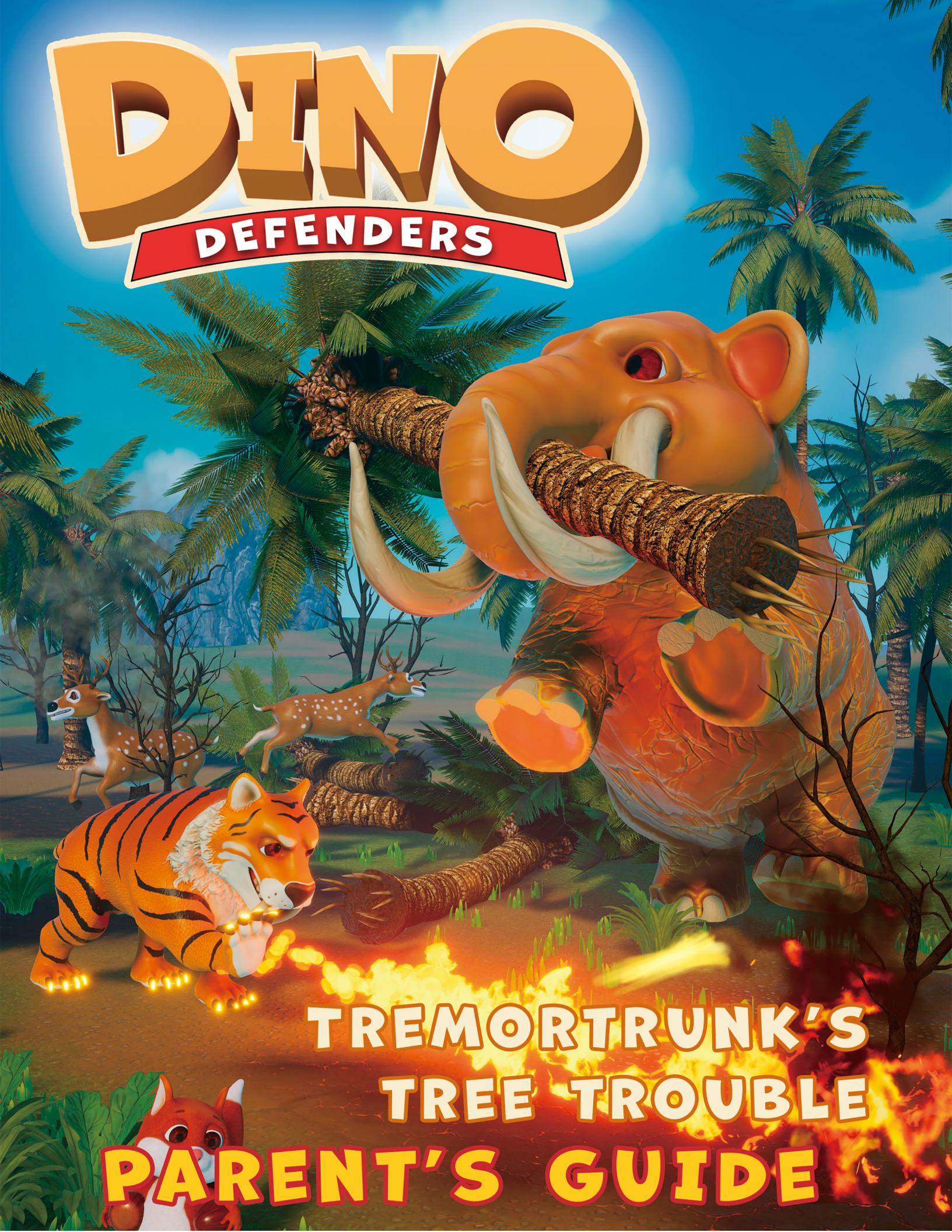

DINO
DEFENDERS
TREMORTRUNK'S
TREE TROUBLE
PARENT'S GUIDE

TremorTrunk's Tree Trouble

A Parent's Discussion & Feelings Guide



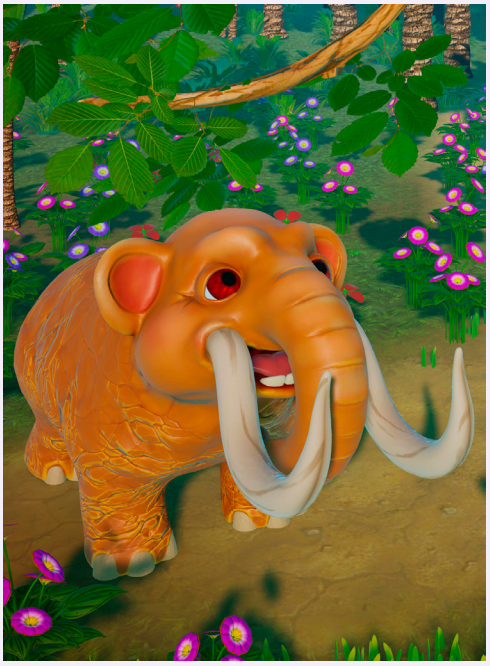
A Note for Grown-Ups

TremorTrunk has the strength to move towering trees, but he isn't sure about his friends' plan for a forest hideout. He goes along with them, then sees how their choices affect the animals who already live there. TremorTrunk's Tree Trouble invites families to talk about pressure from friends, caring for nature, and choosing what to do after a mistake. With Annie's help, TremorTrunk finds a better use for his strength.

