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

Two Ideas



Pip wanted a pebble dam. Rory wanted leaf boats. "Dam!" "Boats!"



Miss Wren showed them three ways to **meet in the middle**.



They mixed both ideas: a dam with a harbour for the boats!

Which stone would you try?

Point to one. Then circle it. They all work!



Take turns



Something new



Mix them

What did Pip and Rory think of?

Draw a line from each stone to its idea.

Take turns ●	● Look for frogs
Something new ●	● A dam with a boat harbour
Mix them ●	● Boats first, then the dam

★ Super Star Challenge: **The harbour has 2 leaf boats. 3 more boats sail in. How many boats now?**

You earned the Meet in the Middle badge!

Colour it in when you finish.

Pip's Feelings Club · Sheet 2

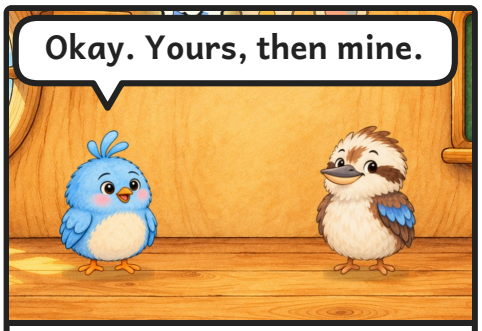
Taking Turns



Kip wanted the bouncy song. Pip wanted the twinkly song.



Uh oh. Two ideas again. Kip asked to take turns.



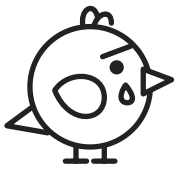
Pip wanted hers first. She waited. Then both songs got sung.

Say it with Pip. Then trace it!

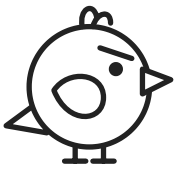
Your game, then mine?

Going second can be hard.

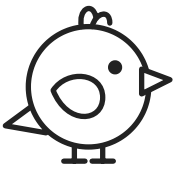
Pip had to wait. How do YOU feel when you go second? Circle a face.



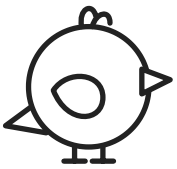
A bit sad



Cross



Okay



Draw your face

Make your own.

What do you and a friend both want to pick? A game? A song? A book?

Your _____, then mine?

★ Super Star Challenge: **Draw a pebble dam with a harbour. Put 4 leaf boats in it!**

You earned the Taking Turns badge!

Colour it in when you finish.

Pip's Play Cards

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

Stepping Stones — MOVE



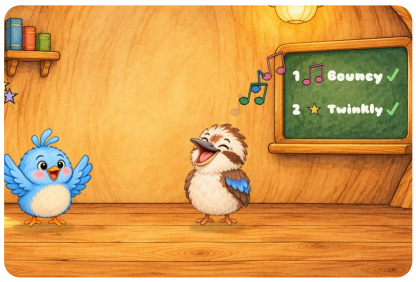
Put three cushions on the floor.
Hop from stone to stone and call out: "Take turns! Something new! Mix them!"

Dam or Boats? — PRETEND



You say, "Dam!" Your grown-up says, "Boats!"
Uh oh. Two ideas!
Now ask: **"Your game, then mine?"**

Bounce, Then Twinkle — MOVE



Bounce like Kip's bouncy song.
Then twinkle your fingers like Pip's twinkly song.
Do it again. Who goes first this time?

Mix It Up — PRETEND



Teddy wants blocks. You want cars.
Mix both ideas into one game!
A block road? A car park tower?

Frog Hunt — MOVE



Pick something new, together!
Hop like frogs with your grown-up.
Count your hops to the door. Ribbit!

Going Second — PRETEND



Pick a song with Teddy. Teddy's song goes first.
Say, **"Okay. Yours, then mine."**
Wait. Then sing yours, nice and loud!

Grown-Up's Guide

Pip's Feelings Club · Episode 13: Two Ideas

"Your game, then mine?"	Pick something new, together	Mix both ideas into one
Stone one: take turns	Stone two	Stone three

The three stepping stones

When friends want different things, they can **meet in the middle**, and there are three ways to do it: **take turns** ("Your game, then mine?"), **pick something new, together**, or **mix both ideas into one**. They all work. Pip and Rory mix a dam and boats into a boat harbour. At bird school Kip's song goes first and Pip has to wait for hers: meeting in the middle sometimes means going second.

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. Practise the words when nobody is stuck: a plan made in a calm moment is easier to find in the middle of "Dam!" "Boats!". Finish with a play card.

What to talk about

Sheet	Ask them	Do together
Two Ideas	"What did Pip want? What did Rory want?" "Which stone did they choose?" "Which stone would you try?"	Next time you two want different things, name the three stones.
Taking Turns	"Whose song went first?" "How did Pip feel about waiting?" "Did both songs get sung?"	Take turns choosing something small today. Notice when they go second.

When two ideas bump

1. Name it: "Two ideas! That's tricky."
2. "Turns, something new, or mix them?"
3. Let them choose. Help if they're stuck.

When they're stormy

Calm comes first. The stones can wait.
Use fewer words. Stay close.
Really stuck? You find the middle for them.

Do it out loud yourself

"You want the park. I want the shops."
"Shops first, then the park?"
Then keep your side of it, every time.

Catch them doing it well

"You let your friend go first. That was kind."
"You mixed your ideas. Clever!"
"You waited for your turn. That was hard."

Try to avoid

Letting the loudest child always go first.
Promising a turn, then running out of time.
Expecting them to enjoy going second.

Every day (2 minutes)

One small choice: a book, a song, a game.
"Your pick, then mine?" Then really do both.
A star each time they meet in the middle.

Share the words with their teacher so school can use the same three stones. See your GP or child health nurse if fights with friends are happening a lot, getting worse, or someone is getting hurt.

Based on compromise and problem solving from the Second Step and PATHS programs.