Panda & the Lost Star: Story Map

Draw, mark and tell how Panda and friends help the little star find its way home.

Name: _____ **Date:** _____



FRIENDSHIP TREE

NIGHT SKY

1. WHAT DID PANDA NOTICE?

Draw the tiny star where Panda found it.

2. HOW DID THE FRIENDS HELP?

Draw a friend and one helpful idea.

3. HOW DID THE STORY END?

Show the star returning to the sky.

TELL THE STORY

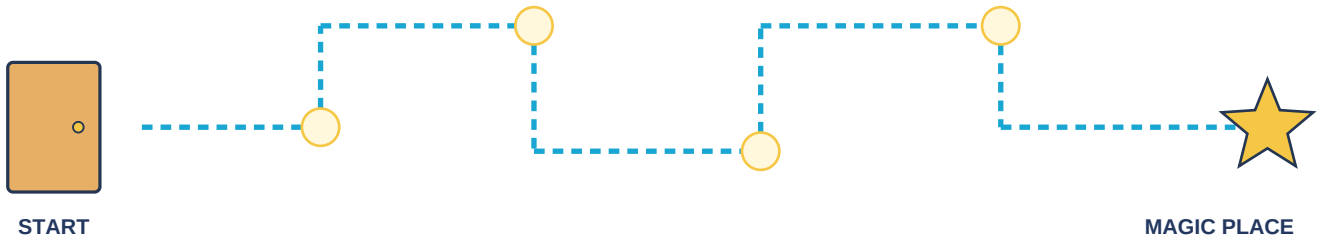
First, Panda noticed _____. The friends helped by _____. At the end, _____.

A child may draw, dictate words to an adult, point to picture clues, or tell the story aloud.

Folo & the Secret Door: Map Maker

Help Folo find a path through the magical world. Add a clue and draw what is beyond the door.

Name: _____ **Date:** _____



1. Add a clue to the path

Choose a checkpoint and draw a symbol, shape or arrow to help Folo.

2. Draw what Folo sees beyond the door

3. Finish the idea

Folo opens the door and discovers _____.

No single destination is correct. Invite the child to explain what their symbols mean and invent a new route.

Make Your Own Three-Scene Adventure

Create a beginning, a problem and a solution. Draw first, then tell your story aloud.

Name: _____ **Date:** _____

1. BEGINNING

Who is in your story?

2. A PROBLEM

What goes wrong or changes?

3. THE SOLUTION

How do they help or solve it?

