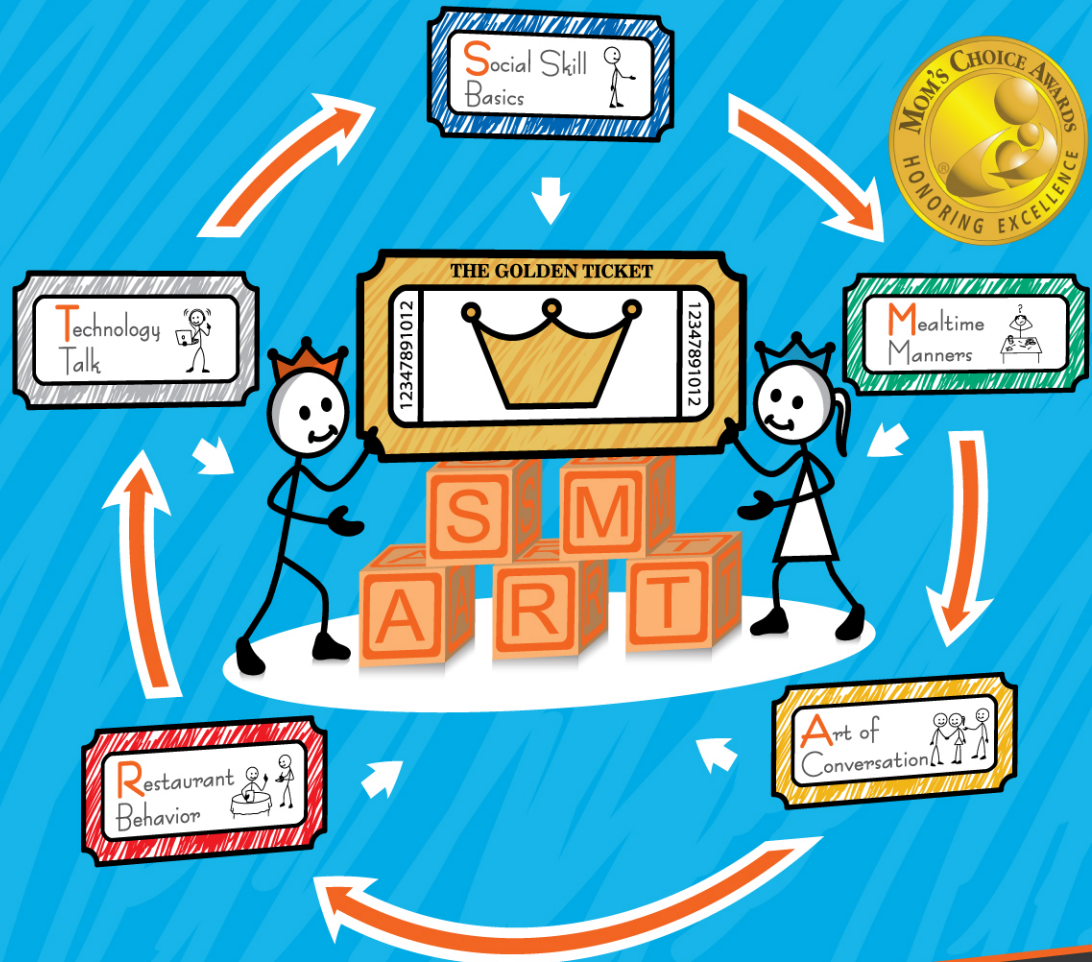
About the author
Suzanne Wind is the author of *The SMART Playbook*, a book for parents to teach the next generation that fit a modern world for their future successes.
Wind's first book, for ages 3-6, has won numerous awards, including Creative Child Magazine.

Lil' Champs plays SMART

Suzanne M. Wind

THE SMART PLAYBOOK™

Game-changing life skills for a modern world



KID-APPROVED

Lil' Champs plays SMART
The Playful Way to Learn Social Skills and Manners
Suzanne M. Wind



Dear Friends,

We are pleased to announce a partnership with the the award-winning, activity book, *The SMART Playbook*. At elm we encourage family meals– a natural training ground for learning social skills, manners and pleasant conversations. We hope you enjoy this complimentary, engaging activity book as you dine.

