12 · A job that helps

Say this, or use your own words

What little job would help our pretend place today?

Ready in a moment

Name a pretend room, garden or parcel place. Use a page or a spoken scene.

Try a little play

1. Invent one thing that wants doing: finding a message, welcoming someone or putting a drawn page away.

2. Invite the child to choose a job, invent another, watch or rest. Nobody has to earn their place by working.

3. Play one small job and name what it was meant to help. An imagined job can stay imagined.

4. Keep, swap or finish the job. Ask before assigning another role.

Choose a useful route

• Communication: Offer two named jobs, then the child's own idea or no job. Use their established communication and confirm the chosen purpose. Ask who does which part only if that helps the play.

• Making or paper: Make a broad mark for a pretend message place. The child can put a drawn message there, direct your placement, or leave it as a plan. Name who actually made or moved each part.

• Observe or imagine: Narrate a pretend helper delivering one imaginary page. Invite the child to choose the destination while remaining still. If they prefer watching, leave the scene open without attributing your job to them.

Two fictional ideas to borrow

• Home fiction: A visitor's job is to show guests where the pretend coats go. The child chooses a wide doorway patch; the adult draws it on direction. No real coat storage is changed.

• Library fiction: An imaginary helper puts a made-up book beside a reading place. The child changes the job to welcoming instead. Real library membership and services need the separate dated adult fact check.

Notice, then choose the next move

Notice a child's actual link between a job and its purpose. If only the adult chose the job, invite one smaller decision next time.

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Later fresh start: Invent a different place and one wanted job, or let a visitor rest with no job. No previous role needs recalling.

Optional extra: If useful, invite the child to suggest a safe ordinary family job they already know. A familiar adult decides actual suitability; pretend competence is not a real-task safety check.

Adult intention: Connect a chosen job with a useful purpose.

Optional original SVG aid · complete no-image description

All materials — readable HTML · Full parent guide — readable HTML · Full card — readable HTML

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