Twenty ordinary fictional jobs

Complete text · original source wording with native layout

Twenty ordinary practice jobs
These are invented situations. Choose one or an own idea; they are not factual accounts of services, cultural practices or actual learner work. Capture own first ideas before showing the possible arrangements. Use the local actual material/action procedure in TEACHER-GUIDE.md (TEACHER-GUIDE.md). These ordinary examples never replace a selected held source.

C01 · A pretend picture room
Job: Visitors look at two child-created pretend pictures.

After first ideas, possible comparisons: Along an edge or on a central broad display; leave a chosen visitor spot.

Try / limit: Choose a spot and say what a visitor could do there.

C02 · An arrival place
Job: A broad visitor marker arrives and pauses.

After first ideas, possible comparisons: An open side or two broad marked arrival positions.

Try / limit: Try an actual marker arrival; report movement, not real crowd safety.

C03 · A story spot
Job: A pretend storyteller and listener have chosen positions.

After first ideas, possible comparisons: Face-to-face or side-by-side broad marks.

Try / limit: Ask whose fictional job each spot serves; no real child assigned to act.

C04 · A pretend maker table
Job: A visitor mark has somewhere to look at an invented tool drawing.

After first ideas, possible comparisons: Tool picture at edge or centre; leave one own work area.

Try / limit: Compare own usable pretend areas without real tool-use permission.

C05 · A rest place
Job: A pretend visitor pauses without a task.

After first ideas, possible comparisons: One open spot or a broad folded screen beside a spot.

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Twenty ordinary fictional jobs · continued

Complete text continues

Try / limit: Preference is enough; no claim about comfort, calm or sensory benefit.

C06 · A toy ticket place
Job: A fictional ticket drawing moves to a waiting marker.

After first ideas, possible comparisons: A handover edge or a central marked desk.

Try / limit: Observe actual broad card placement; no real money or personal details.

C07 · A pretend parcel room
Job: A broad parcel drawing has a place to be collected.

After first ideas, possible comparisons: Two labelled flat zones or one selected shared zone.

Try / limit: Choose how the marker reaches a parcel; no actual delivery service facts.

C08 · A toy repair corner
Job: A fictional broken-toy drawing has a place to wait.

After first ideas, possible comparisons: A waiting spot beside the desk or a separate flat spot.

Try / limit: Name what is invented; no actual repair or tool-performance claim.

C09 · A pretend music room
Job: A visitor mark looks at an invented instrument picture.

After first ideas, possible comparisons: Picture along one edge or at the centre.

Try / limit: Choose where to look; no sound required and no Dance/Music credit inferred.

C10 · A toy sports check-in
Job: A pretend runner mark reaches a sign.

After first ideas, possible comparisons: Sign beside the arrival gap or at a chosen corner.

Try / limit: Try marker movement only; no human training or movement dose.

C11 · A pretend plant display
Job: A drawn invented plant is shown to a visitor.

After first ideas, possible comparisons: One raised broad card or a flat display.

Try / limit: Choose a display view; no real plant-care or growing information supplied.

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Twenty ordinary fictional jobs · continued

Complete text continues

C12 · A toy map desk
Job: A fictional map is offered to an arriving marker.

After first ideas, possible comparisons: Map facing the arrival side or beside a waiting spot.

Try / limit: It is an invented map, not a real route, place-name or navigation aid.

C13 · A pretend lost-item desk
Job: An invented broad lost-item picture has a place.

After first ideas, possible comparisons: A visible display spot or a marked collection area.

Try / limit: Use fictional items only; do not disclose anyone’s lost possessions.

C14 · A small welcome display
Job: A marker arrives to see a child-created greeting symbol.

After first ideas, possible comparisons: A broad display facing the gap or a nearby flat sign.

Try / limit: The child chooses the symbol; no unverified language or cultural motif.

C15 · A pretend reading place
Job: A visitor mark can look at a broad pretend book card.

After first ideas, possible comparisons: Book at edge or a central reading surface.

Try / limit: Optional actual familiar classroom reading place is independently sourced.

C16 · A toy shop display
Job: A fictional item drawing is shown.

After first ideas, possible comparisons: One display row or two chosen broad areas.

Try / limit: No prices, purchases, food consumption or family-shop disclosure.

C17 · A pretend museum corner
Job: A child-created pretend object drawing is displayed.

After first ideas, possible comparisons: An edge display or a central flat collection.

Try / limit: National fact card is extra source practice; copy no museum object/image.

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Twenty ordinary fictional jobs · continued

Complete text continues

C18 · A fictional ferry waiting spot
Job: A broad imaginary traveller mark pauses by a boat drawing.

After first ideas, possible comparisons: Waiting next to arrival or at a different broad spot.

Try / limit: No local timetable, water play or real transport access claim.

C19 · A pretend game place
Job: A broad marker has a chosen starting spot in an own invented game.

After first ideas, possible comparisons: One shared starting area or two distinct starts.

Try / limit: Child chooses a game action; no copyrighted rule set or compulsory rival.

C20 · A toy theatre audience space
Job: Two broad audience marks face an invented scene picture.

After first ideas, possible comparisons: An arc of marks or a straight row.

Try / limit: Arrangement ideas only; no actual seating or live performance access claim.

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