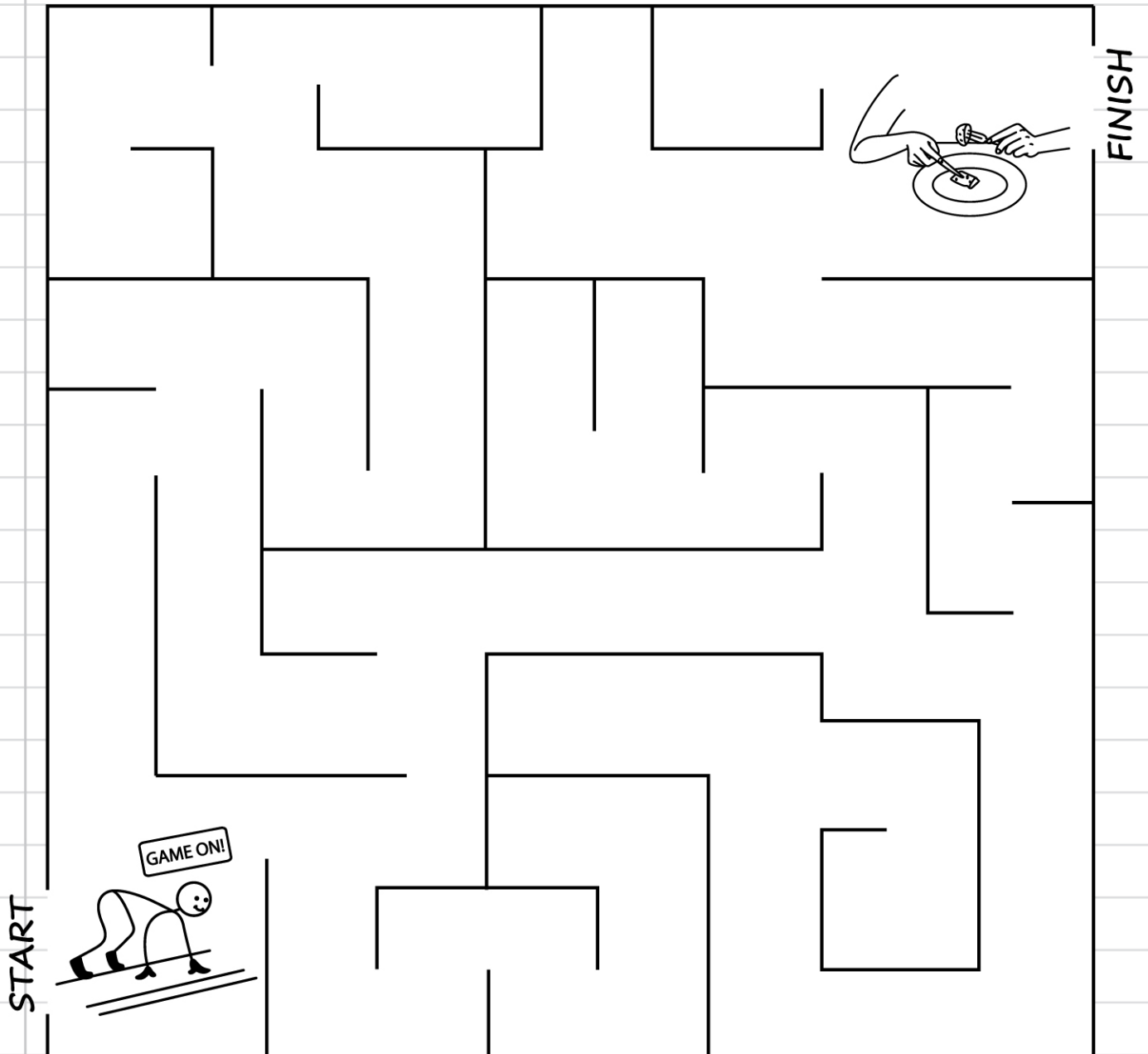
A follow-up to the incredibly successful *The SMART Playbook*, *Lil' Champs Play it SMART* uses fun and interactive games, puzzles and activities to teach young children manners and basic social skills. This custom sample features a few of our favorite pages, all focused on successful life lessons learned from family dining.

The book is available for purchase at Elm Street Books, [amazon.com](https://www.amazon.com) and [thesmartplaybook.com](https://www.thesmartplaybook.com).