Enjoy the story first, then choose a few questions or activities. Your child can talk, point to pictures, or draw an answer. Some forest scenes may feel upsetting; pause if needed and revisit the ending, where the trees are growing and the animals return. There's no need to finish everything at once. Let the conversation follow what your child notices.

Meet Our Crew

Find these four characters in the book. Notice who suggests the plan, who questions it, and who helps things change.



TremorTrunk the Mastodon

TremorTrunk worries about the animals before the work begins, but agrees to help BlazeClaw and Ambush clear the forest. As he sees the effects, he questions their plan again. Annie helps him understand what is at stake. He chooses to stop, stays to help repair the forest, and plants new trees.

Fun detail: *TremorTrunk uses his trunk to pull up a tree early in the story and to plant saplings later. Find both pictures. His strength stays the same, but his choice changes.*



Annie the Ankylosaurus

Annie is tending her garden in Produce Patch when she hears the commotion. She speaks up for the forest animals and uses Flora Force to calm the forest. She shows TremorTrunk a nest of baby birds and helps him see another way to use his strength. When he offers to repair the damage, she joins him.

Fun detail: *Annie's help includes words and actions. She explains why the forest matters, shows TremorTrunk who lives there, and then works beside him to make things better.*



BlazeClaw

BlazeClaw proposes the forest hideout and urges TremorTrunk to keep going when he has doubts. He focuses on the group's new space while Annie points out the animals' homes. He is unhappy when TremorTrunk stops following the plan, but later praises the hideout that TremorTrunk and Annie build.

Parent note: *At the end, BlazeClaw grins and compliments their work. The book shows him appreciating the new hideout; it leaves us to imagine what choices he might make next.*



Ambush

Ambush is eager to use TremorTrunk's strength for the new hideout. He brushes aside Annie's concern, calling her dramatic. Later, when the clearing floods, he recognizes that things are going badly. By the end, he admits that the new hideout is strong and hidden.

Parent note: *Ambush's first response dismisses Annie instead of answering her concern about the animals. Ask what a listening response might have sounded like at that moment.*

Following the Group or Pausing to Think?

Before the work starts, TremorTrunk points out that the forest is full of animals. Later, he looks at the fallen trees and asks whether their plan is right. BlazeClaw tells him to keep going. These moments show the pull between wanting to join in and noticing a reason to stop.

For Grown-Ups: Give Doubt Some Room

Pressure from friends can sound like "Don't back out now!" Help your child practice a short response: "I want to stop," "Let's ask first," or "Can we try another way?" They can change their mind even after agreeing. A pause gives them time to consider who else might be affected.

Use an everyday example, such as friends wanting to take every block for their own game. Ask who else needs the blocks and what a fairer plan could be. If a child feels unsure or pressured, they can step away and ask a trusted grown-up for help. They don't have to persuade everyone on their own.

- *What concern does TremorTrunk raise before he agrees to the plan?*
- *Why might it be hard to stop when friends are telling you to keep going?*
- *What could you say if a game or plan no longer felt right to you?*
- *How could the friends have planned a hideout while caring for the animals' homes?*

The Hardest Moment: Seeing Who Is Affected

The forest is more than a place for a new hideout. Birds, squirrels, and other animals depend on it. Annie draws attention to their homes, and TremorTrunk begins to face what his choices have done. Follow these moments together, then look ahead to the work that helps the forest recover.

TremorTrunk pauses beside the fallen trees and questions the plan.	› *What has he noticed that BlazeClaw is brushing aside?*
Annie says the forest is home to many animals.	› *Find an animal in the pictures. What might it need from this place?*
TremorTrunk looks around with a heavy heart and asks what he has done.	› *How might he be feeling as he sees the results of his actions?*
Annie shows him a nest of baby birds after using Flora Force.	› *What does the nest help TremorTrunk understand about the trees?*

For Grown-Ups: From a Big Problem to a Small Next Step

Let your child notice the animals' feelings as well as TremorTrunk's. Ask, "Who needs care now?" Then turn to the planting scenes. The story gives TremorTrunk a way to respond to the harm: stop the work, accept help, and begin restoring the forest.

Annie's Flora Force and the forest's sudden reaction belong to the fantasy world. For a real-life connection, choose a small act of care, such as helping tend a plant or leaving an animal's home undisturbed. Your child can take part in caring for nature without being responsible for solving every environmental problem.

