



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.

Malky loses and lets the one-game agreement stand.

Malky takes a queen Chani leaves exposed.

They choose a clearly named practice position another day.

She learns Chani makes easier moves without naming the help.

The sisters agree on one real game with no advice.



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
Chani admits making easier moves.	
Losing proves Malky cannot do anything.	
The sisters agree to one game.	
A disappointed player deserves unlimited rematches.	
Malky practices a knight position afterward.	
Unannounced easy moves are the same as agreed practice.	

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

Malky learns her victories include hidden help.

☐ **1.** Name whether the session is practice or a full game before starting.

☐ **2.** Pretend a practice game has no help.

☐ **3.** Agree on help and the number of games.

☐ **4.** Pressure the other player into another match.

☐ **5.** Let disappointment remain while keeping the stopping agreement.

Finish

Practice and competition both have honest names and limits.

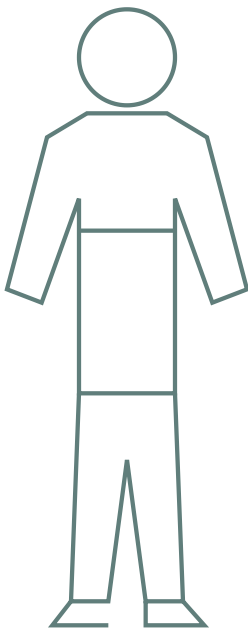


Notice without a verdict

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

Malky's stomach flips when Chani says she will play to win.



Possible feeling

What feeling could fit? More than one may fit.

Known / still unknown

What kind of game is agreed? What result is not promised?

Supported next action

Name whether the session is practice or a full game before starting.



Before the first move

Two invented siblings want a board game. One wants learning help and one has only twenty minutes. Write a before-play agreement covering practice or competition, advice, number of games and stopping. 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.

**Name the kind
of game**

**One game can
mean one**

**Help can be
honest**

**A loss isn't a
label**

**Ask for practice
later**

**Let the limit
stand**

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



Draw the turning point

Draw and color this scene: The sisters sit at the board before the pieces move, agreeing whether they want practice or a real game. 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.

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

QUEEN**PRACTICE****KNIGHT****GAME****ROOK****LIMIT**

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



Parent notes and answers

Discussion questions: What responsibility does each sister own?; How does named practice differ from hidden help?; What does Malky do with disappointment without demanding a rematch?

Tool: Agree on the kind of game and the stopping point first. Avoid secret staged victories. Help a child handle disappointment without requiring cheerful gratitude or making another player responsible for preventing every upset.

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 is allowed; throwing pieces and pressuring a rematch are different actions. Do not grade how calm a child feels or ask for private disclosures.
5. Open responses. Both players have a say. A loss does not cancel time limits; named help is not deceptive.
6. Open choices. A reminder offers support, not a promise that another person or a feeling will change.
7. Open drawing. No exact chess position or tactical claim is required; show the conversation.
8. PRACTICE: row 3, column 3, down_right; KNIGHT: row 5, column 11, down; QUEEN: row 6, column 5, down_right; LIMIT: row 5, column 6, right; ROOK: row 1, column 5, down_right; GAME: row 9, column 3, down