Have fun doodling, drawing, talking and dining with your family.

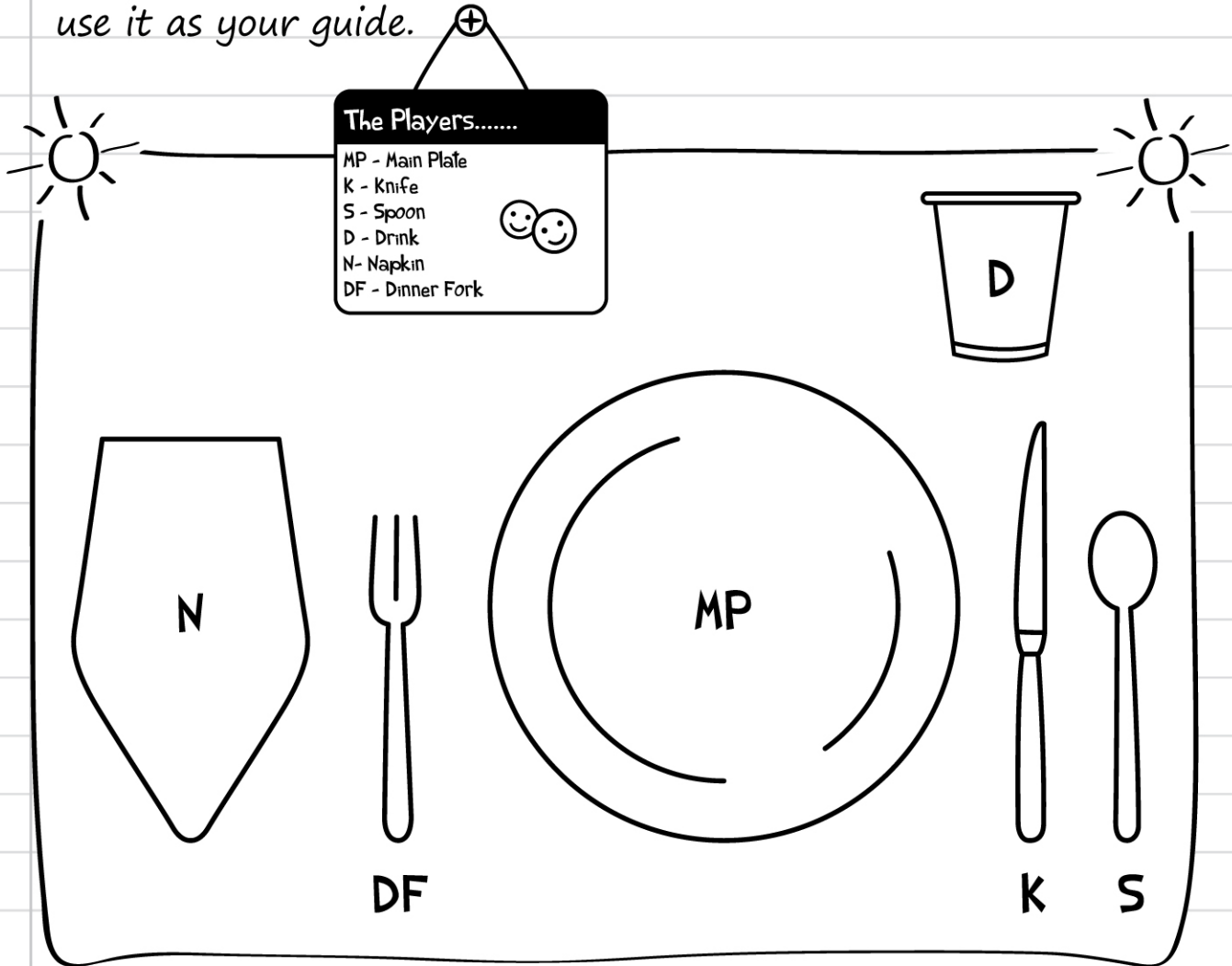
FINDING YOUR WAY!

Find your way to good manners. Take the path to join the polite team.



