

Look again

A read-and-play companion for families and educators

A grin can mean more than one thing.

Read the story for fun first. On another day, choose one of these short activities. Adults can read the directions aloud; children can answer by talking, pointing, drawing, or acting.

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Keep it playful

Use the fictional characters, not a child's real disagreement, as the starting point. Let children disagree kindly. Ben gets time to think; an apology does not require an immediate hug or a yes.

Print pages 2-6 on US Letter paper at 100% or fit to page. Pencils and a few blocks or paper squares are enough.

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See it. Guess it.

Say what happened, then ask what it could mean.

In the story, Ben grins. Bea decides the grin means he took her truck. Is that the only possible reason to grin?

What we can see

What Bea guesses

Draw Ben grinning on the left. On the right, draw or tell Bea's guess. A grown-up can write your words.

Try another explanation.

Maybe Ben is smiling because...

One action. Two stories.

Act it out, then try a different explanation.

Ben tiptoes.

Maybe he wants to keep his block towers safe.

What else might tiptoes mean?

Ben sings.

Maybe he likes his song.

What else might singing mean?

Ben scratches his head.

Maybe his head feels itchy.

What else might a head scratch mean?

Play it twice: one person acts, and the other offers two possibilities. You do not have to decide which is true without more information.

What happened first?

Draw or write the story in four boxes.

Include the pocket, Bea's guess, the discovery, and the way back to play. Put them in the order they happen.

1

2

3

4

Try again, together

Practice with a made-up mistake.

Pretend you blamed someone for moving your drawing. Then you find it inside your own book.

Name what happened.

I said you moved my drawing.

Say what you know now.

I found it in my book. I was wrong.

Offer a repair.

I am sorry I blamed you. Would you like to draw with me?

The other person may say yes, no, or “I need a minute.” Give them space to choose.

Try new words in your own voice. A real apology is more than a memorized sentence.

Build a town for two

Two builders. One shared road.

You need: blocks or folded paper, a toy vehicle or paper token, and a place to build.

1. Each builder chooses one place for the town.
2. Take turns adding a block or drawing a road.
3. Connect both places. Ask before moving the other person's work.
4. Drive the truck together. If something falls, pause and find out what happened.

Draw your town or its next new road.

After playing: What did you ask before guessing? What helped you make room for each other?