The Nook of Not-Yet

The Last Pocket Mystery

A family investigation with Pockets the Squirrel



Clink-clink. Pockets freezes. The sound came from the very last pocket, the one that was empty yesterday. Pip has three guesses before Pockets even sits down. “Wait,” says Pockets. “Let’s ask for a clue.”

Look inside the picture

Find two things in Pockets’ nook. Which might make a tap? Which might rustle? You can point or make the sounds.

Draw or act out a clue and a possible answer.

My clue

My guess

Turn the page to try it together ›

The Last Pocket Mystery

Can a sound help you guess what you cannot see?

Gather A wooden spoon and a sheet of scrap paper

5–10 minutes • About ages 2–8 with a grown-up



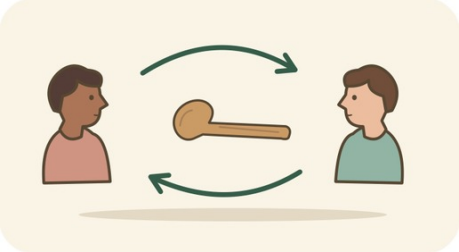
1 Hear both clues

Rustle the paper, then tap the spoon gently on the table. Take turns trying each sound while you can both see.



2 Make a mystery sound

One player turns away. The other secretly chooses the paper or spoon and makes its sound once.



3 Guess, then look

The listener guesses “paper” or “spoon,” or copies the sound. Show the object, then swap jobs.

When you’re done

Flatten the paper for another drawing. Return the spoon to its drawer.

Another way to play

For a quiet game, hide one object behind your back. Show just one corner or the spoon handle as a clue.

One more wonder

Can one sheet of paper make two sounds? Try rubbing it and then crinkling it.