



The quiet corridor story

Number the cards in story order.

Rebbi stops Sruly running at once.

They walk to the yard and play by its rules.

Sruly sees an empty corridor and begins running.

Next day, he walks with an office folder.

The office door opens while they talk.



True, but not permission

Mark TRUE for facts the story shows. Mark NOT A RULE for conclusions that do not change the school rule.

Statement	TRUE	NOT A RULE
Nobody is bumped during the first run.		
That means running is allowed next time.		
People can come out of classrooms or the office.		
Empty now means empty for every next moment.		
Rebbi stops Sruly right away.		



A safe story path

Draw a path through the useful actions. Do not act out running or any dangerous choice.

☐ Stay with the teacher as instructed.

☐ Hold the ball in the corridor.

☐ Walk to the yard.

☐ Run once more to see if anyone appears.

☐ Use the play area rules.

☐ Ask the adult if a rule is unclear.



Same ball, different places

Join each story action to its place. A yard is not permission for any kind of play.

CLASSROOM

CORRIDOR

PERMITTED PLAY AREA

Card	Your label
Ball waits in teacher's cupboard.	
Child holds ball and walks with teacher.	
Child sends ball toward target when instructed.	



Ask before testing

Use a fictional classroom child. Write or tell an adult one question about a rule. No scary story or unsafe experiment is needed.

The fictional child's question

The adult who can explain

A safe way to wait for the answer



Before anyone gets hurt

Read the reminders with an adult. Choose one that fits this school story. Final stickers are 2 1/4-inch squares.

**Walk in this
corridor**

Hold the ball

Ask the teacher

**No test run
needed**

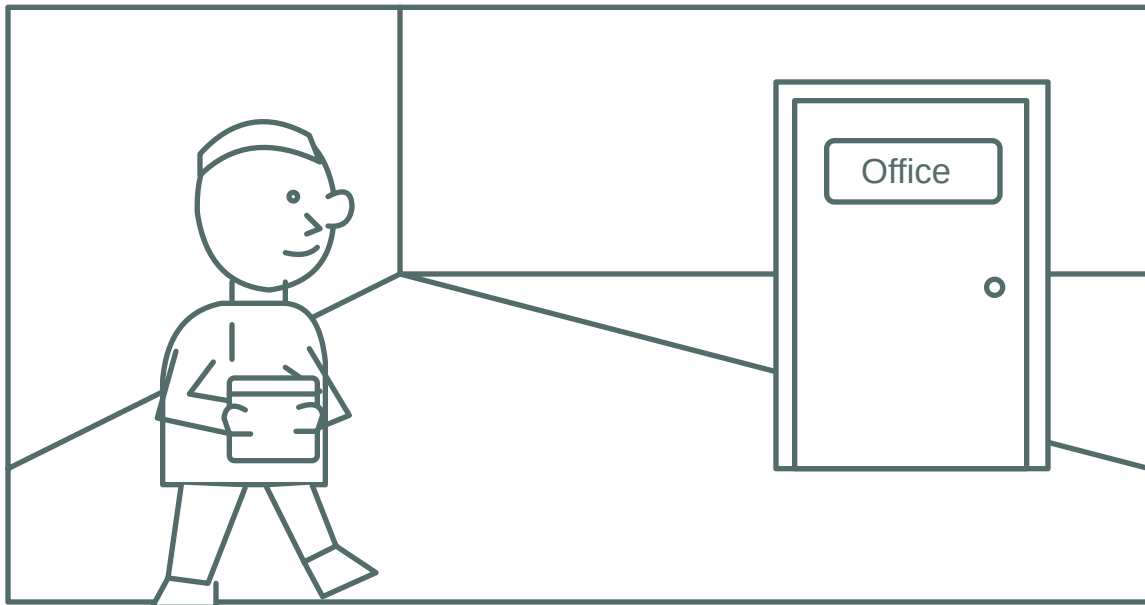
**A rule still
applies**

**Safe before a
mishap**



An ordinary safe trip

Draw Sruly walking with a folder along an empty school corridor. Show the closed office door ahead. Add a caption. Do not draw an accident or practice any unsafe action.



Why walking still fits



Find the safe-trip words

Find WALK, HOLD, DOOR, RULE, ASK, YARD. All go left to right. Tell one word's part in the story.

W	A	L	K	X	Y	Z	Q
X	H	O	L	D	A	B	C
D	O	O	R	P	Q	R	S
X	R	U	L	E	X	Y	Z
A	S	K	B	C	D	E	F
X	Y	A	R	D	S	P	Q
F	O	L	D	E	R	A	B
O	F	F	I	C	E	X	Y

WALK

HOLD

DOOR

RULE

ASK

YARD



Parent notes and answers

Discussion questions:

What does Sruly say happened?

Does that statement change the rule?

How does corridor traffic change?

Does the second trip need an accident to count?

Parent tool: Acknowledge the accurate outcome: nobody was hurt. Keep it separate from permission or future risk. Explain this story's ordinary school rule without frightening accident stories or testing a risky action. Adults remain responsible for supervision. This does not establish blind obedience to any demand: children can ask trusted adults about unclear, unsafe or inappropriate instructions.

1. Listed order 2, 4, 1, 5, 3.

2. TRUE: nobody bumped, doors open, teacher stopped. NOT A RULE: no harm permits running, empty now means always empty.

3. Useful: stay with teacher, hold ball, walk, follow yard rules, ask if unclear. Not useful: repeat unsafe action as a test.

4. Corridor: hold ball and walk. Play area: teacher-directed target game. Classroom: ball stored until teacher gives it.

5. Open. Examples: Where may we play? Who should I ask about this rule? An adult confirms instructions, not a child's no-accident trial. School and home rules may differ.

6. Open. Do not put the job of monitoring everyone's safety on a child.

7. Open. A quiet safe journey is enough; no injury illustration needed.

8. WALK: row 1, column 1, right; HOLD: row 2, column 2, right; DOOR: row 3, column 1, right; RULE: row 4, column 2, right; ASK: row 5, column 1, right; YARD: row 6, column 2, right