



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.

Shmuel returns a Team Three slip after secretly reading it.

Shmuel draws teams and is separated from Naftali.

He admits the choice and Team Three keeps its draw.

Rebbi keeps the first teams and hears concerns.

The three teammates each contribute an answer.



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
Rebbi says the first teams stand unless there is a problem to discuss.	
A redraw is kind just because Shmuel wants it.	
Shmuel reads Team Three beneath the table.	
A leading team loses its right to a valid draw.	
Rebbi handles later draws himself.	
Telling the truth means there can be no consequence.	

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

Shmuel dislikes the random result and wants a different team.

☐ **1.** Bring a real concern to Rabbi instead of quietly changing the draw.

☐ **2.** Keep choosing until a preferred result appears.

☐ **3.** Say which slip he actually saw and put back.

☐ **4.** Call a private preference fairness without checking who is affected.

☐ **5.** Let the valid result stand and accept the adult's handling of later draws.

Finish

Wanting a different result does not authorize a hidden redraw.

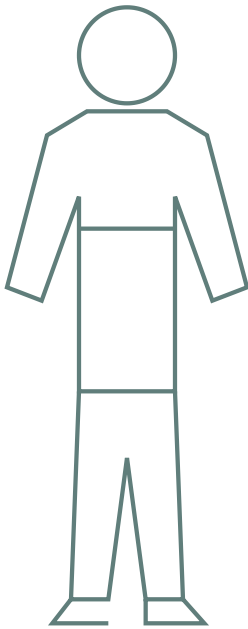


Notice without a verdict

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

Shmuel sorts cards carefully when Rebbi asks whether he would want a redraw with Naftali on his team.



Possible feeling

What feeling could fit? More than one may fit.

Known / still unknown

Which rule was stated? Which preference did Shmuel disguise?

Supported next action

Bring a real concern to Rebbi instead of quietly changing the draw.



Would I use this rule both ways?

An invented child draws a team number and dislikes it. Write the valid result, a concern they may bring to the teacher, and one question that checks whether their proposed rule would apply when it benefits someone else. 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.

**Keep the
number I saw**

**Say the real
concern**

**A preference
isn't a rule**

**No hidden
redraws**

**Repair can
have
consequences**

**Would I say it
both ways?**

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



Draw the turning point

Draw and color this scene: Shmuel tells Rebbi he read and returned the Team Three slip while the bowl stays on the table. 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.

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

TEAM**SLIP****DRAW****FAIR****BOWL****RULE**

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



Parent notes and answers

Discussion questions: Why does the first redraw sound generous to Shmuel?; What happens to others if boys keep changing teams?; Why can honesty and losing responsibility for later draws both occur?

Tool: Help children name a preference separately from a fairness claim. Listen to genuine concerns and keep adult discretion. Admit and repair a changed draw without promising that admission removes every consequence.

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. Disappointment and embarrassment do not change the draw's result. Do not grade how calm a child feels or ask for private disclosures.
5. Open responses. Actual access or safety concerns may justify adult changes. This is not a claim that every random plan is always fair.
6. Open choices. A reminder offers support, not a promise that another person or a feeling will change.
7. Open drawing. Show accountability without a public humiliation scene.
8. TEAM: row 5, column 3, right; DRAW: row 5, column 8, down; BOWL: row 6, column 7, down; SLIP: row 4, column 7, right; FAIR: row 6, column 2, down; RULE: row 4, column 1, down_right