

Woodland Conversation Cards

Anybody may pass, draw, move, answer as a character or choose another card.

NOTICE

What might a character's body be trying to say?



PASS

Which question would you like to leave today?



HELP

What are three different kinds of help?



WEATHER

What weather fits an imaginary day?



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FRIENDSHIP

**How can a friend stay nearby
without fixing?**



BRIGHT

**What is something you feel
proud or excited about?**



CHANGE

**What can help when the next
part is uncertain?**



QUIET

**How can silence feel
companionable?**



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REPAIR

What could happen after something goes wrong?



MEMORY

What can a story character keep in a memory box?



CHOICE

Would words, drawing, movement or listening fit?



ASK BACK

What would you like to ask the grown-up?



Before you pick a card

Agree these rules together.

- 1 Anybody may pass or choose another card.
- 2 There is no correct response.
- 3 Words, drawing, movement and silence all count.
- 4 The child may ask a question back.
- 5 Stop while the conversation still feels safe.
- 6 Follow safeguarding procedures if a concern is shared.

A grown-up can model first

Keep your own answer brief and boundaried. Curiosity is more useful than correcting or interpreting a child's response.