

Stay Safe in the Shade





Forests are all over the land. Oak and birch trees grow close, **side** by **side**. The trees **make** so much **shade**. So the forest floor is cool and dark, not like the bright, open **plains**.

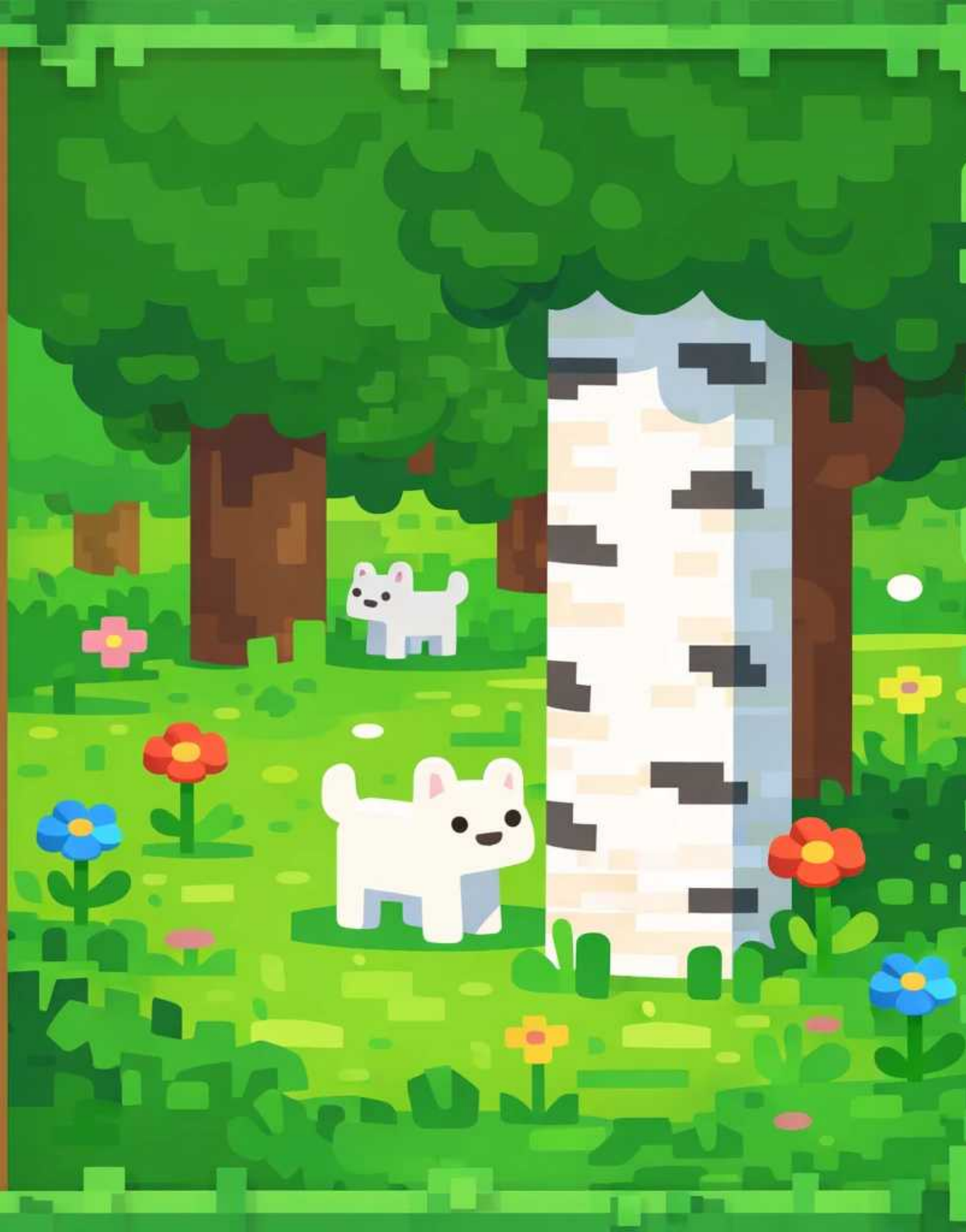
Trees give us wood.
Wood is the **main**
stuff we need in
Minecraft. We use it
to **make** tools, beds,
chests, and homes.
All new **players**
chop a tree when
the **game** starts.





Forests can be tricky. The thick trees **make** it hard to see far. Mobs can **hide** by the trunks and jump out. So we must **stay safe** when we trek in the trees.

