



Put the story in order

Write 1-5 in the empty boxes to show the story order. Look back at the story if you need to.

He stays with the harbor puzzle during the trial interval.

Nosson finds every job ticked off.

Mama comes to look at his puzzle after his agreed jobs are done.

He rearranges tins and washes already-clean cups.

He tells Tatty that he feels in the way.



Shown or assumed?

Write Fact or Guess beside each statement. Fact is shown in the story.
Guess is an assumption or prediction.

Statement	Fact / Guess
Nosson finishes the listed jobs.	
A finished job list means Nosson no longer belongs.	
Tatty suggests half an hour without seeking jobs.	
Enjoying a puzzle creates a debt to the kitchen.	
Mama says she loves having him there with nothing to carry.	
Helping only counts if it never stops.	

Choose one guess. What is still unknown?



Choose a next-step path

Choose the useful steps. Draw arrows between the boxes in an order you can explain. You do not need to choose every box or make every feeling disappear.

Start

Nosson cannot find another task and feels unnecessary.

☐ **1.** Tell Tatty what the empty list seems to mean.

☐ **2.** Move pantry items without asking so someone will need you.

☐ **3.** Try a chosen interval without patrolling for jobs.

☐ **4.** Treat belonging as payment for services.

☐ **5.** Finish agreed chores without inventing endless extra ones.

Finish

Nosson can help and have a place when he is not helping.

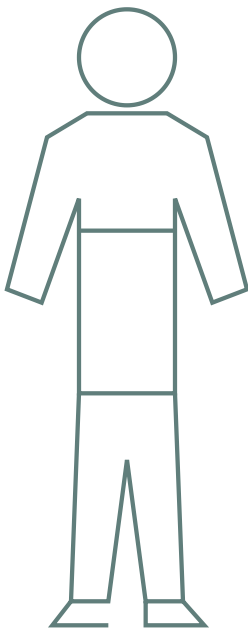


Notice without a verdict

Use the character, an invented child, or a mild example. You may draw, skip private details, or ask a grown-up to help. A body clue is not proof of a feared event.

Story clue

Nosson's shoulders jump when Mama calls his name.



Possible feeling

What feeling could fit? More than one may fit.

Known / still unknown

What does Mama actually want when she calls?
What does Nosson expect?

Supported next action

Tell Tatty what the empty list seems to mean.



Done can mean done

An invented child has finished three agreed household jobs but keeps looking for work. Write a short after-jobs plan with a chosen activity and a way adults can ask if something really is needed. Use an invented person. Write what the person can say, what they can do, and where adult help belongs. Then write one part they cannot control.

Notice / meaning	Action / words	Help / limits

Words I could try

A fair action

Help or permission needed

Not mine to control



Words to keep

Six reminders. Each square is 2 1/4 inches.

**I belong
without a job**

**Done can be
done**

**Helping has an
end**

**Choose an
ordinary joy**

**Ask instead of
patrol**

**I can sit with
you**

Circle a reminder for one scene. Tell why it fits.



Draw the turning point

Draw and color this scene: Nosson sits at supper discussing the mysterious shoe in the harbor puzzle without fetching or fixing anything. Add a speech bubble or a sentence. Artistic skill is not scored.

The scene and the choice

My speech bubble or sentence



Find the story words

Find the words across, down, or diagonally down-right. No words read backward.

P	B	Q	A	P	N	C	Y	R	P	G	H
J	D	W	G	L	D	A	C	S	Z	U	Q
Z	J	O	B	S	N	L	F	Y	J	S	B
K	D	P	A	P	P	L	E	A	J	B	E
V	J	H	A	R	B	O	R	W	T	J	N
G	A	V	K	V	S	G	Z	S	D	A	Y
D	K	U	K	Q	E	L	N	C	H	X	K
W	D	K	P	U	Z	Z	L	E	T	O	P
B	E	L	O	N	G	M	K	Z	R	F	E
I	L	A	E	B	G	O	A	X	Z	M	E
J	W	C	J	G	D	O	O	G	G	C	S
L	V	K	O	N	V	W	M	B	D	M	L

PUZZLE

APPLE

HARBOR

JOBS

SHOE

BELONG

Choose two words. How do they connect to the story?



Parent notes and answers

Discussion questions: Why is an empty list difficult for Nosson?; What does the puzzle interval test, and what does it not require?; How can adults thank a helper without making belonging sound conditional?

Tool: Thank the specific help, then make its end clear. Offer ordinary time together without service attached. Invite a child's interests without requiring instant enjoyment or withdrawing reasonable chores.

1. Listed order: 4, 1, 5, 2, 3. Turning-point explanation may vary but should name a change shown in the story.
2. Listed order: Fact, Guess, Fact, Guess, Fact, Guess. A feeling can be real without proving a prediction.
3. Useful route: Start to 1 to 3 to 5 to Finish. Other orders may be reasonable if explained; the story is not a rule that every child must copy.
4. Open response. Restlessness does not mean he owes the household another job. Do not grade how calm a child feels or ask for private disclosures.
5. Open responses. Chores remain appropriate. Leisure is not earned by feeling calm, and a child is not on permanent household watch.
6. Open choices. A reminder offers support, not a promise that another person or a feeling will change.
7. Open drawing. Show his place in the conversation rather than a reward ceremony for usefulness.
8. PUZZLE: row 8, column 4, right; HARBOR: row 5, column 3, right; BELONG: row 9, column 1, right; APPLE: row 4, column 4, right; SHOE: row 6, column 9, down_right; JOBS: row 3, column 2, right