The Pause Button Adventure

Design a pause signal

You can draw, point, write or talk it through with someone.

Have a go

Imagine a game is moving too fast for one player. Make a card or gesture the player could use to ask for more time.

Try another step

Try it during a pretend turn. Agree who will wait and how the player can show that they are ready, or that they would like to finish.

Explore the book

Tap here or scan the code for the paperback and story preview.