Ten optional extras

11 · A welcome with a choice

With permission, offer a willing familiar adult the same real choice during play. Follow their actual reply; a pretend visitor's reply remains fiction.

12 · A job that helps

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.

13 · Room for two ideas

Invite a willing play partner to propose a separate idea. Ask before joining the ideas. A partner can keep theirs separate.

14 · Ask before a change

Invent a visitor who changes its mind. Agree a new clear choice before continuing; no performance or real personal story is needed.

15 · A turn we agree

Try changing the arrangement after one pretend exchange. Ask each willing partner again, rather than assuming an earlier yes still applies.

16 · A sign with a purpose

Give one message two forms, such as a broad picture and a familiar spoken phrase. Ask which helps this particular willing recipient today.

17 · One small change

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

18 · A message that gets there

Have a willing partner offer a message back, using their own preferred communication. The child may decline the exchange or ask an adult to help interpret.

Original play © NeuroForgeIO Pty Ltd 2026 · CC BY 4.0

19 · A place ready for next time

Invite a new name or message for a kept page with permission. A new edition can stay private; no display or improvement is required.

20 · A welcome someone can use

If the child wants, invite one new play idea for an adult to word as a future card. Separate their idea from the adult's wording; share only with appropriate permission.