

Seven days. So many little stories.

One small invitation each day. Your child decides where it goes.

Ask, listen, then follow their idea. Drawing, talking and pretending all count. Skip a day or stop whenever you like; there is no streak to keep. Choose safe materials and help with cutting. No purchase, account or Wompy toy needed.

DAY 01

The Cloud Post Office

Gather: A scrap of paper and something to draw with.

A cloud has received a letter. Who sent it, and what does it say?

Let your child dictate or draw the reply. Ask how a cloud delivers post: a raindrop, a rainbow, or something nobody has invented yet.

ONE LITTLE THING TO KEEP

Draw the stamp for your cloud's letter.

DAY 02

The Backwards Café

Gather: An imaginary menu, or paper if you like.

Today the café serves breakfast at bedtime. What else is wonderfully backwards?

Take turns being the customer and the chef. Ask one question about the menu, then let the chef decide the answer. A soup you eat with a fork is allowed in this story.

ONE LITTLE THING TO KEEP

Give the café a name and invent its special dish.

DAY 03

A Bridge for a Tiny Visitor

Gather: Paper, blocks or a drawing. Choose materials suited to your child.

A tiny visitor needs to cross an imaginary river. What could we build?

Let your child choose who the visitor is. A snail, a moon rabbit and a very proud ant might need different bridges. Change the design only if your child wants to.

ONE LITTLE THING TO KEEP

Draw the visitor taking the first step.

DAY 04

The Museum of Almost Anything

Gather: Three ordinary safe objects, or three imaginary ones.

You are the museum guide. Which very ordinary thing has an extraordinary story?

Become the visitor and ask for a tour. A sock may have explored the moon; a spoon may have won a dancing contest. Ask which detail the guide wants everyone to notice.

ONE LITTLE THING TO KEEP

Make one museum label in your child's words.

An idea is all you need.

Pick up where you left off, or start somewhere entirely new.

DAY 05

The Quiet Weather Orchestra

Gather: Fingers for gentle tapping, a quiet voice, or imagined sounds.

What would a sleepy cloud sound like if it were music?

Let your child conduct a short weather piece. An open hand means begin; a closed hand means stop. Keep sounds comfortable, and swap roles if they would rather listen.

ONE LITTLE THING TO KEEP

Give your tiny piece of music a title.

DAY 06

The Pocket-Sized Expedition

Gather: An imaginary bag, or a drawing of one.

We are exploring a world inside a pocket. What three things should we bring?

Ask what each item does. The world can contain button mountains, a tissue sea, or whatever your child invents. Let one surprising discovery change the route.

ONE LITTLE THING TO KEEP

Make a three-mark map: start, surprise, home.

DAY 07

The Story Comes Home

Gather: One idea from any earlier day. No saved work is needed.

Someone from our week has come to visit. Who is it, and what would they like to tell us?

Invite your child to choose a character, place or object. It can meet another idea from the week or begin a completely new story. You can tell just one sentence each.

ONE LITTLE THING TO KEEP

Finish together: "My favorite little idea was..."

A sentence is a story. A little idea is enough.

There is no score, finished project or outcome to prove. Enjoy the part you make together. Pass the guide to another grown-up if they would enjoy it; sharing is optional.

An original activity guide from Wompy, a curious AI plush available for preorder. These activities stand on their own and make no developmental or therapeutic outcome claims.

wompy.world/play-guide/ · 26 September 2026