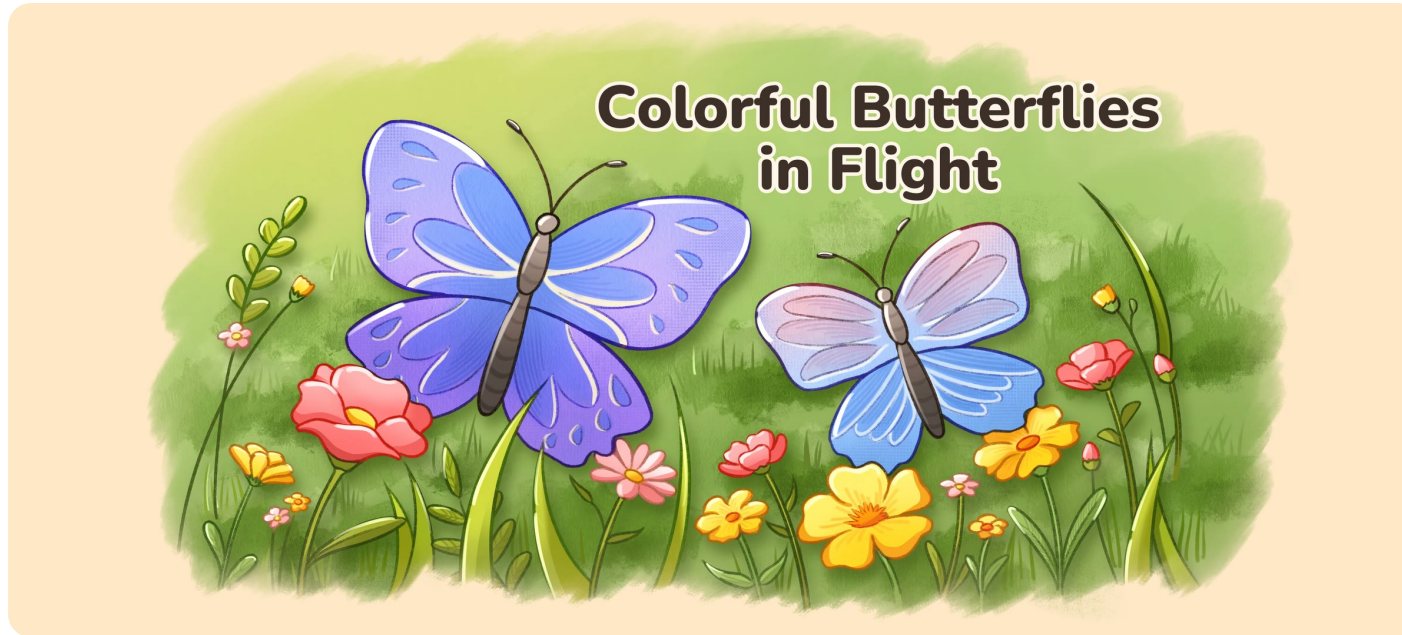




Colorful Butterflies in Flight

Print a small hand, add a few marks, and imagine what it could become. Build a picture and story together while your child gives new meaning to every shape.

Helps Your Child Grow



Creativity

Transforming a handprint into a new character or object and adding details and a story gives your child an open-ended way to create and explain an original idea.



