



Send the Kitten Home

Follow your child into pretend play, add a lost kitten and a rescue mission, then let their ideas shape what happens next.

Helps Your Child Grow



Creativity

Taking on a role, finding ways to help the kitten, and adding new events lets your child turn their own ideas into an imaginative game.



Communicating and Speaking

Answering questions and describing what should happen next gives your child practice expressing ideas clearly during play.



What You'll Need



Kitten Toy



Toy Fire Truck

What You'll Need

1. A kitten toy and a fire truck toy



The Kitten Is Lost

If your child is making a toy kitten walk, join the pretend play they have already begun. Add a simple problem: the kitten is lost and needs help finding its home. Invite your child to choose a favorite rescue role and begin the mission.

Observations

- Offers to help the kitten find its home after hearing that it is lost
- Responds with words after hearing that the kitten is lost

Tips

- Before joining, watch how your child is using the toy. Follow their existing idea instead of taking the toy or suddenly changing the game.
- Begin with a simple event drawn from familiar life. This makes the new story easier to understand and continue.



The Rescue Team Sets Out

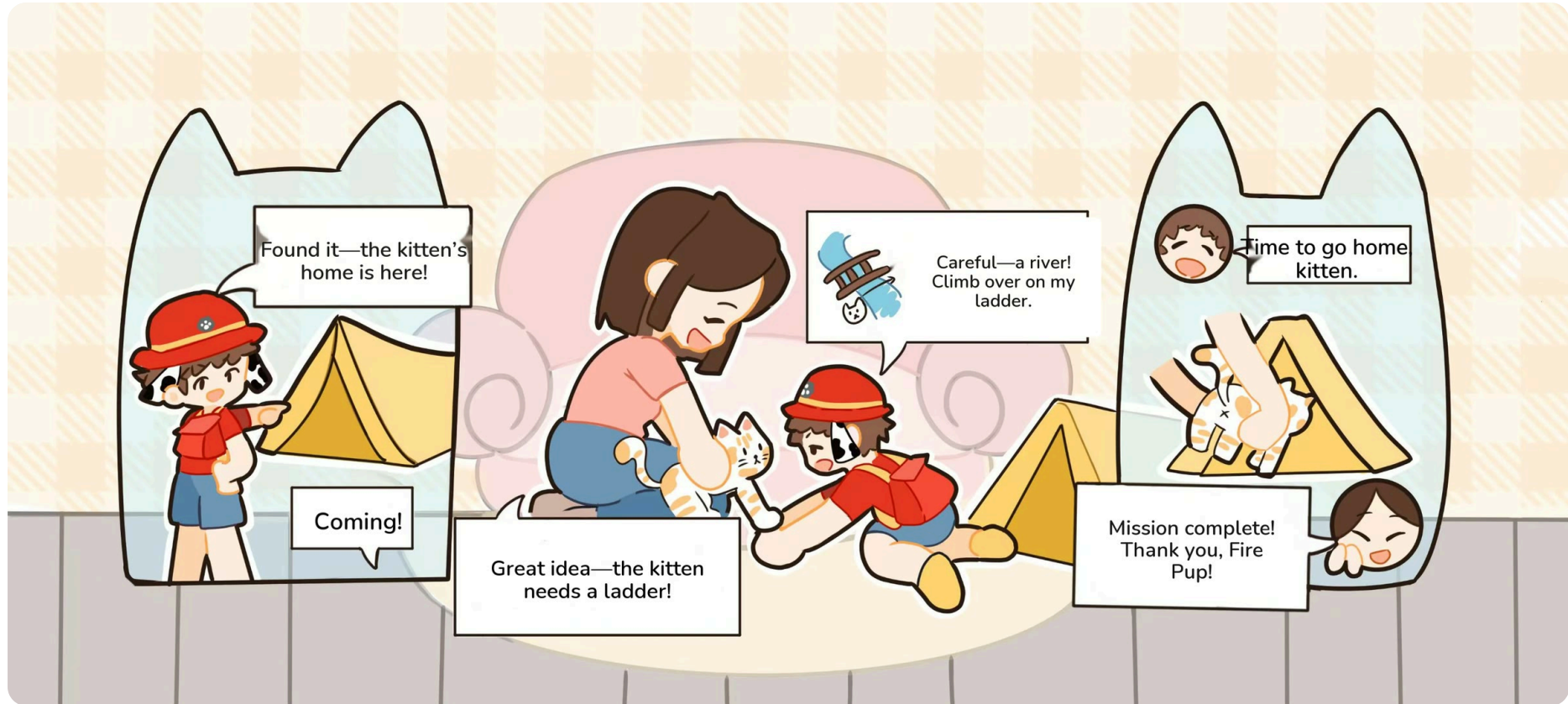
After your child chooses a role, help the story get moving. Add one small problem and ask what to do next. Then wait, use their answer, and continue the scene. If they say, “The sofa isn’t the kitten’s home,” ask where the team should look instead.

Observations

- Pretends to search or perform a rescue while playing a role
- Explains clearly whether a place could be the kitten’s home

Tips

- Your child does not need to copy a character or show exactly. If they enter the role, invent an action, or add a new idea, follow their lead and keep the story going.
- When an answer surprises you, avoid dismissing it as impossible. Find a way to bring the idea into the story.



Build a Bridge Home

When your child begins adding events, let the rescue follow their plan. Play along as the kitten crosses a pretend bridge or climbs a ladder, and finish the mission together.

Observations

- Adds a new event that keeps the story going
- Invites you to act on their idea, such as carrying the kitten across a pretend bridge

Tips

- A new event such as “There’s a river ahead” or “We need a ladder” shows that your child is beginning to create the story rather than only follow it.
- If your child does not add a new event yet, introduce one more simple problem and wait for a response. Their own story ideas may emerge after several rounds.