



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.

With Tatty present he asks his uncle what the label means.

Uncle Berel calls Avrumi a future printer.

He helps with labels and keeps exploring gardens and a funny book.

Avrumi worries that enjoying signs chooses his career.

He avoids the shelf-label invitation.



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
Avrumi likes spacing paper letters.	
Making one sign promises a lifetime job.	
Uncle Berel says he meant praise, not a career choice.	
Liking one activity closes every other interest.	
Tatty approves a small paper sign project with the cousin.	
A boy of eleven must know which interest he likes best.	

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

Praise sounds like a future commitment Avrumi never makes.

☐ **1.** Name the question behind the avoided invitation.

☐ **2.** Call every yes a career promise.

☐ **3.** Ask the uncle to clarify the label and use Avrumi's name.

☐ **4.** Replace one fixed label with another after one garden drawing.

☐ **5.** Choose the bounded paper project while keeping other interests open.

Finish

Trying and enjoying an activity need not choose a lifetime.

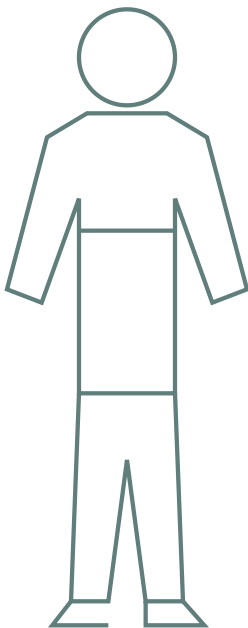


Notice without a verdict

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

Avrumi's hand stops above the letter box when he hears the label.



Possible feeling

What feeling could fit? More than one may fit.

Known / still unknown

What activity is offered now? What future promise has he not made?

Supported next action

Name the question behind the avoided invitation.



Today's project, not my whole future

An invented child enjoys a supervised paper project and is called a future artist. Write a clarification question, a request to use their name, and a small next project they may choose without promising a career. 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.

**Call me by my
name**

**Trying isn't a
promise**

**Today has an
ending**

**Other interests
stay open**

**I can like it
differently**

**Ask what the
label means**

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



Draw the turning point

Draw and color this scene: Uncle Berel writes AVRUMI on the paper-letter box after the agreed label-making afternoon. 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.

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

LABEL**BOX****NAME****PAPER****GARDEN****TRY**

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



Parent notes and answers

Discussion questions: How does Avrumi interpret the uncle's praise?; What clarification makes the invitation easier?; How does sign spacing become useful in another interest?

Tool: Praise the work specifically without assigning a lifetime identity. Clarify that an invitation has a scope and endpoint. Let a child explore more than one interest without ranking them or treating an afternoon as a career decision.

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. Uncertainty about interests is allowed at this age. Do not grade how calm a child feels or ask for private disclosures.
5. Open responses. No pressure to settle a future. Ask adult permission for materials; no machinery or sharp equipment instructions.
6. Open choices. A reminder offers support, not a promise that another person or a feeling will change.
7. Open drawing. Show simple paper materials and adult supervision, not industrial printing tools.
8. GARDEN: row 10, column 3, right; LABEL: row 5, column 10, down; PAPER: row 2, column 12, down; NAME: row 3, column 6, down; BOX: row 6, column 7, right; TRY: row 2, column 9, right