

I want to win all the time!

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Alper (pronounced Alpair) is very curious, asks lots of questions, and according to him he has biiiiig problems. He'll show you how to solve your problems and have fun and go on adventures along the way.

### What readers will learn from "I Want to Win All the Time!"

- To know the difference between different emotions.
- To check and control their emotions.
- To exert effort to achieve results.
- To feel like part of a group.
- To manage their relationships with others.
- To show tolerance.
- To grasp information about themselves and their families.
- To establish a relationship between cause and effect.
- To give effort.
- To have empathy.
- To express themselves verbally.
- To motivate themselves.
- To be compatible with their environments.
- To find solutions to problems.
- To observe the properties of an event.
- That everyone makes mistakes, and how to fix their mistakes.
- How to use English correctly.





Our hero Alper lives in a small town. It is a very green place by the sea. His closest friend is that Kitty on his back, Cartoony. And his twin sister Burcu, of course, but she is not in this story. She stayed with her aunt that weekend. If you only knew what happened... Come on, let's turn the page, and you can learn Alper's story too!





Alper woke to a loud, **"COCK-A-DOODLE-DOO!"**

"Red rooster, you're early today." He put his pillow over his head and tried to go back to sleep. But the rooster continued to crow.



**"I guess that's it. There's no escaping you."**

He said, taking the pillow off of his head.





Delicious smells were coming from the kitchen.

**"Mmm, I guess my mom made omelettes for breakfast."** He thought.

At that moment the door opened very slowly, and in come Alper's cat, Cartoony.

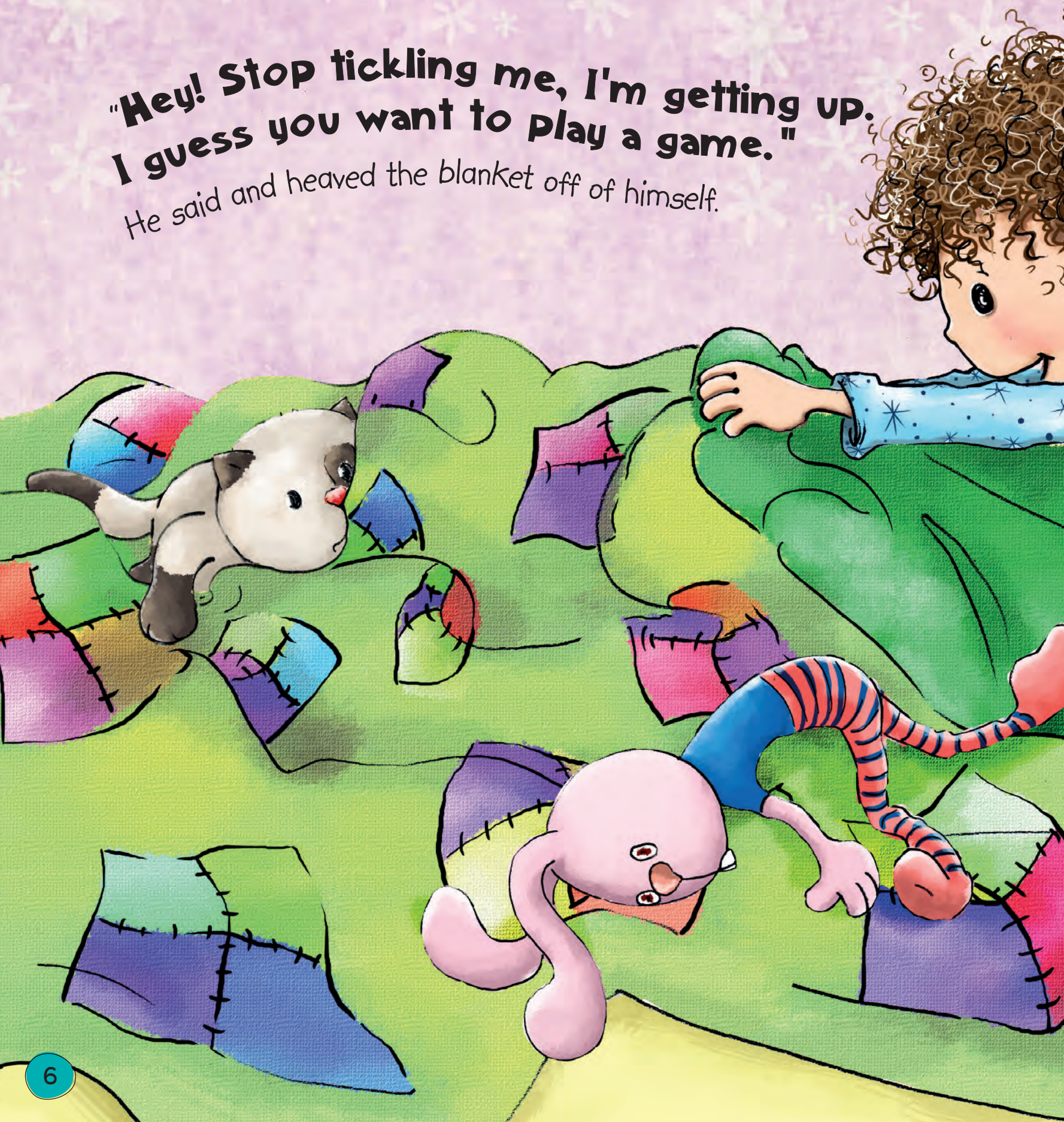




Alper pretended to sleep and pulled the blanket over himself. Cartoony silently approached the blanket. He lifted the blanket with his head. He started to tickle Alper's nose with his tail.

**"Hey! Stop tickling me, I'm getting up.  
I guess you want to play a game."**

He said and heaved the blanket off of himself.





**"Now I've got you!"**

He shouted joyfully.

At that moment Cartoony was looking at him from the other end of the blanket. Alper had caught his own foot!

