17 · One small change

Say this, or use your own words

Shall we try one change in our paper place?

Ready in a moment

A flat drawing or a fresh described scene. No building, tools, obstacle course or real access test.

Try a little play

1. Choose one fictional purpose, such as finding a message or reaching a drawn resting patch.

2. Describe or make a first idea now. Choose one possible change; keep the first version only if it really exists.

3. If wanted, try it by tracing, directing an adult's trace or narrating a pretend action. Name exactly which kind of try happened.

4. Ask what was noticed, then keep, change or finish. An untried idea stays a plan.

Choose a useful route

• Communication: The child names or selects a destination and directs one pretend move through familiar communication. Ask whether to keep or change one part. An adult's directed trace is attributed to the adult, with the child's direction named.

• Making or paper: Draw an initial doorway mark, then a possible new position in a second empty panel. Trace an actual drawn version only if wanted. Two drawings alone do not demonstrate that a route works for a real person.

• Observe or imagine: Narrate one imagined journey while the child watches or chooses a destination. Label this a story try. Invite a later paper try without making physical action necessary for participation.

Two fictional ideas to borrow

• Delivery fiction: The child shifts a pretend message spot nearer a doorway. The adult traces the drawn route on direction and reports that actual trace. No real parcel delivery or access improvement occurred.

• Ocean fiction: A visitor's route to a made-up bay changes around an imaginary island. The child keeps the change as a spoken plan. No journey or improvement is claimed before a try.

Notice, then choose the next move

Notice the chosen purpose, specific change and any actual try. If no try happened, invite one optional small use later, or enjoy the plan as a story.

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Later fresh start: Choose a fresh fictional purpose and first idea. The change can be different; there is no earlier-result or memory test.

Optional extra: Keep two possible changes with different story purposes. Neither has to be best, and a willing partner may prefer a different version.

Adult intention: Connect a chosen change with an optional actual pretend try.

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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