



What happens first?

Number these story moments in order. Look back at the story if you need to.

Mendy and Sruly make a summer house for the rabbit.

Mendy tells Mommy that his fast heartbeat makes him think he doesn't want the visit.

Mendy puts blocks in a basket for his cousin's visit.

Mendy and Sruly look at books after snack.

Mendy opens the door with Mommy.



More than one clue

Mendy's feet are bouncing. His heart is fast. Which words fit what he can do next? Circle all that fit. A body clue is something to notice. It doesn't tell the whole story by itself.

☐ "Something must be wrong with the visit."

☐ "I can tell Mommy what I notice and what I want."

☐ "I must know the perfect name for my feeling before I open the door."

☐ "I can want the visit and feel a little worried too."

☐ "I can ask to open the door with Mommy."



A path to the greeting

Choose useful steps and draw arrows between their boxes. More than one route may fit; do not choose every box automatically.

Start

Mendy hears his cousin at the door.

☐ Tell Mommy: "I'm bouncing, and I want to see Sruly."

☐ Ask Mommy to open the door while you stand beside her.

☐ Ask Mommy to open it, then join them when you are ready.

☐ Wait until Mommy can promise your heart will never thump again.

☐ Keep looking for a reason the whole visit must be wrong.

☐ Show Sruly the block basket.

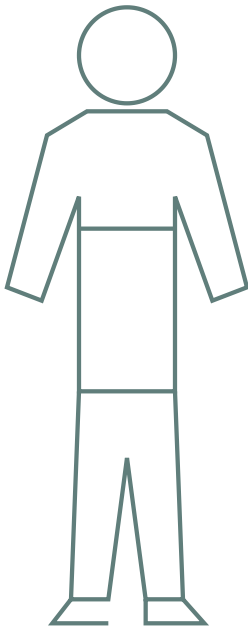
Finish

You choose a way to join a visit you want, with support if you need it.



Feet, fingers, feelings

Add bouncing feet, fizzy fingers and fast heartbeat to the outline. Finish the bubbles for Mendy. You may draw. Do not make the clues happen in your body. Tell a caring grown-up about pain, unusual sensations or worries.



I notice...

I want...



Same clue, different moment

Match moments with possible wants. More than one answer can fit. Draw links or write letters.

- | | |
|--|--|
| 1. Waiting for a wanted cousin visit. | A. Have a grown-up help check the sound. |
| 2. Finishing a running game in the yard. | B. Say hello and start playing. |
| 3. Hearing an unfamiliar sound at night. | C. Rest after running. |
| | D. Ask for company while deciding what to do next. |

What else would you ask before guessing a feeling name?



Words to keep

**I can tell a
grown-up.**

**More than one
feeling can fit.**

**What do I
want?**

**I can go with
help.**

**A clue isn't the
whole story.**

**Quiet fun
counts too.**

Pick one message for Mendy at the door. Pick another for Mendy looking at books. Tell someone why you choose them.



The rabbit's summer house

Draw and color a block house for the paper rabbit. Give it one long ear and one short ear, like the story's rabbit. Leave space beside the house for two cousins looking at books. Add one speech bubble telling what they like about the afternoon.

Your scene, labels and captions



Find the story words

Find the six words. All go left to right. Mark each one, then choose a word and tell where it belongs in the story.

D	O	O	R	A	M	S	T
R	H	E	L	P	C	A	N
B	L	O	C	K	R	I	V
S	V	I	S	I	T	P	E
F	E	E	L	N	A	B	R
T	B	O	O	K	D	E	S
C	A	R	D	W	I	N	D
P	L	A	Y	S	O	F	T

DOOR

HELP

BLOCK

VISIT

FEEL

BOOK



Parent notes and answers

Keep this pack curious rather than turning the child's body into a guessing test. Three questions: What does Mendy want before Sruly arrives? What else can a fast heartbeat go with in an ordinary moment? Which choice lets Mendy join with support?

One tool: Ask "What do you notice, and what do you want?" Offer company or a small choice about the next step. Do not force excitement as the answer or dismiss an unexplained physical symptom. This story is not a medical guide.

1. Listed order: 4, 2, 1, 5, 3.
2. B, D, E. A makes a conclusion from one clue; C requires certainty before acting.
3. The first three boxes offer supported ways to begin, and the last box is a possible next action. No requirement to use every box. The two certainty/wrongness boxes do not add useful information. Asking for more support remains allowed.
4. Heart/chest, fingers/hands, feet. Speech bubbles vary; don't mark a child's own feeling guess wrong.
5. Suggested matches: 1-B or D; 2-C; 3-A or D. Ask about context, wants or something that actually worries the child. No forced one-to-one scoring.
6. Open responses.
7. Open responses.
8. DOOR row 1 columns 1-4; HELP row 2 columns 2-5; BLOCK row 3 columns 1-5; VISIT row 4 columns 2-6; FEEL row 5 columns 1-4; BOOK row 6 columns 2-5.