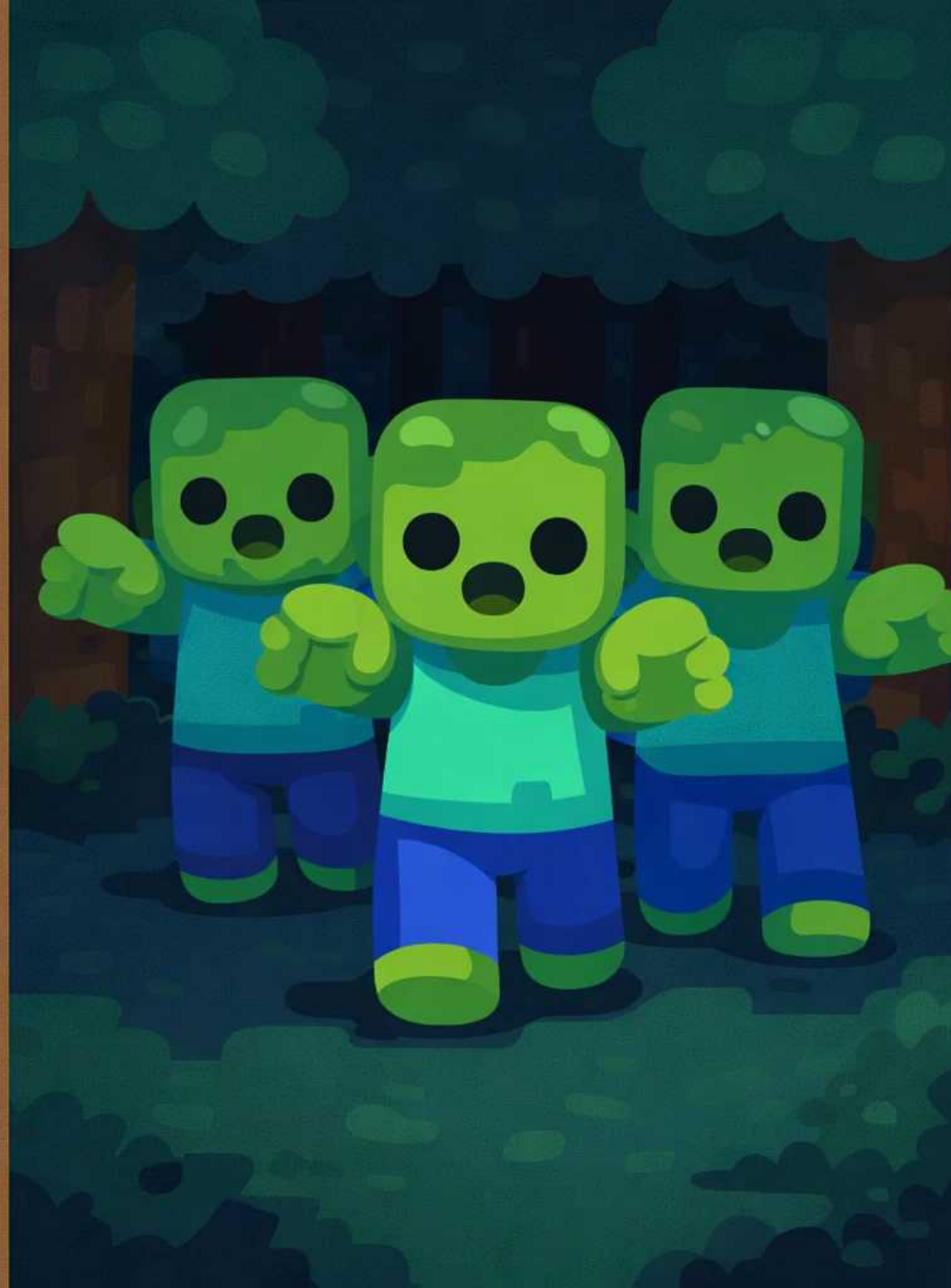
Forests are not all the **same**. Some forests have blooms and oak trees. Some have tall, white birch trees. Each forest has its own look and its own good stuff to **take**.





Some forests have trees that grow in no other **place**. Dark oak trees grow just here. They have **wide** trunks and **rise** up tall. That dark wood can **make** a **fine home** or chest.

Dark forests can be bad **places** in Minecraft. The thick treetops block the sunlight. So the forest floor stays dark all **day**. Mobs do not **wait** for the night here. They can come out in the afternoon!

