Pip's Feelings Club · Sheet 1 Watch the episode first! Scan →

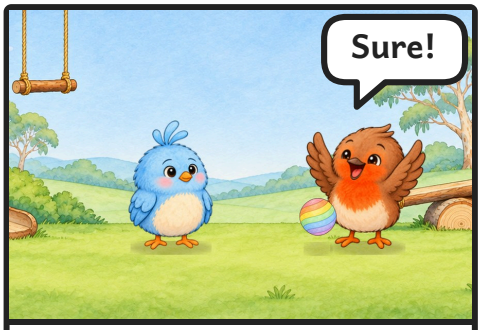
Can I Play?



Rory was playing bounce-the-ball. First, Pip watched.



Then Pip asked, in a friendly voice.



Rory said yes! They played until the sun went orange.

Which ending felt better?

Circle the one where they both had fun.



A: Pip grabbed the ball.



B: Pip watched, then asked.

How do you join a game?

Write 1, 2 and 3 in the boxes.

☐ Ask ☐ Play together ☐ Watch first

Say it with Pip. Then trace it!

Can I play too?

★ Super Star Challenge: **Bounce… catch! Pip caught the ball 3 times. Rory caught it 4 times. How many catches?** ☐

You earned the Can I Play? badge!

Colour it in when you finish.

Pip's Feelings Club · Sheet 2

Not Right Now



At bird school, Rory was building a castle. Pip asked to play.



Rory wanted to build by himself. Pip felt a bit disappointed.



Pip said okay. She found a star puzzle. It was a really good one!

Friendly words or grabby words?

Colour the **friendly** words. Put a cross on the **grabby** words.

Can I play too?	**Give it!**	**That looks fun!**
I want it NOW!	**Okay. I'll find something else.**	**Cool castle!**

Find something else!



A friend says, "Not right now." Draw what YOU could play.

★ Super Star Challenge: **Pip put in 8 puzzle pieces. Then the last piece! How many pieces?**

You earned the Bounce Back badge!

Colour it in when you finish.

Pip's Play Cards

Cut them out. Pick one after a sheet, or any time!

Bounce... Catch!

MOVE



Roll up some socks to make a soft ball.
Toss it to your grown-up. "Bounce... catch!"
How many catches can you do in a row?

Can I Play Too?

PRETEND



Your grown-up plays a game with a teddy.
You watch first. How does it work?
Then ask, **"Can I play too?"**

Watch, Then Join

MOVE



Your grown-up does a move three times: clap, hop or spin.
Watch first. Then say, "I get it!"
Now join in and do it too.

Not Right Now

PRETEND



Ask your grown-up, "Can I play too?"
They say, "Not right now."
You say, **"Okay. I'll find something else."**

Something Else Hunt

MOVE



Your grown-up says, "Not right now!"
Hop off and find something else to play before they count to ten.
Show them what you found!

Be Rory

PRETEND



You are busy building. A teddy asks, "Can I play too?"
Say, "Sure! You stand there."
Or say kindly, "Not right now."

Grown-Up's Guide

Pip's Feelings Club · Episode 6: Can I Play?

"Can I play too?"	"Okay. I'll find something else."	"Not right now" isn't "never".
Watch first, then ask	When a friend says "not right now"	And it doesn't mean they don't like you

The steps from the episode

Watch for a moment to see how the game works → **Ask** in a friendly voice: "Can I play too?" → **Join in** the way they are playing. If the answer is "not right now", say **"Okay. I'll find something else."** In the episode Rory says "not right now" and does not change his mind. Pip is a bit disappointed, and then she enjoys a puzzle. Asking well does not always get a yes.

Doing a sheet

Watch the episode together first: scan the code on Sheet 1, or visit pipsfeelingsclub.com. A calm 10 minutes, never as a consequence. You read the comic, your child does the pens. Let them pick the better ending themselves, then ask why. Finish with a play card.

What to talk about

Sheet	Ask them	Do together
Can I Play?	"What did Pip do before she asked?" "How did Rory feel when Pip grabbed?" "Which ending felt better? Why?"	Say the words in a friendly voice, then a grabby voice. Which gets a yes?
Not Right Now	"What did Rory say?" "How did Pip feel? What did she say?" "Does Rory still like Pip?"	Think of three "something else" things to do at school or at the park.

When they want to join in

1. "Let's watch first. What are they playing?"
2. "What could you say?" Practise it quietly.
3. Stay close, and let them do the asking.

When the answer is no

"That's disappointing. You asked so nicely."
"Not right now doesn't mean never."
"What else could we find to do?"

Do it out loud yourself

"That looks fun. Can I play too?"
If they say no: "Okay. Maybe later."
"I'm busy right now. You can help me soon."

Catch them doing it well

"You watched first. That was clever."
"You asked in such a friendly voice."
"You said okay, and found something else."

Try to avoid

Doing the asking for them every time.
Making the other child say yes.
Calling a child mean for saying no.

Every day (2 minutes)

At play time: ask to join their game.
Now and then, give a kind "Not right now."
Notice it when they say, "Okay."

Share the words with their teacher so school can use the same ones. Talk to your GP or child health nurse if joining in stays very hard, or your child is often on their own and sad about it.

Based on the joining-in play skills (the "play organiser" skills) taught in the Pyramid Model.