Ten optional extras

Open these after any fresh first check. Pick one when it serves a child's purpose; none is required. Current group/material/space review remains with the educator. No diagnostic groups or prescribed modality.

81 · Meet my tiny character

Make a pretend jobs board for three invented characters. Let each child choose whether their character joins. Change one job and try how the scene changes. A board records ideas; count an actual played moment only when someone plays it.

82 · Make the puppet do something

Run a puppet cue laboratory: one child makes a cue and a willing partner says only what they noticed. Swap a line for an action, or an action for a pause. Keep the maker's intention and the partner's reported observation in two separate spaces.

83 · A place with something to do

Make a travel ticket for the same puppet to visit two invented places. Try its job in each. Let the child decide what must change. Do not turn this into a geography accuracy test; real location facts belong in the teacher-reviewed factual slot.

84 · Leave the next moment to me

Create an invitation repair station. Adults act an overfull pretend invitation that orders every action, then children rewrite it so the next maker can choose something real. Test only with a willing partner. Record a written revision separately from an actual accepted invitation.

85 · A new scene, your ideas first

After first evidence is saved, make a “given / I added / not known yet” sorting tray for a completely different invented story. A child can move their own marks between headings and explain a change. Do not fill the saved first answers or disclose later check scenes.

86 · The pop-up rain repair show

Hold an optional tiny arts club. Encounter the full original work, then each willing maker adds an independent new short scene with a different purpose. Compare their own described purposes; disagreement is welcome. A performance intention is not proof that everyone felt or learned the intended thing.

87 · Puppets have places and plans

Create a little archive of the child's own puppet work: one puppet, one scene card and an optional note about an actual try. Let the child choose what to keep. Keep “planned” and “played” labels accurate. Do not put names, photographs or private work online as part of this activity.

88 · Want a tiny show?

Set up a tiny invitation desk with fictional names and different available times. Makers compose an offer with a genuine decline option. Then, if desired, try a separate real offer to a willing person under local conditions. The paper desk practice never supplies a real reply or permission.

89 · Make it yours, make it useful

Host an optional puppet repair café for makers' own work. A willing partner offers one observation, the maker chooses whether to use it, and the maker tries a selected revision. Label offered advice, accepted idea and actual try separately. No public ranking or required praise.

90 · Your next little show

Make a child-owned tiny theatre menu for next time: choose a character, a place and one thing to happen. Let the child change any of them. If a real maker or audience wants to join, agree their role separately; a menu entry is not their permission or attendance.