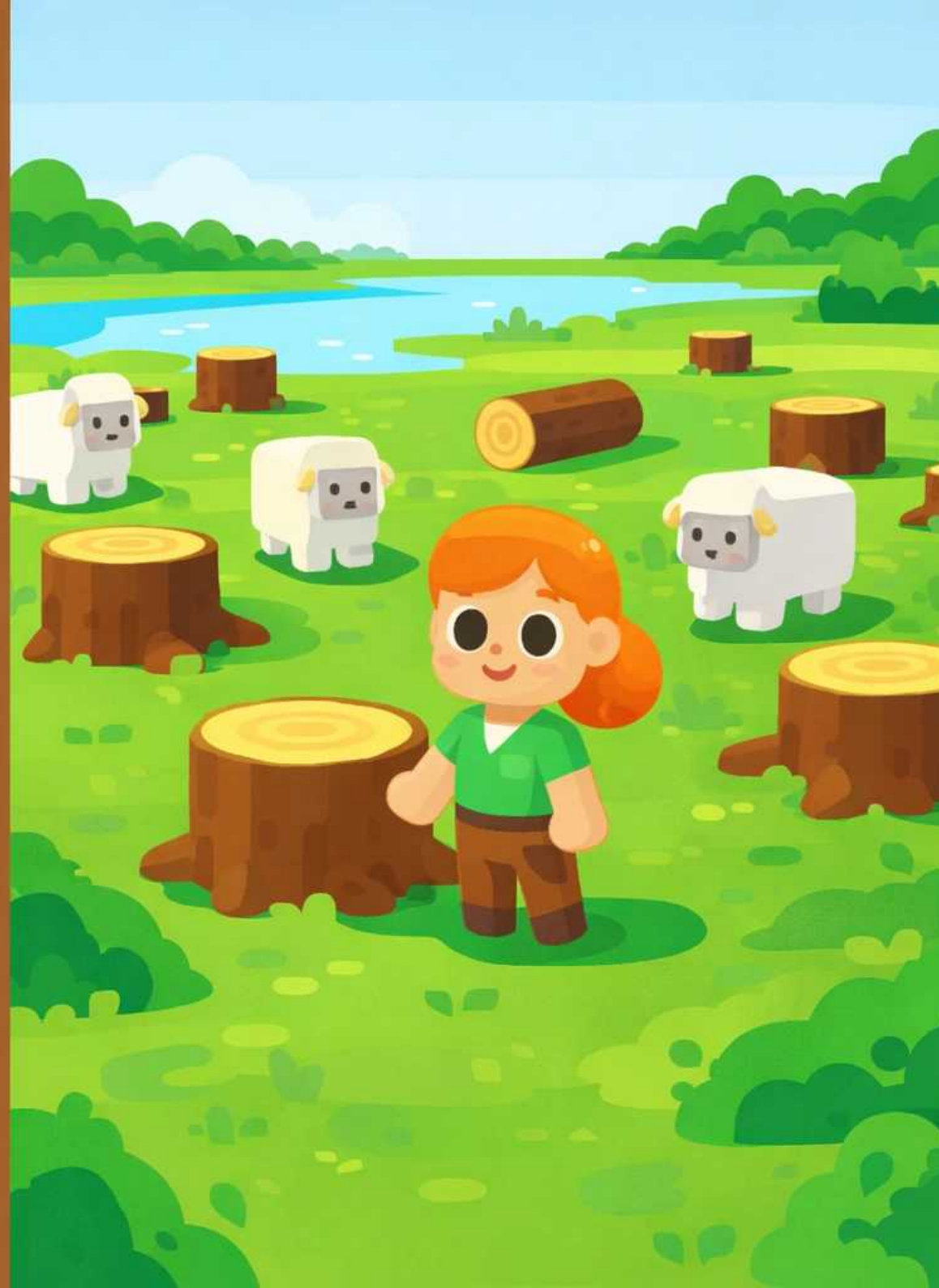




Forests give us so much more than wood. On the forest floor, we can pick up seeds, blooms, ferns, and mushrooms.

Bees **make** a **hive** up in the trees. A forest is packed with good stuff to use!

