Your helpers are ready!

Choose a helper. Find a way. Bring someone home.

1

Drive to the park

2

Pick up the parcel

3

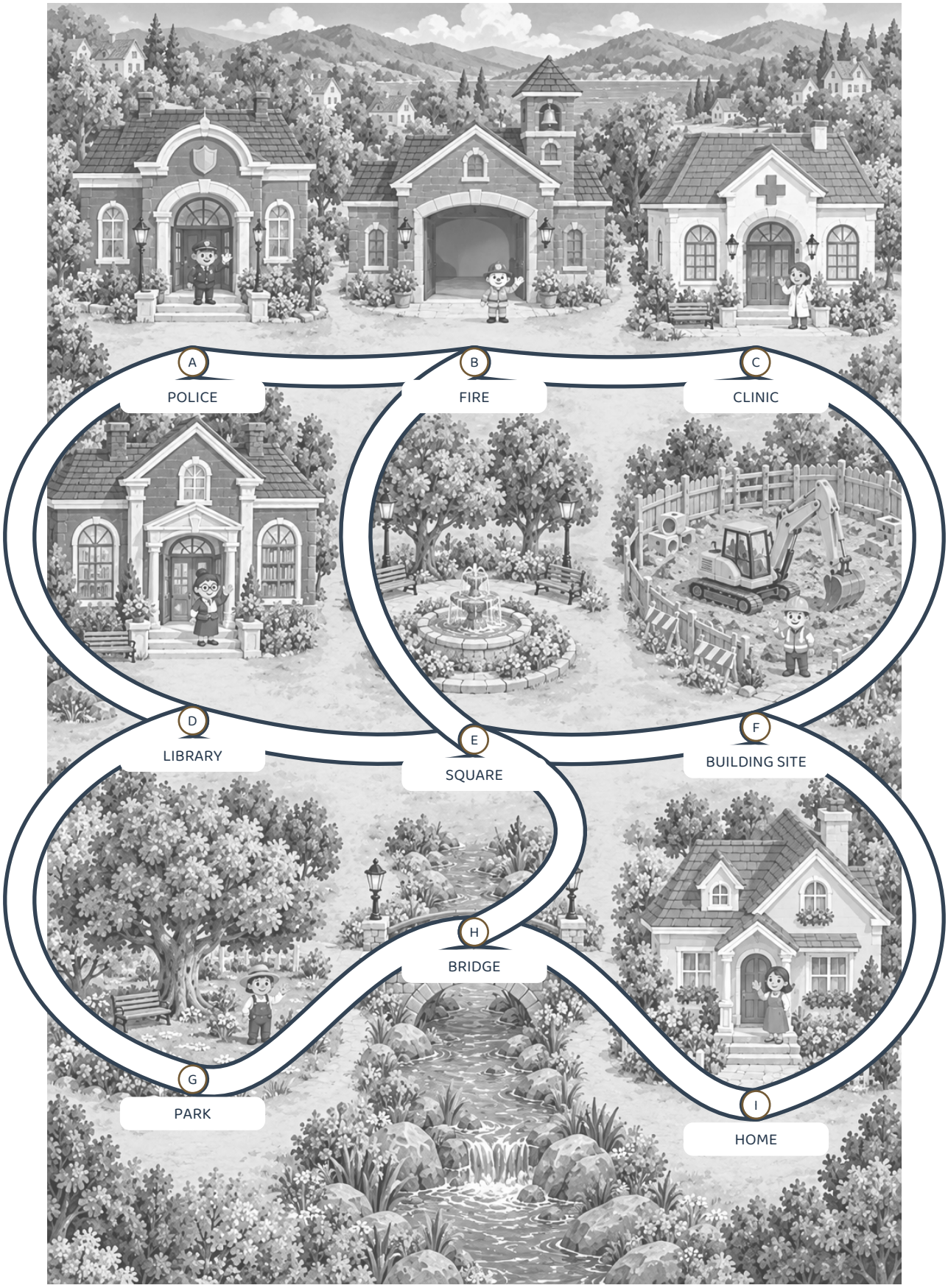
Bring it to police

First call: a forgotten parcel. Police > Library > Park. Collect it. Drive back!

Grown-up: cut page 3. Vehicles start at Police, Fire and Clinic. Follow one road at a time; a CLOSED strip blocks only its own road. Notes: page 7.

Welcome to Little Story Town

Drive along the painted roads.



Meet your crew

All the vehicles, passengers and parcels.

