Ten later fresh starts

11 · A welcome with a choice

Start a fresh place with a visitor who wants a different way to join. No earlier drawing or remembered answer is needed.

12 · A job that helps

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

13 · Room for two ideas

Begin with two fresh interests, such as looking and making, with no earlier work required.

14 · Ask before a change

Use a fresh adult-owned mark and invite one change request. Earlier consent never carries automatically to a new action.

15 · A turn we agree

Offer a new shared imaginary job with a fresh willing partner, or a solo version. No turn-taking score follows the child.

16 · A sign with a purpose

Make a fresh message for a different imaginary recipient. No stored sign or previous misunderstanding is required.

17 · One small change

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

18 · A message that gets there

Choose a fresh recipient or private reminder with one message. Earlier messages need not be kept or recalled.

19 · A place ready for next time

Start from a fresh place, even if nothing was kept. The earlier page is useful only if available and wanted.

20 · A welcome someone can use

Repeat a favourite, begin any new invitation or follow a new child-led interest. Earlier work and a two-week schedule are optional.

Original play © NeuroForgeIO Pty Ltd 2026 · CC BY 4.0