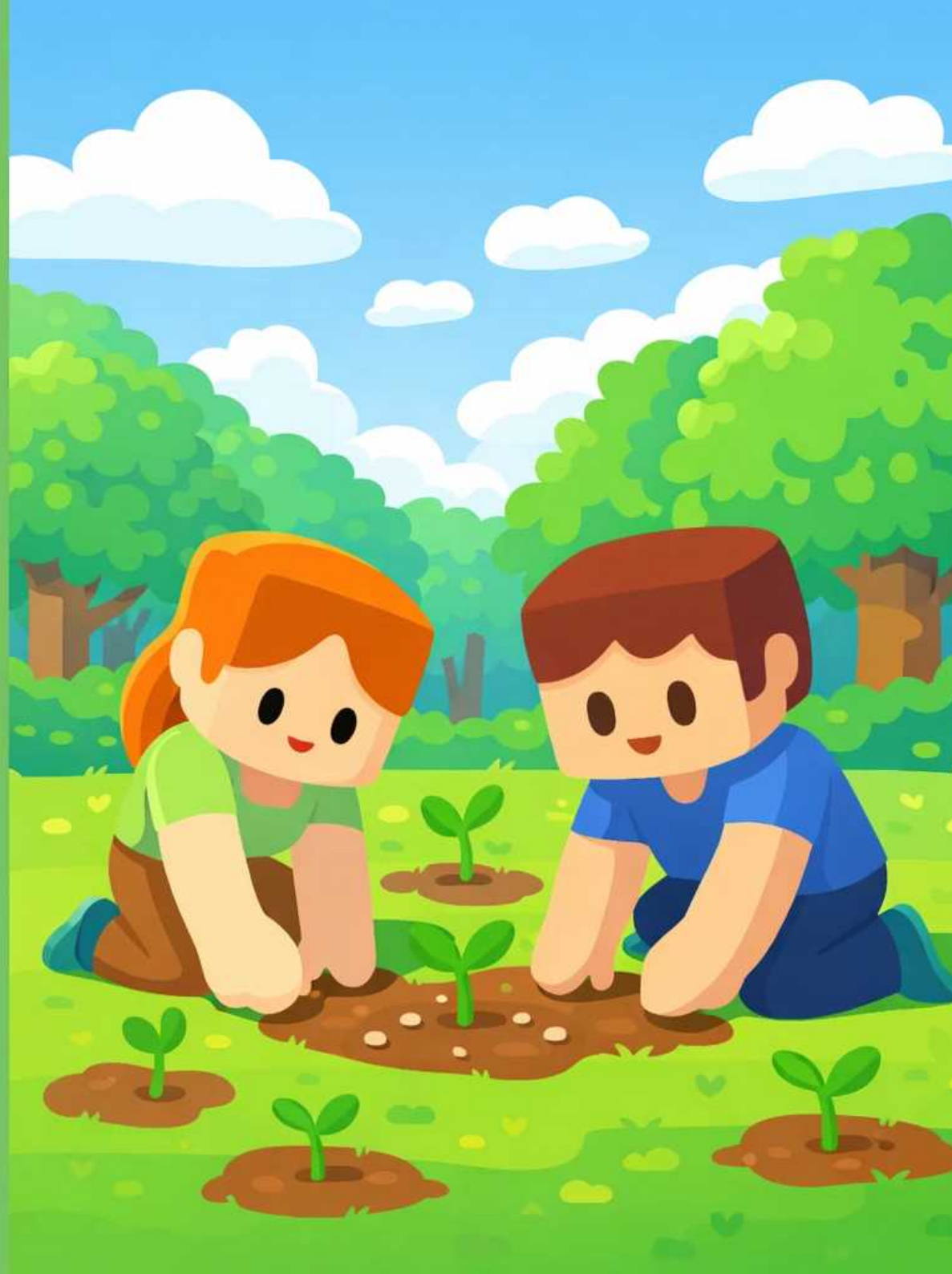
In the real land, we must look out for the trees. If we chop too many at one **time**, the ground gets dry. **Rain** takes the good soil **away**. Animals **lose** a **safe home**, and the forest **may** not grow back.