STORY TITLE: _____

CHARACTER NAME: _____

TELL IT USING FIRST, NEXT AND FINALLY

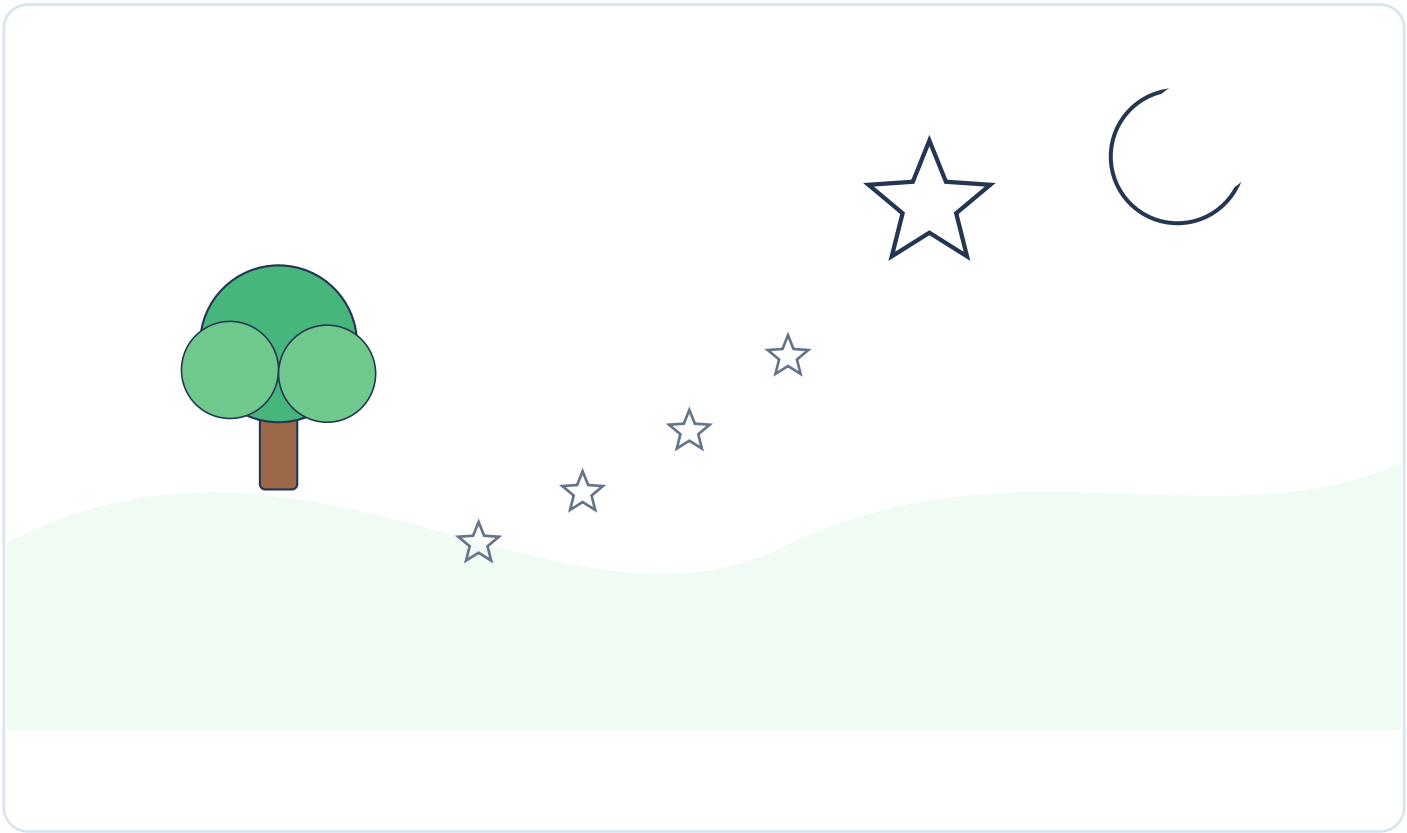
First, _____. Next, _____. Finally, _____.

Children can invent fantasy events. Focus on clear sequence and their own ideas, not spelling or drawing skill.

Color, Then Tell the Story

Color the simple scene, add one new detail, and tell what happens next.

Name: _____ **Date:** _____



ADD A CHARACTER

ADD SOMETHING MAGICAL

TELL YOUR STORY

My character is _____. They notice _____. Next, _____.

One new detail I added: _____

Invite the child to color in any way they choose. The drawing is a prompt for imagination, not a test.

My Drawing Prompt Studio

Choose a prompt, imagine your own details and draw. There is no single correct picture - make it your own.

Name: _____ **Date:** _____

1. A TINY HOME

Draw a tiny home for a ladybug. What would it need inside?

2. A HELPFUL ROBOT

Invent a friendly robot that helps someone with a small task.

3. A PATTERN GARDEN

Draw a garden where each flower has a different pattern.

4. UNDER THE SEA

Imagine an underwater room with a window. What can you see?

5. A TREASURE MAP

Draw a map with three safe landmarks that lead to a hidden treasure.

6. A NEW PLANET

Create a planet with an unusual sky, plants or buildings.

TELL SOMEONE ABOUT YOUR DRAWING

My favorite detail is _____. Ask the child to explain their idea in their own words.