A Little Garden, a Very Big Adventure

For shared looking, ages 2–8. Start with the larger clues; tiny details suit older children or adult help. Difficulty labels are editorial suggestions, not a child assessment.

Look together. Let the picture lead.

Imagine being small enough for a leaf to become a bridge. Follow a path together, then pause wherever the picture makes you curious.

Begin with the foreground map or the leaf reading nook. Choose whether your next stop will be below the roots or above the clouds.

Look together

Start with the whole picture. Let a child choose the first place to explore.

Find three things

Pick any three clues—or invent your own. It is fine to stop sooner.

Describe one

Use a color, shape or place word without pointing. Let someone else look.

Imagine what comes next

Choose a tiny moment and tell, draw or act out one gentle next chapter.

A few gentle invitations

What seems enormous when you are tiny?

Grown-up cue: Compare leaves, flowers and roots with the friends without needing measurements.

Which path would you choose?

Grown-up cue: Invite a reason: a glow, a view, a friend or a place to rest.

What might be on the next page of their book?

Grown-up cue: Invent a picture or tell a gentle next adventure. There is no hidden official answer.

Start with the rainbow and broad leaf bridge. Try Bella's tunnel or the floating feather later. This is a fantasy garden; glowing mushrooms and flying feathers are story magic, not advice for exploring or touching real mushrooms.

Make a tiny paper map with three picture landmarks. Move a toy along it together, finishing at a cozy reading place.

A shared classroom adventure

15 flexible minutes

Purpose

Use scale, route and position language while building a short imaginative journey with friends.

Bring

A screen with the picture or a printed panorama; Optional picture clues; Paper and pencils for a next-story drawing

1. Look together

Notice how leaves, roots and flowers become large places for tiny friends.

2. Find three things

Find a place to cross, a place to look around and a place to rest.

3. Describe one without pointing

Use shape, texture or position. Let another child follow the verbal route.

4. Invent what happens next

Add one new picture landmark to a paper map, then tell how Lulu, Coco and Bella help each other reach it.

Make room for every child

Offer a simple two-stop route, one enlarged crop or a tactile route made with paper and string. Accept gesture, sound-free roleplay or home-language descriptions. No one needs to read words to follow the pictured map.

Pause and reflect

Where would you pause on the journey, and what would you notice there?

Words to try

route: a way from one place to another

nook: a small sheltered corner

miniature: very small

Keep the story going

This panorama follows the current The Sky Beyond Garden edition, with Lulu, Coco and Bella. Its many little moments invite you to retell or invent your own route.

The Sky Beyond Garden - Follow Lulu, Coco and Bella from a mysterious map to glowing caves and a playground in the sky.

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