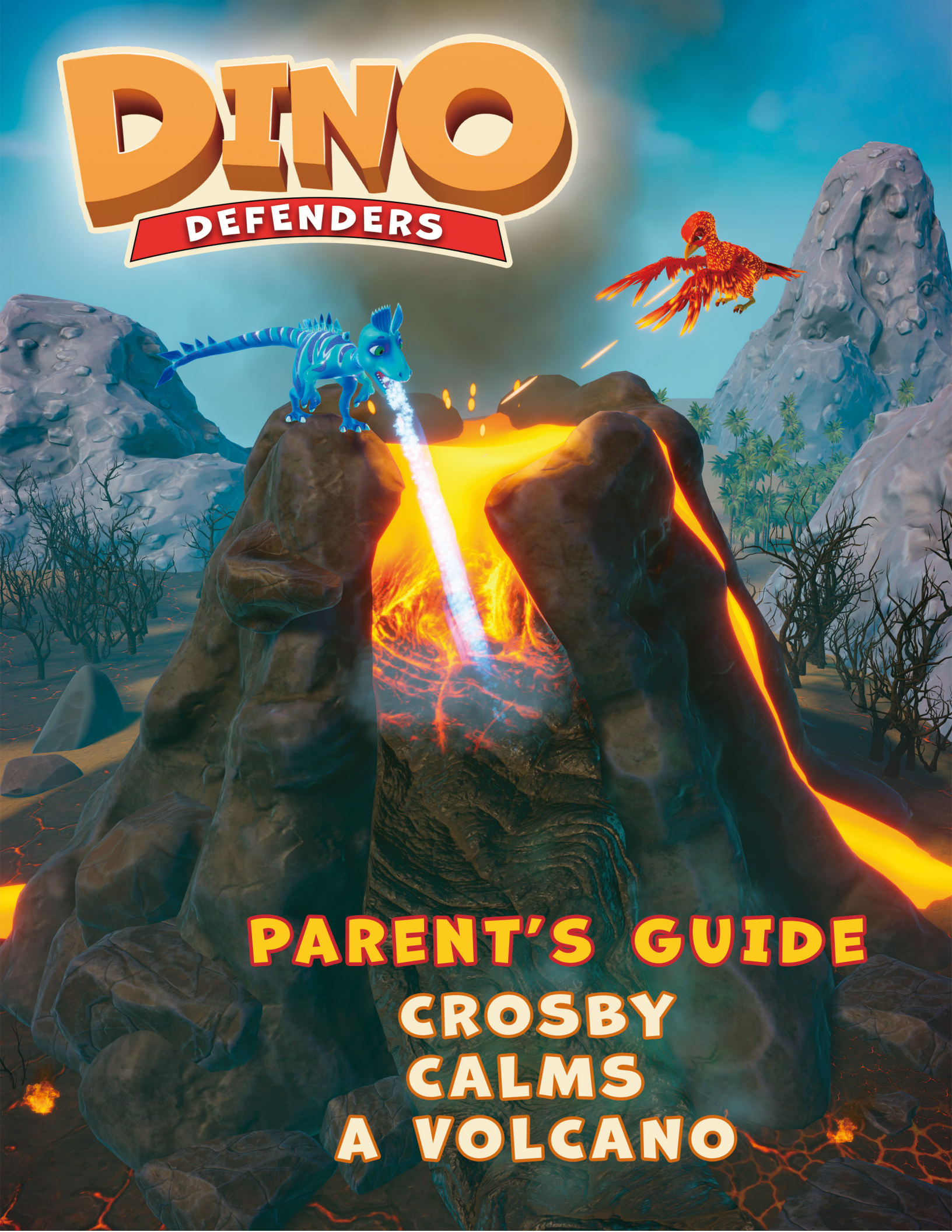

DINO
DEFENDERS
PARENT'S GUIDE
CROSBY
CALMS
A VOLCANO

Crosby Calms a Volcano

A Parent's Discussion & Feelings Guide



A Note for Grown-Ups

Crosby begins by making ice slides for children on a hot day. Soon, more neighbors need help, and he realizes that something is wrong across DinoTopia. Crosby Calms a Volcano invites families to talk about noticing others, sharing what we know, and making a plan together. Even a helper with FrostCraft needs friends he can trust.