What You'll Need



Paint



Drawing paper



Paintbrushes

What You'll Need

1. Washable paint, drawing paper, and paintbrushes



Turn a Handprint into a Butterfly

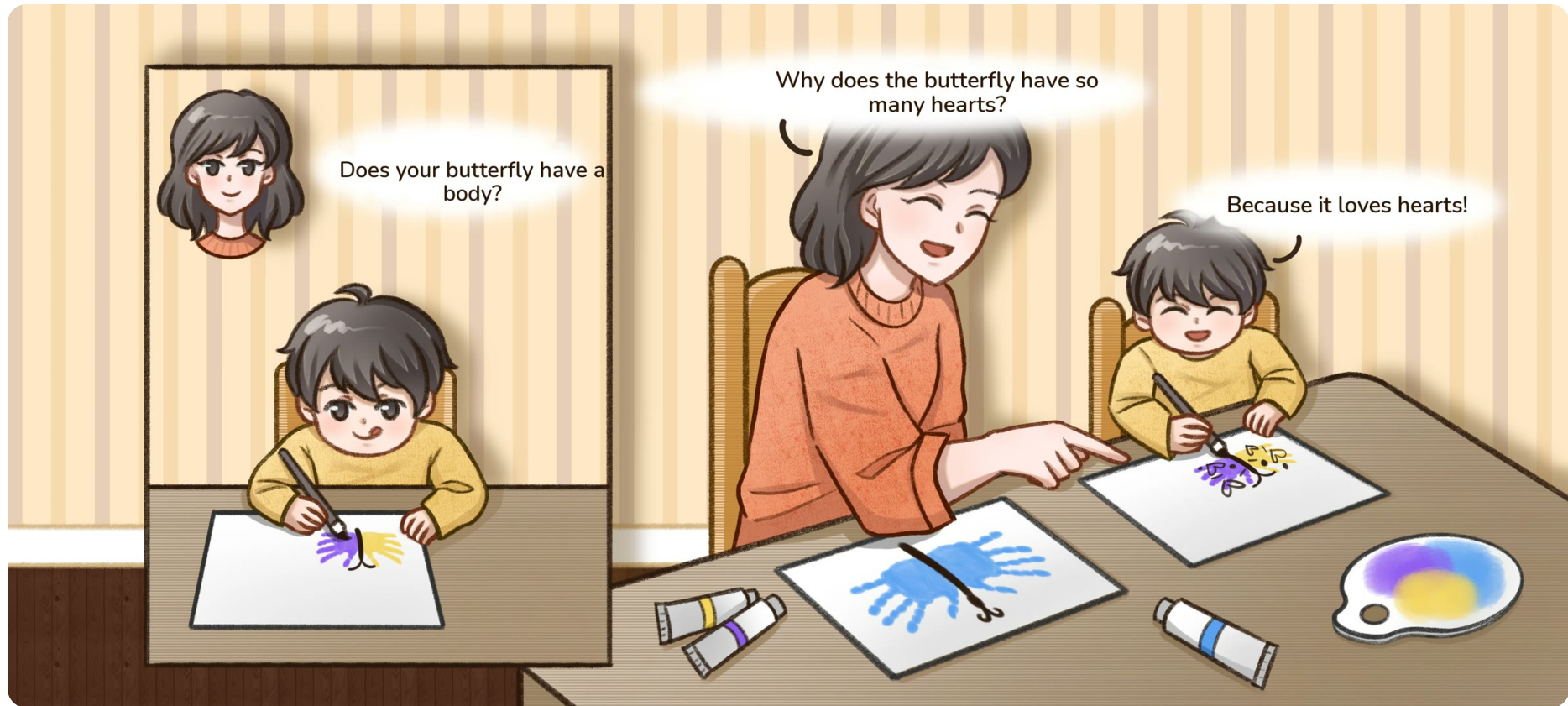
Introduce handprint art with one example: print your hand and add details to make a butterfly. Then invite your child to print a hand. They may copy the butterfly or turn the shape into something new.

Observations

- Adds an original choice, such as using two colors for the butterfly
- Squeezes paint onto the palette for use

Tips

- The result does not need to look realistic. Giving an ordinary print a new meaning is the imaginative act.
- There is no single right answer. If your child imagines a fantastical creature, ask what gave them the idea instead of correcting it.



Add One-of-a-Kind Details

Interview your child about the butterfly: What is its name? What is on its wings? Why did you draw it that way? Let each answer inspire another mark or pattern so the character becomes more vivid.

Observations

- Adds several patterns to the butterfly's wings
- Explains why they chose particular patterns

Tips

- An explanation may be short or unexpected. It does not need to be complete or logically organized.



Create New Friends Together

Join your child's imagined world and explore more prints together: a fingertip can become a flower, or several finger marks can become a dragonfly. Take turns guessing what each new shape represents.

Observations

- Uses different parts of the hand to print and tells you what each print represents
- Adds story events in response to your questions and the picture

Tips

- If ideas pause, offer an open prompt: "Where is the butterfly going? Who might it meet?" Let your child decide what appears next.
- Build from your child's idea instead of directing the picture. If the butterfly enters a garden, add flowers and friends within that setting.