My little steps.
My big dreams.

Draw yourself with a friend, a helper, or a favorite toy.

My name: _____

For your grown-up: Ages 3 and up. Read prompts aloud. Drawing, pointing, acting, and dictation all count.

Meet the dreamers

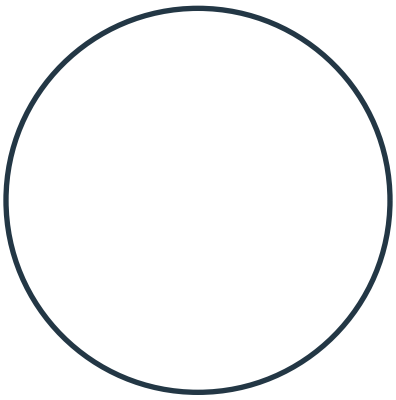
Draw Julie and Bucky. What could they dream about?

My idea: _____

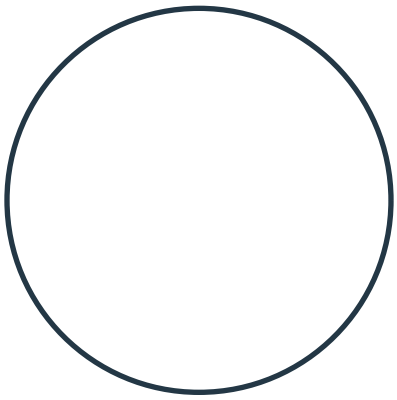
For your grown-up: Enjoy the book first. Accept a story detail or an imaginative new dream.

Feelings can change

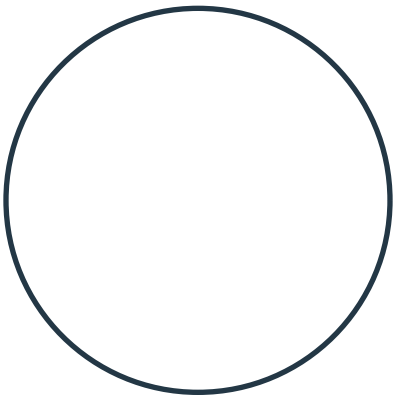
Draw a feeling on each face. Tell or show what it could mean.



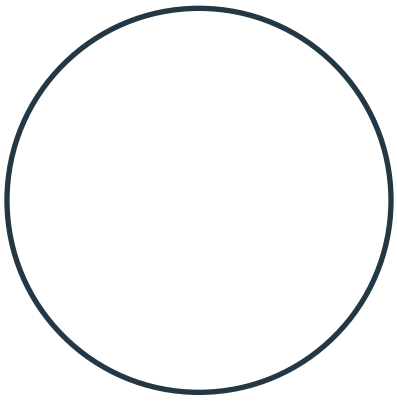
This could feel...



This could feel...



This could feel...



This could feel...

For your grown-up: Offer familiar words or picture choices. There is no required feeling or face.

There is room for you

Draw a place where you could invite someone to join.

I could say: "Would you like to _____?"

A friend can say yes, no, or later.

For your grown-up: Practice an invitation and a respectful answer. Touch is never required.

What could be kind?

Listen. Circle a choice that could help.

Someone drops crayons.

- Offer to help.
- Laugh at the mess.

Someone wants to join.

- Ask them to play.
- Say no one wants them.

You want a toy.

- Ask for a turn.
- Grab it away.

For your grown-up: Read and discuss choices. Ask what the other person might want. This is practice, not a test.

My kindness plan

Draw one way you could help, listen, invite, or give space.

First I can ask: "Would you like _____?"

If they say no, I can _____.

For your grown-up: Scribe the child's words. Respecting a boundary can be a kind action.

Our fair-play promise

Choose a rule to practice. Draw what it looks like.

- ◯ We agree on the rules.
- ◯ We take turns.
- ◯ We cheer for each other.
- ◯ We ask for help to stay safe.

For your grown-up: A child may point, act, or choose a helper. Agree on any rule change before playing.

Win or lose, I matter

Draw or tell how a player might feel.

After winning...

After losing...

Every feeling is welcome. We can choose safe actions.

For your grown-up: Accept mixed feelings. Never require a happy face or immediate congratulations.

When I feel disappointed

Choose something that could help you.

- ◯ Sit with a trusted grown-up.
- ◯ Have a quiet moment nearby.
- ◯ Take a slow breath, if I like.
- ◯ Ask for help or a break.

Draw another safe thing that helps you.

For your grown-up: Offer familiar supports. A child may need your calm company before making a choice.

I can keep learning

Draw yourself using one of these helpful choices.

HELP

Who can help?

BREAK

Where can I rest?

TRY AGAIN

What could I change?

For your grown-up: Help, rest, and a new strategy can all be part of not giving up.

One little step

Choose a small dream. Draw a first step.

Something I want to try

My first little step

Someone who could help: _____

For your grown-up: Choose a manageable goal. The child can change the goal or ask for a smaller step.

Try a different way

Build with blocks. Draw what you tried and what you changed.

My first try

A different way

I noticed: _____

Next I could: _____

For your grown-up: Use large, age-appropriate materials and supervision. Learning counts even if the tower falls.

Tell the story your way

Draw, point, act, or tell what happened.

Beginning

Middle

Ending

For your grown-up: Reread the book to check details. Ask what matters about the journey, not who won.

Thank you, friend

Make a picture or note for someone who helps you.

Dear _____,

Thank you for _____.

From _____

For your grown-up: A pretend friend is welcome. Giving the note to someone is optional.

Try it together at home

Choose one little activity with a grown-up.

MAKE ROOM

Invite a toy to a pretend picnic.

TAKE TURNS

Add one block each to a shared tower.

TRY A STEP

Pick a small challenge. Ask what could help.

Draw or tell a moment you enjoyed.

We noticed: _____

For your grown-up: Optional family invitation. Use your home language. No purchase, photograph, or returned work is needed.

Celebrate a little step!

Choose something you want to remember.

My drawing

Today I _____

A helper noticed _____

Little steps. Big dreams. Kind friends.

For your grown-up: Name a specific kind action or strategy. This is a reflection page, not a prize for compliance.





The Big Dream Race | Julie & Bucky

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Tea with Friends | Julie & Bucky

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You Did It! | Julie & Bucky
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