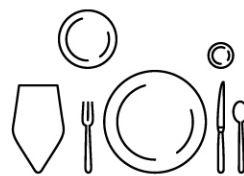
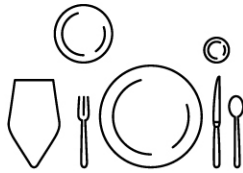
THE TABLE SETTING GAME PLAN

Who are the players and the positions in a table setting? Help your mom or dad set the table tonight. Color the picture and use it as your guide.



MATCH GREAT MANNERS

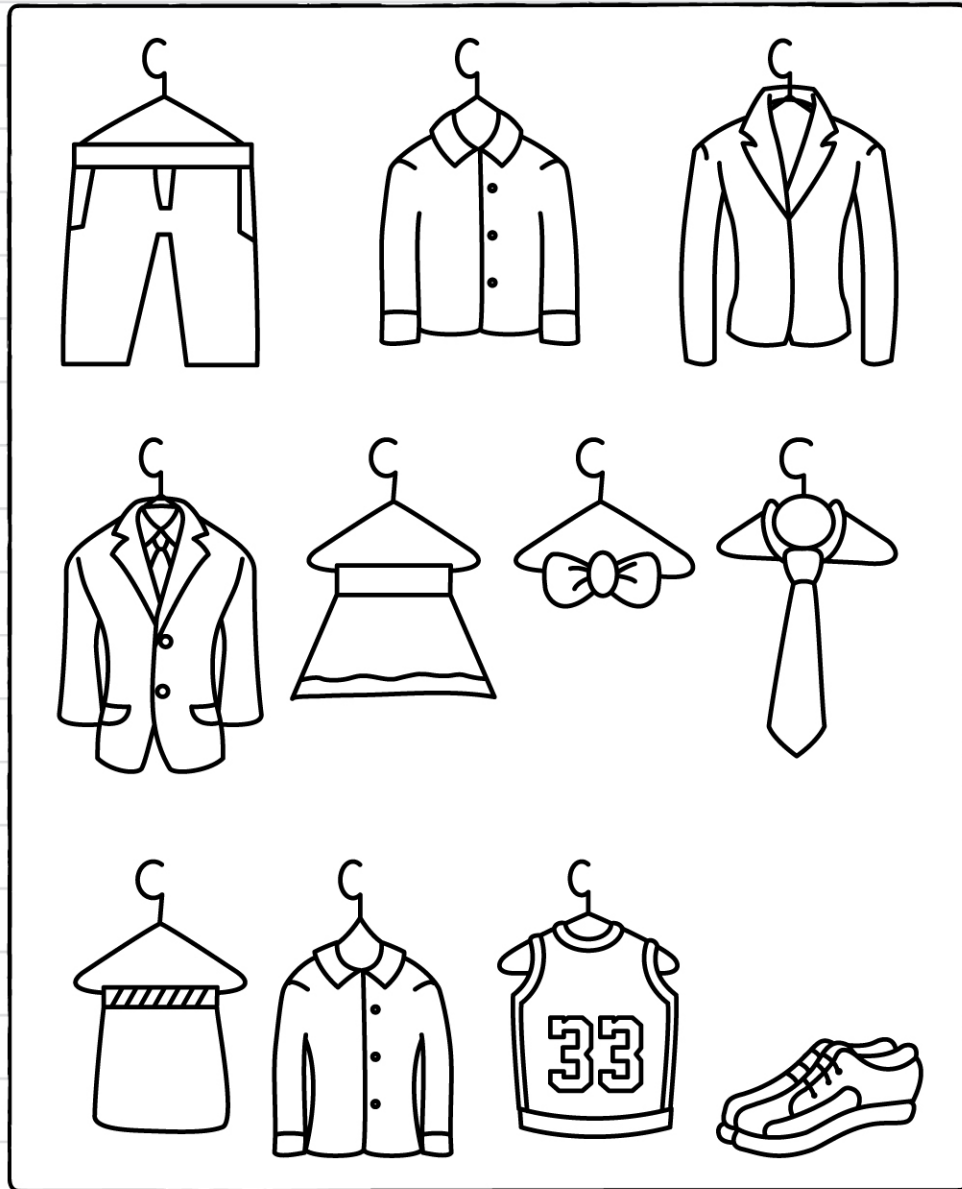
Please draw a line to all matching good manners.



GREAT JOB!