POLICE

FIRE

AMBULANCE

PARCEL

CAT

TEDDY

TOOLBOX

CLOSED

CLOSED

Grown-up cuts the outside shapes. Everything stays flat.

Put a passenger or parcel beside its vehicle. Move them together.

The first calls

Choose a call. Make the trip.

D1 / The forgotten parcel

PARK > POLICE

Collect it. Take it there.

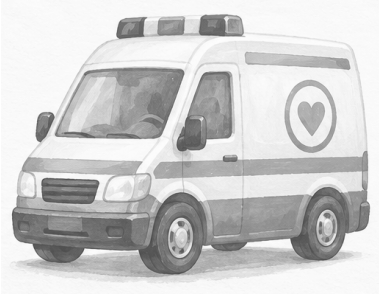
D2 / Cat's picnic

HOME > PARK

Collect it. Take it there.

Fire brings a pretend ladder.

D3 / Teddy wants a rest



LIBRARY > CLINIC

Collect it. Take it there.

D4 / Find the toolbox

BUILDING SITE > FIRE

Collect it. Take it there.

A different way round

One road closes. Another way is waiting.

D5 / The long way home

PARK > HOME

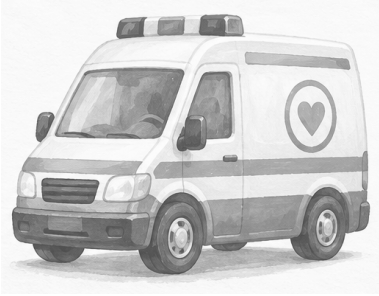
CLOSE: PARK <-> BRIDGE

D6 / Another way round

PARK > HOME

CLOSE: FIRE <-> SQUARE

D7 / A clinic detour



HOME > CLINIC

CLOSE: CLINIC <-> BUILDING SITE

D8 / Two helpers

Cat: HOME > PARK / Teddy: LIBRARY > CLINIC

CLOSE: SQUARE <-> BRIDGE

Make the next call

You are the dispatcher now.

1 / Choose your helper

2 / Choose who or what to collect

3 / Point to a start and a destination on the map

Trace a working way before you give someone the call.

An extra twist: close one road. Keep a route open. Swap dispatcher and driver when you like.

Grown-up routes + pocket notes

Open-road answers and an easy first turn.

SET THE SCENE

Print pages 1-4. Cut page 3 and keep map/mission sheets whole. Police begins at A, Fire at B, Ambulance at C. Put only the named objects out; reset vehicles and closures before each call.

JUST THREE RULES

Follow a painted road to the next named place; do not jump through gardens.

Reach an object before collecting it. Put it beside the vehicle; one vehicle carries one object.

A CLOSED strip blocks only that road, both ways. Other places and parked vehicles stay open. There is no race, crash penalty or shortest-route requirement.

FIRST FOUR CALLS

D1 / Police > Library > Park [collect parcel] > Library > Police [deliver].

D2 / Fire > Square > Building Site > Home [collect cat] > Bridge > Park [deliver].

D3 / Clinic > Fire > Police > Library [collect Teddy] > Police > Fire > Clinic [deliver].

D4 / Fire > Square > Building Site [collect toolbox] > Square > Fire [deliver].

PRETEND ROLES

Police finds/returns things, Fire brings a ladder, Ambulance gives Teddy a comfortable clinic trip. These are this game's pretend jobs, not real-emergency instructions.

FOUR DETOURS

D5 / Park-Bridge closed. Police > Library > Park [collect parcel] > Library > Square > Building Site > Home [deliver].

D6 / Fire-Square closed. Fire > Police > Library > Park [collect cat] > Bridge > Home [deliver].

D7 / Clinic-Building Site closed. Clinic > Fire > Square > Bridge > Home [collect Teddy] > Bridge > Square > Fire > Clinic [deliver].

D8 / Square-Bridge closed. Fire: Fire > Square > Building Site > Home [collect cat] > Bridge > Park [deliver]. Ambulance: Clinic > Fire > Police > Library [collect Teddy] > Police > Fire > Clinic [deliver].

HELP WITHOUT DRIVING

Trace one open road together. Offer two next places, then let the child choose. Start with open-road calls before closures. Other open-road routes are welcome; the printed answers are examples.

ANOTHER SHIFT

Swap caller and driver or make a call with page 6. Pointing replaces writing or speaking. Put flat pieces in a folded-paper envelope; keep the world flat.