

ERIC'S BOLD CHOICES!

Eric the Very Rebellious Fly

Bold leaders try new things, listen well and make things right.

Circle the strongest leader move, then draw Eric doing it.

GAME PICK

The crew must choose a game.

A Mine is best!

B Share, then invite a quieter voice.

DRAW THE LEADER MOVE

TOO FAST

Eric leaves a friend behind.

A Keep racing!

B Fly back and finish together.

DRAW THE LEADER MOVE

TOWER CRASH

Eric changed the plan and it fell.

A Blame the paper.

B Own it, listen and rebuild.

DRAW THE LEADER MOVE

ERIC'S LEADER PROMISE

I can think differently, listen to others and make things right.

Signed: _____