THE DRESS CODE

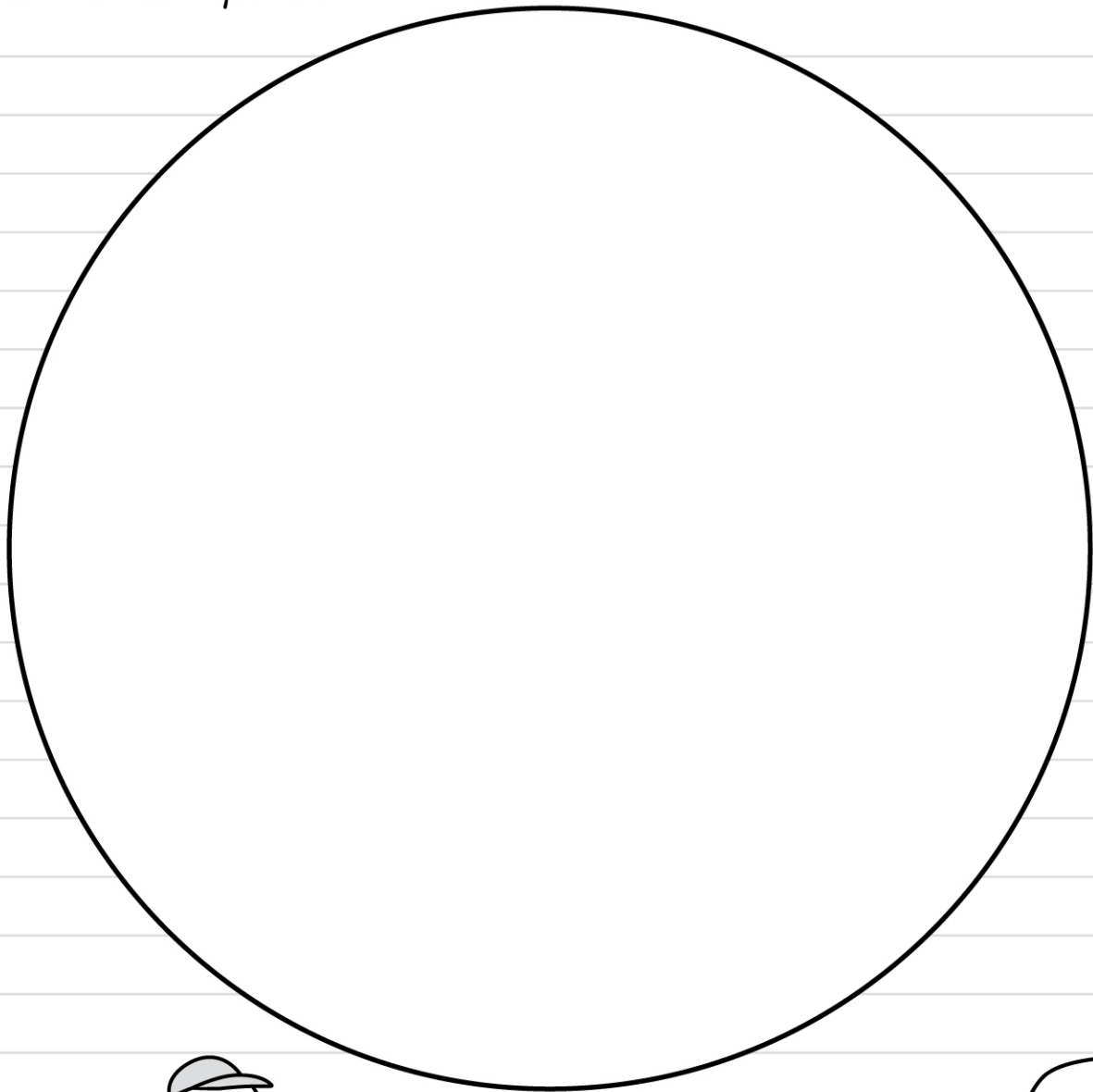
What you wear makes a statement about yourself and affects how other people see you. What should he wear to a fancy restaurant? Please draw a line to help dress him.



GOOD JOB!

MY FAVORITE FOODS

Going out to eat is always a treat. We need to be thankful and grateful for this special meal. Ready to draw your favorite foods on this plate?