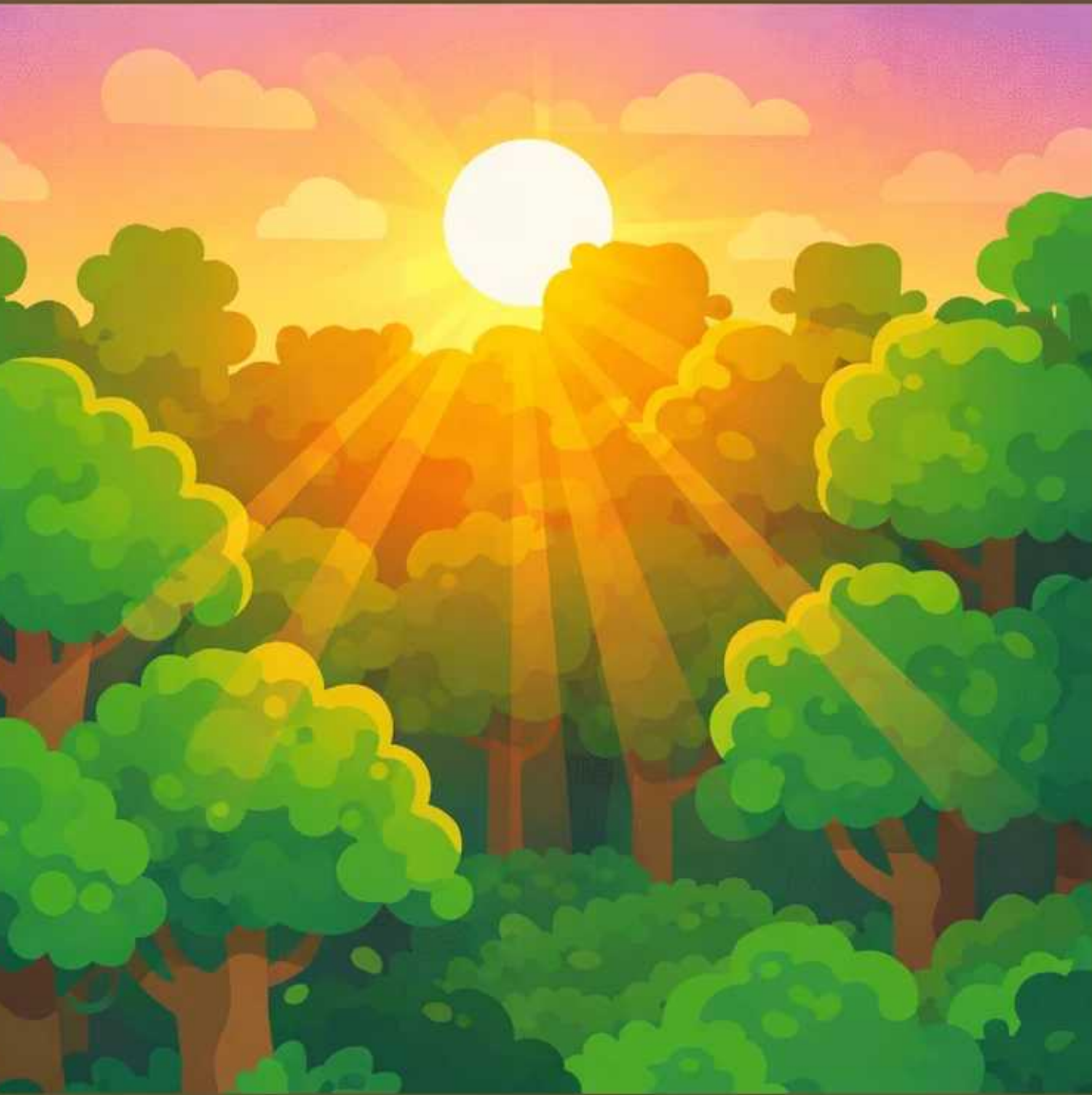




A forest is **home** to so many animals, bugs, and plants. When the trees go, they all **lose** a **safe place** to **hide**. Chop too many trees, and the forest fades **away**.

Forests can grow back if we help. When a forest is lost, we can plant new trees in the **same place**. In **time** the little trees grow tall. The animals come back, and the forest is rich with **life**.





Trees clean the air.

They **take** in bad gas
and give back fresh air.

Forests help keep the
land cool.

So **aim** to plant a tree
today, in Minecraft or in
the real land. That
keeps our **home** green!



Stay Safe in the Shade

A forest can be a cool, shady home for a player, but it hides dangers behind every trunk. Dark forests stay dark even at noon, so mobs can strike at any time. Can a player stay safe while gathering wood, and help the forest thrive again after the trees fall? Written for Jolly Phonics classrooms (Step 3, Unit 4: /ai/ mixed), this book practices words like 'safe', 'shade', 'stay', 'wide', 'hide'.

Phonics Focus: <mixed>

aim, away, day, fade, fine, game, hide, hive, home, life, lose, main, make, may, place, places, plains, players, rain, rise, safe, same, shade, side, stay, take, time, wait, wide

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