

Findik - Family Story Set



Courage to try and create together

2 stories | 2 coloring pages | 2 seek-and-find activities. Ages 4-8: read together; ages 9-12: create alternative endings.

Findik and the Crooked Roof



Findik wanted to build a home for the toys in the family workshop. The little squirrel put an empty box, paper and glue on the table. “What kind of home do you imagine?” Dad asked. Findik drew a big roof.

Findik and the Crooked Roof



The folded paper slipped sideways on the box. Findik tried again, but the roof stayed crooked. "I cannot build a house," the squirrel said, frowning. Dad sat close and listened without touching the project.

Findik and the Crooked Roof



“It feels difficult right now,” Dad said. “We can pause.” Findik drank some water and looked at the branches outside. They were different lengths, yet they leaned together. A new idea began to grow.

Findik and the Crooked Roof



This time Findik folded a wider roof. A sibling held the box while Dad passed the glue. One corner still tilted a little. “That can be our rain gutter!” Findik said with a laugh.

Findik and the Crooked Roof



Together they made a leaf decoration for the door. The sibling drew a window. Findik placed a little cushion inside, and a toy squirrel moved in. The home looked different from the first drawing, but it was ready for play.

Findik and the Crooked Roof



That evening everyone brought a toy to visit. “My first roof gave me an idea,” Findik said. Dad nodded. “I liked trying together.” Findik was already imagining a garden to add tomorrow.

Findik and the Idea Box



Findik found a large box in the living room. “Let us make a spaceship!” the squirrel said. A sibling wanted a shop. Mum imagined a little garden. Three different ideas gathered around the same box.

Findik and the Idea Box



Findik placed a spaceship drawing at the front. The sibling held up a shop picture. They spoke together, and neither could hear the other. Mum brought three blank sheets. "Shall we each draw first?" she suggested.

Findik and the Idea Box



When the drawings were ready, everyone took a turn. Findik wanted a round window. The sibling wanted to sell pretend flowers to toys. Mum added colorful leaves. Findik began imagining a shop in space.

Findik and the Idea Box



“Can a garden shop be in space?” Findik asked. “In our game it can,” the sibling replied. Mum safely made an opening in the box. The children arranged paper flowers in little containers beneath their round window.

Findik and the Idea Box



They chose roles for the game. Findik guided the ship, and the sibling arranged flowers. Then they swapped. When a toy bear visited, they offered both a star journey and a garden tour.

Findik and the Idea Box



Before putting the box away, Findik left a fresh sheet beside it. “For tomorrow’s ideas,” the squirrel said. The sibling drew a pond. Nobody decided right away. Tomorrow they would listen to that new idea together.

Findik - Coloring 1



Choose your own colors. When you finish, tell your family what is happening in your picture.

Findik - Coloring 2



Choose your own colors. When you finish, tell your family what is happening in your picture.

Hidden Objects in Findik's Workshop



Find: Heart ornament, Bell, Carrot, Feather, Large button, Crescent moon

Hidden Objects in Findik's Idea Box



Find: Heart ornament, Bell, Garden trowel, Feather, Large button, Crescent moon

Keep Exploring Together

Findik is a curious squirrel who loves new ideas. When a first attempt does not work, the family helps explore another way.

Design a little playhouse from an empty box. Everyone draws an idea; decide together which ideas to combine. An adult handles any cutting.

What kind of help feels good when a first attempt does not work?

How can we make room for everyone's ideas?

Suggested use: one story, one activity and a short conversation each time. Follow the child's interest; finishing is optional. These activities are not developmental tests or diagnostic tools.