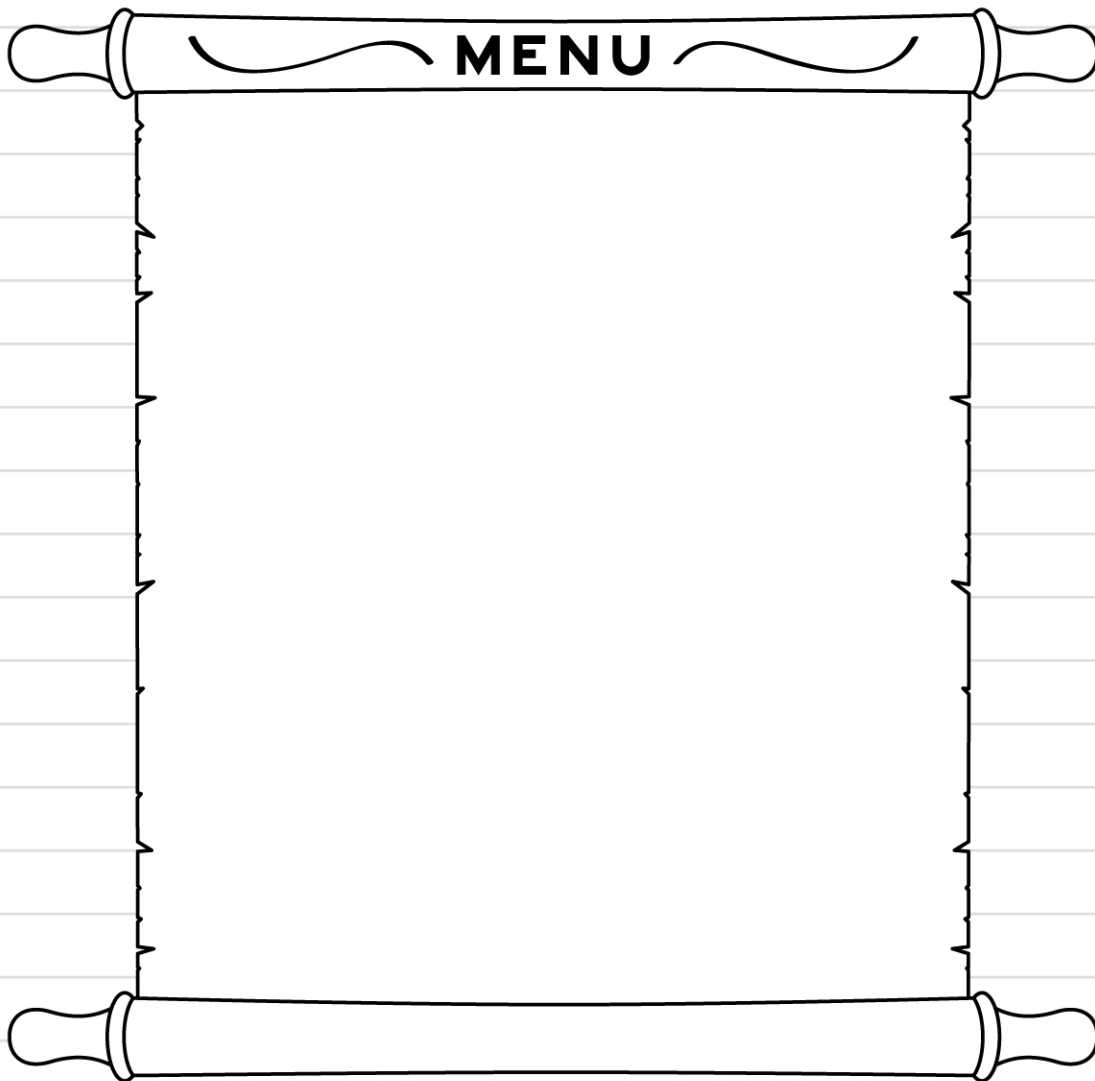
COACH TIP!

Begin to encourage your child to use utensils as soon as they show interest. By the age of five, you should be able to practice on a regular basis. Be patient!

AWESOME!

WHAT'S ON YOUR MENU?

In a restaurant, a menu organizes the food into different courses. You sometimes begin with an appetizer or starter, then follow with the entrée and finally a delicious dessert. Please draw a menu for dinner.