Read the story for enjoyment first. Later, choose a few questions that interest your child. You can talk, point to pictures, or draw your answers together. Leave room for different ideas about the characters' feelings. Follow your child's lead, and if the conversation wanders somewhere unexpected, let it. There's no need to finish this guide in one sitting; one good conversation is plenty.

Meet Our Crew

Find these four characters in the book. Look for the different ways they affect what happens in DinoTopia.



Crosby the Cryolophosaurus

Crosby uses FrostCraft to create ice and cool things down. He listens when neighbors ask for help, notices signs of trouble, and brings the Dino Defenders together. Once Pearcy discovers the cause of the heat-wave, Crosby leads a team to the volcano and uses his power to seal its opening with ice.

Fun detail: *Crosby uses the same power for very different jobs: a playful ice slide, a cooler house, and the volcano. Ask your child to find each one in the pictures.*



Pearcy the Pterodactyl

Pearcy helps gather the Dino Defenders at the Dino Dome, then flies out to discover where the heat is coming from. He spots Inferno at the volcano and returns to report what he saw.

Fun detail: *Pearcy checks places where nothing unusual is happening before finding the volcano. Looking carefully includes noticing where the problem isn't, as well as where it is.*



GrimLove the Tyrannosaurus Rex

GrimLove joins Crosby and Pearcy on the trip to the volcano. He's eager to help and responds to the plan with "Let's do this!" When his first approach doesn't work, he tells Crosby and asks for help. Being part of the team includes speaking up about what he can't do alone.

Fun detail: *Crosby chooses GrimLove for his muscles, but GrimLove also contributes by communicating. A strong teammate can say when a different approach is needed.*



Inferno the Idiornis

Inferno uses his Fiery Feathers at the volcano, causing trouble that reaches all the way to DinoTopia. His choices affect neighbors he isn't standing beside. By the end, he has flown away, and Crosby finishes calming the volcano.

Parent note: *The story shows what Inferno does without explaining exactly why. Invite your child to wonder about his reasons.*

The Hardest Moment: More Neighbors Need Help

Crosby is good at helping, and the book lets him do plenty of it. A slide. A house. Two friends at the park gate, then two more on the road to the volcano. He realizes the community needs more than individual acts of cooling. Pause here to talk about noticing a bigger problem and finding others who can help.

For Grown-Ups: Cooling the Heat, or Finding the Fire

This is the quiet lesson of the whole book, and it's a genuinely grown-up one. Crosby's help is real: people are cooler, a house is livable, friends are comfortable. None of it is wasted. But the heat keeps coming back, because the thing making the heat is somewhere else entirely.

Children are natural symptom-fixers. They're quick to solve the problem in front of them: rebuild the tower, return the toy, wipe up the spill. Figuring out why the same problem keeps happening takes another kind of thinking. Crosby models the other move: help first, because someone needs help *now*, and then stop and ask what is actually causing this. Both halves matter, and the second one is the one that ends the heatwave.

- *Crosby cooled down a lot of people, and DinoTopia was still hot. Why didn't his helping fix the problem?*
- *When Crosby went to Mrs. SweetPouch's house, he noticed her wilted flowers too. How do you think he spotted that?*
- *Have you ever fixed something and then it went wrong again? What was really causing it?*
- *What's the difference between making someone feel better and fixing what made them feel bad?*

What Makes a Good Leader?

Crosby knows there is a heatwave, but he doesn't yet know its cause. He asks Pearcy to investigate, brings everyone back together to hear the report, and then makes a plan. Once they set out, the team still stops to help Milo and Riley. The mission matters because their neighbors matter.

For Grown-Ups: Make Room for Other People's Strengths

Crosby's leadership includes asking, listening, deciding, and thanking. Pearcy can see things from the air that Crosby can't see from the ground. GrimLove brings strength and enthusiasm. When something doesn't work, the friends communicate so they can respond.

For an everyday task, let your child help choose the jobs. One person might gather supplies while another sorts them. Ask for ideas before deciding what to try. You can model Crosby's appreciation by naming a contribution: "You found the missing pieces. That helped us finish."

- *Crosby gave Pearcy and GrimLove different jobs. Why didn't he ask them both to do the same thing?*
- *Why is it helpful for GrimLove to say when his approach isn't working?*
- *If you were leading a project, how would you help everyone share an idea?*

Talking About Inferno's Choices

Inferno's Fiery Feathers affect more than the volcano. Follow the story back to the hot house, the wilted flowers, and the friends who need cooling. This gives children a concrete way to think about how one person's choices can affect a whole community.

