

What happens first?

Number the cards from 1 to 5.

Mummy stops the tickling and makes space.

Dovy says no tickling before Meir begins.

The boys later play animal cards after Dovy asks.

Meir tickles; Dovy laughs and says stop.

Meir apologizes without asking for a hug or another try.

Words that count

Draw a line from each card to its matching action. Read with an adult if needed.

1. No tickling.

A. Hands away now.

2. Stop!

B. Stop. Do not chase.

3. Dovy moves away.

C. Do not begin.

4. Not yet.

D. Wait without repeated asking.

My links / answers

Find a safe next step

Choose a safe path through the cards. Do not act out tickling or unwanted touch.

Start

Dovy says stop.

☐ Hear stop and move hands away.

☐ Keep going because there is laughter.

☐ Make room and get adult help if needed.

☐ Say sorry without asking for touch.

☐ Try one more gentle tickle to check.

☐ Offer a no-touch game another time; accept no.

Finish

A useful next step with support.

Two things at once

Circle the story details. Finish the fictional speech bubble. No need to describe your own experiences.

☐ Dovy is laughing.

☐ Dovy says stop.

☐ Dovy asks Meir to keep tickling.

Dovy can laugh and still want ____.

Mummy says the laugh does not cancel ____.

A repair without a bargain

Help the fictional Meir finish his apology. Then choose one no-touch game. Read or write with an adult.

I heard you say ____.

I kept ____.

I am sorry. Now I will ____.

A game I could offer later is ____.

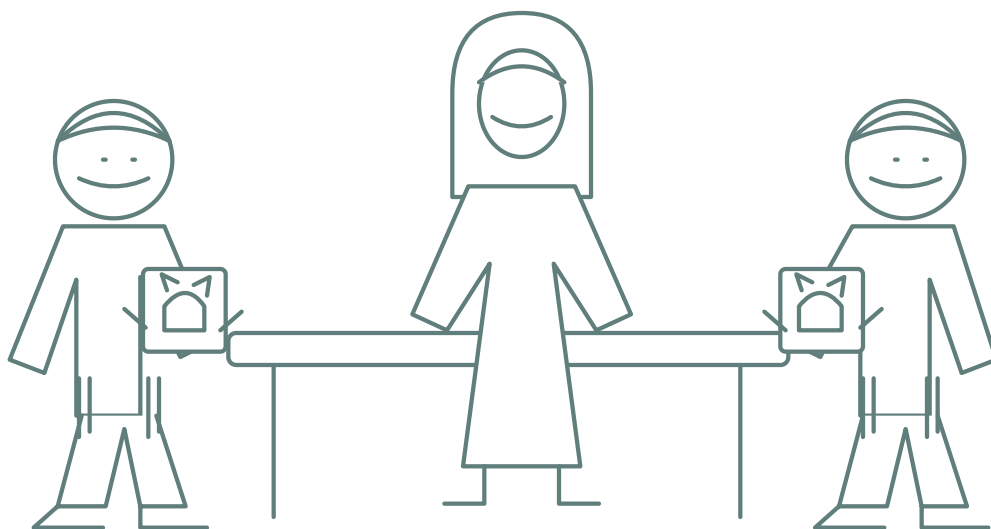
Listening reminders

Stop counts	No means do not begin
A laugh is not permission	Keep hands away
Ask, then listen	No hug is owed

Pick a reminder. Tell an adult how Meir could use it. Final sticker squares are 2 1/4 inches on each side.

The animal-card table

Color the animal-card table. Draw another no-touch activity in the frame.
No need to act out tickling or unwanted touch.



Another safe no-touch game

Find the listening words

Find STOP, ASK, SPACE, HANDS, LISTEN, GAME. All words go from left to right. An adult may read the words.

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

STOP

ASK

SPACE

HANDS

LISTEN

GAME

Connect words to the story



Parent notes and answers

Discussion questions: What did Dovy say before Meir began?; What did Mummy do right away?; Why is a laugh not permission to keep tickling?; What does Meir do when Dovy says not yet?

Tool: Stop unwanted touching promptly. Do not ask children to reenact it, justify a refusal, repeat no until believed or hug to accept an apology. Keep responsibility with the person touching and the adult, not the child being touched. Offer no-touch activities without pressure. If a boundary is ignored, the adult intervenes and supports the child.

1. Listed order: 3, 1, 5, 2, 4.
2. No tickling: do not begin. Stop: hands away now. Moving away: stop, do not chase. Not yet: leave the invitation, do not repeat it immediately.
3. Safe nodes 1, 3, 4, 6. Laughter does not cancel stop; a lighter repeat is still unwanted.
4. Dovy laughs AND wants tickling stopped. His laugh does not show permission. Possible bubble: Stop, I do not want tickling. A person need not repeat a clear no.
5. Possible: I heard stop and kept going. I am sorry. I will keep my hands away. Any safe no-touch game is acceptable, and Dovy may decline. No hug, forgiveness or new game owed.
6. Open. Do not test a reminder by touching someone. Adults must intervene if unwanted touching continues.
7. Open drawing. Neither boy touches the other. No reenactment or depiction of tickling needed.
8. STOP: row 1, column 1, right; ASK: row 2, column 2, right; SPACE: row 3, column 1, right; HANDS: row 4, column 2, right; LISTEN: row 5, column 1, right; GAME: row 6, column 2, right