

Wonder together

Ages 4–8, with a grown-up · One question at a time · Talk, draw, point or pass.

Choose one card, then follow the story. Take turns pointing to a card, or ask a grown-up to cut them apart. No scoring and no need to use them all.

LOOK CLOSELY

What caught your eye?

Point to a tiny detail. Can your partner find it?

GUESS TOGETHER

What might happen next?

Invent two possibilities. Read on when you are ready.

ASK A CHARACTER

What would you ask them?

Use a toy voice to imagine their reply.

SWAP PLACES

Could someone see it differently?

Tell one moment through another character's eyes.

TRY SOMETHING

What could they try now?

Act out a small next step or ask a toy for help.

MAKE A SOUND

What would this scene sound like?

Choose a gentle sound, a gesture or a quiet pause.

Grown-ups, play too: let your child choose the first card, then share your own idea. A gesture, a drawing or “I’m not sure” is welcome. Anyone may pass or ask to read on.

A question for every story

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Use one with a Willowwick opening or the whole book. Free opening excerpts:
willowwickbooks.com/read-and-watch

Everyone Must Agree Day

Can we like different things and still enjoy being together?

The Race Without a Finish

What would make Sports Day fun, even if you did not win?

The Screen That Shouted

What else would you want to know before deciding what happened?

When Mum and Dad Said No

If your first plan could not happen, what might you try instead?

The Missing Christmas Star

What little things might make a celebration special for a character?

The Bigger Table

How could we make room for two different ideas?

The Boo That Grew Too Big

How can you tell whether everyone is enjoying a surprise?

Your turn to ask!

Draw or tell a question for the grown-up.

Wonder about the characters; nobody needs to share a personal experience. Different answers can sit happily side by side.