PERFECT!

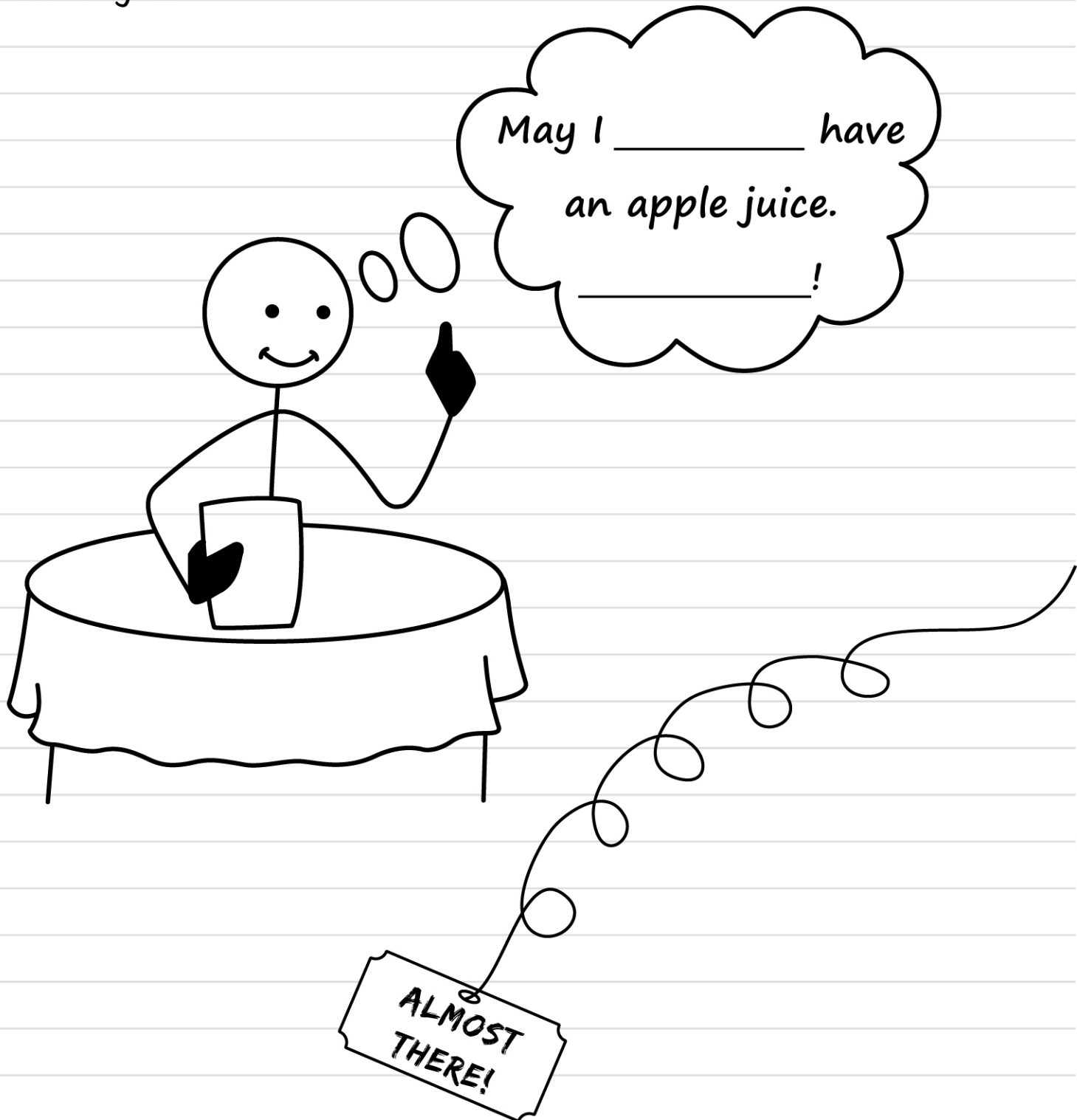
COACH TIP!

Have your child help decide the dinner menu. Then he can create colorful menus for the table.

A circular callout box with a chef character at the top. The chef has a smiling face and is wearing a cap. The text inside the box is written in a casual, handwritten style.

HOW TO ORDER YOUR MEAL?