Making It Right: A Different Use for Strength

Annie helps TremorTrunk see that his strength can protect the forest. He tells BlazeClaw and Ambush he is finished helping their plan, then chooses to stay. Annie offers to work with him. His promise becomes visible in the pictures as they plant saplings and the animals return.

> **"I'll stay and fix what I've done."**
>
> **— TremorTrunk**

For Grown-Ups: Follow Words with Care

TremorTrunk feels bad about his actions, but the story gives him somewhere to go from there. Help your child name a specific choice without turning it into a label about who they are. "I knocked over your building" can lead to "I'm sorry. Would you like help putting it back?" A grown-up can help work out what repair would be useful.

Notice that Annie supports TremorTrunk while he does the work. In your own family, offer a manageable part of the repair and do it together. Ask the affected person what would help, then follow through. You can also talk about what to try differently next time. Making things right can take more than one step.

- *What does TremorTrunk do after promising to fix what he has done?*
- *How does Annie help him take responsibility without leaving him to do everything alone?*
- *What is different about the hideout at the end, and how do BlazeClaw and Ambush respond?*

Feelings Check-In

Point to a face, act out an expression, or choose another feeling. More than one answer can fit. Invite your child to use the words or pictures to explain their choice.

😊 **HAPPY** 😕 **WORRIED** 😡 **FRUSTRATED** 😮 **SURPRISED** 😢 **SAD**

- *How might TremorTrunk feel when he first says the forest is full of animals?*
- *How might the animals feel when the trees start coming down?*
- *How might Annie feel when her concern is dismissed?*
- *How might TremorTrunk feel when Annie offers to help him restore the forest?*
- *How do YOU feel when the animals return and the new hideout is ready?*

Getting to Know TremorTrunk

These ten details come from the story and its pictures. Choose one to find together. What does it help you notice about TremorTrunk's choices?

10 Things TremorTrunk Wants You to Know About Him

1. His trunk gives him away every time. It sways when he's uneasy, and he can't stop it.
2. He can pull a full-grown tree out of the ground. He is not proud of the first one.
3. He counted the doubts afterward. There were three. He remembers all of them.
4. "Fine" is the word he regrets most. Not a shout — just "fine."
5. The nest of baby birds is the thing he thinks about at night.
6. He had never planted anything before in his life. Annie showed him how deep to dig.
7. Saying "I'm done helping you destroy" took him longer to get out than it looks on the page.
8. He still likes BlazeClaw and Ambush. He just doesn't do everything they say anymore.
9. The hidden hideout was his idea. He hasn't mentioned that to anybody.
10. He checks on the saplings. Every few days, quietly, when nobody is watching.

TremorTrunk's Stop & Make It Right Plan

You can pause before joining a plan, and you can choose a better next step after a mistake. Use this page to practice both. Pick a small, familiar situation, such as taking too many shared supplies or making a mess during play.

For Grown-Ups: How to Use This Page

Let your child speak while you write, or invite them to draw. Start with pretend play if a real mistake still feels upsetting. Help them name what happened, who was affected, and one useful next step. Keep the job small enough to do together. Revisit the plan afterward and notice what helped, rather than expecting one conversation to settle everything.

TremorTrunk's Stop & Make It Right Plan

I can pause, think about others, and choose a caring step.

Before I join in…

1. What are we planning? _____

2. Who or what could be affected? _____

☐ I can say, "Let's stop and think."
☐ I can suggest a kinder way.
☐ I can ask a trusted grown-up for help.

When I need to make things right…

3. What I did: _____

☐ I can stop the action that is causing trouble.
☐ I can listen to how someone else was affected.
☐ I can say sorry and ask what would help.

4. A repair I can help with: _____

A grown-up who can help me: _____

Next time, I can: _____

Draw it: Draw yourself helping make something better. Include who or what you are caring for and someone who can help you.

Bring DinoTopia Into Your Day

- **Take a noticing walk.** Look at a tree or planted area together. What animals can you see, and where might they rest or find shelter? Watch without disturbing them. Talk about whose home you are visiting.
- **Practice a pause.** Use toys to act out friends wanting all the blocks for one building. Give one toy a doubtful voice. Try "Let's ask first" or "We could share." Change the plan so there is room for everyone.
- **Care for one plant.** Choose a plant with your child and agree on a small job, such as helping check its soil or watering with guidance. Return to it together over time. Caring continues after the first helpful action.
- **Design a thoughtful hideout.** Draw a forest with trees, nests, and paths for animals. Add a hideout that leaves room for them. Ask what you could move or change in your design so the forest's residents can keep their homes.
- **Practice repair with toys.** Pretend one toy knocks over another's block tower. Let it name what happened, apologize, and ask whether help rebuilding would be welcome. Try the repair together, then choose a more careful place to play next time.

Thank you for reading TremorTrunk's Tree Trouble!

The forest is growing again, the animals are back, and the new hideout has a place among them. Carry TremorTrunk's change into your day: pause, notice who is affected, and use what you can do to help.