For Grown-Ups: Think Beyond the Person Making the Choice

You might ask, "Who else is affected?" That question works for everyday choices such as leaving a shared space messy or taking all the supplies for a project. Help your child name the effect.

The story ends with Inferno leaving; it doesn't show an apology or explain what he learns. You can imagine what making things right might look like, as long as you call it an idea for what could happen next. Keep the focus on thoughtful choices and asking for support.

- *Who is affected by what Inferno does at the volcano? Find an example in the book.*
- *What is one question Inferno could have asked himself before using his power?*
- *Imagine Inferno wanted to make things better afterward. What could he say or offer to do?*

Feelings Check-In

Point to a face, make an expression, or name another feeling. More than one answer can fit. Look at the pictures together and listen to your child's reasons.

😊 **HAPPY** 😕 **WORRIED** 😡 **FRUSTRATED** 😮 **SURPRISED** 😌 **RELIEVED**

- *How might the children feel when Crosby makes the ice slides?*
- *How might Mrs. SweetPouch feel when her house becomes cooler?*
- *How might Crosby feel when he realizes so many neighbors need help?*
- *How might Pearcy feel when Crosby thanks him for finding the cause?*
- *How do YOU feel when everyone returns to the park at the end?*

Getting to Know Crosby

10 Things Crosby Wants You to Know About Him

1. He takes one slow breath before every single use of his FrostCraft. He says it helps him aim. It also helps him stay calm.
2. His favorite thing to make isn't slides. It's tiny snowflakes, one at a time, while he's thinking.
3. He knows every neighbor in DinoTopia by name, and he checks on them when the weather turns.
4. He has never once used FrostCraft to show off.
5. He is endlessly patient with everyone.
6. "Someone else will handle it" is his least favorite sentence.
7. He was more frightened at the park gate than he was at the top of the volcano.
8. He is secretly hoping somebody will ask him to carve an ice sculpture one day.
9. He can't stand hot soup and is too polite to mention it.
10. He never asks for a thank-you, but he remembers every face that looked better afterward.

Crosby's Community Helper Plan

You don't need FrostCraft to make a difference. Use this page to choose a small, everyday task you can do together, such as tidying a shared play area or getting materials ready for a family project.

For Grown-Ups: How to Use This Page

Choose a manageable way your child can help a person or care for a shared space. Encourage them to ask what would be useful before deciding what to do.

Make a simple plan together. Your child can speak while you write or draw their answers. Give them one small job they can manage, and stay available to help.

When you are finished, check together: Did our plan help? If not, talk about what you could change.

A child can contribute without being responsible for solving every problem.

Crosby's Community Helper Plan

I can notice a need, ask what would help, and make a plan.

1. **Notice**

   Someone or something could use some care. Who or what are we helping?

☐ A person ☐ A space

2. **Ask**

   Before I decide what to do, I can ask: "What would help you?"

   What did I hear? _____

3. **Make a Plan**

   A grown-up I can work with: _____

   My job is: _____

   The grown-up's job is: _____

   ☐ We agree on the plan

4. **Help**

   While I am doing my part:

   ☐ I can ask for help if I need it.

5. **Check**

   When we are finished, we can ask:

   Did our plan help?

   ☐ Yes

   ☐ A little

   ☐ Not yet

   What could we do next? _____

Draw it: Draw your helping team doing a small job. Show what each person contributes and who benefits.

Bring DinoTopia Into Your Day

- **Take a noticing walk.** Look around your home together for one small thing that needs attention: scattered crayons, books to shelve, or a game to put away. Choose one task and ask who would like to help.
- **Share the leader's job.** Make a picture together. One person asks what everyone wants to include, another gathers crayons, and another starts the drawing. Switch roles next time so everyone gets to practice listening and planning.
- **Ask "Who else?"** Before using up the last sheets of craft paper, pause. Who else might need some? Decide how to share or find more supplies. Connect the choice to caring for the people around you.
- **Give a Crosby thank-you.** At dinner or bedtime, name one helpful thing someone did. Be specific: "You put the books away so we could use the table." Invite your child to notice their own contribution too.

Thank you for reading Crosby Calms a Volcano!

DinoTopia is cool again, and the neighbors are back at the park. Carry a little of Crosby's helpfulness into your day: notice a need, listen to others, and choose a small step you can take together.