When ordering your meal, make a decision, speak clearly and use the magic words! Please color the picture and then add a little magic to the order. Use these polite words: please and thank you!



WOULD YOU RATHER.....

Making conversation with someone new can be fun. How about a quick game of "Would you rather..." to practice. Remember to ask "why".

.....be a sun or a cloud?

.....be a dog or a cat?

.....play on the beach or in the park?

.....drink water or milk?

.....watch television or play video games?

.....eat ice cream or cake?

.....play in the snow or jump in puddles in the rain?

.....have well-mannered dog or a crazy monkey?

.....give or get a present?

DIY CONVERSATION CARDS

Perk up your family talk! Just cut out the cards. Create the family talk jar. One person picks a card and everyone can answer the same question or everyone can pick their own. Listen and take turns.

SEASONS OF THE YEAR

What is your favorite season? Why? Do you know an interesting fact about your favorite season? Name a fun family activity during this season?

FAVORITE SPORTS

What is your favorite sport? Who is your favorite player? Who is your favorite team? What's an interesting fact?

PLAN A DREAM VACATION

Where would you go on a dream vacation? Who would come? What would you do? Why? What's an interesting fact about your choice?

FAVORITE CANDY

What type of candy do you like to eat? What would happen if you ate tons of candy every day?

EXERCISE IMPORTANT

Why should we exercise? What are some forms of exercising? How many times a week should we exercise? What is your favorite type of exercise? What is your least favorite exercise?

SUPERPOWERS

If you could have any superpower, which would you choose? Why?

ANIMAL

If you could be an animal, what would you be and why?

YOUR FAVORITE THING

What is one thing you couldn't live without? Why?

FAME FOR 10 SECONDS

If you had the attention of the world for 10 seconds, what would you say? Why?

BEST HOLIDAY

What is your favorite holiday to celebrate? Why?

INTERESTING FACTS ABOUT YOU

Name three interesting things about you?

TEACH A CLASS FOR A DAY

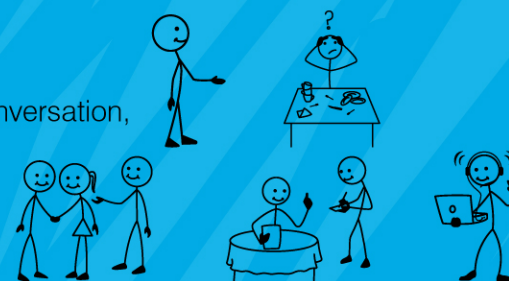
If you had to teach a class for a day, what subject would you choose? What would you do?



The follow-up to the award-winning **The SMART Playbook**, *Lil' Champs Play it SMART* is a practical, creative book that will help your child master basic social skills while having fun! Each activity is designed to teach basic principles that every child should learn, but does so in a manner that is highly engaging and wonderfully addicting. Your child will discover through tried-and-true methods of learning, all that they need to have successful and meaningful interactions with their peers and beyond. Everything from magic words, first impressions, good play dates, proper table manners, and respecting technology are taught on your child's level in a way that stimulates learning. With doodles, mazes, matching games, dot-to-dot and more, your Lil' Champ will love learning and be inspired to follow 'manner rules'.

Fun Features & Big Benefits:

- Five SMART skills: **S**ocial Skill Basics, **M**ealtime Manners, **A**rt of Conversation, **R**estaurant Behavior, **T**echnology Talk.
- More than 100 pages of kid-approved activities.
- Offered in a game format with a ticket incentive system.
- Practical tips for busy parents.
- BONUS! Family game section.



"What an amazing value and an important, playful way for kids to build character, confidence, integrity and empathy all in one book!" **Kristen, Mom of three CT**

"Hours of fun for your little ones with engrossing activities that encourage kindness and respect. We can't wait to get started using them at Project Playdate." **Amanda, Founder of Project Playdate NYC**

--- www.thesmartplaybook.com ---

About the author:

Suzanne Wind is the award-winning author of *The SMART Playbook*. Her passion is to empower parents to teach the next generation social skills that fit a modern world and are the key to their future successes.

Wind's first book, for ages 6-12, was the recipient of numerous awards, including the prestigious Creative Child Magazine 2014 Book of the Year award.



SAMPLE
Not for Resale