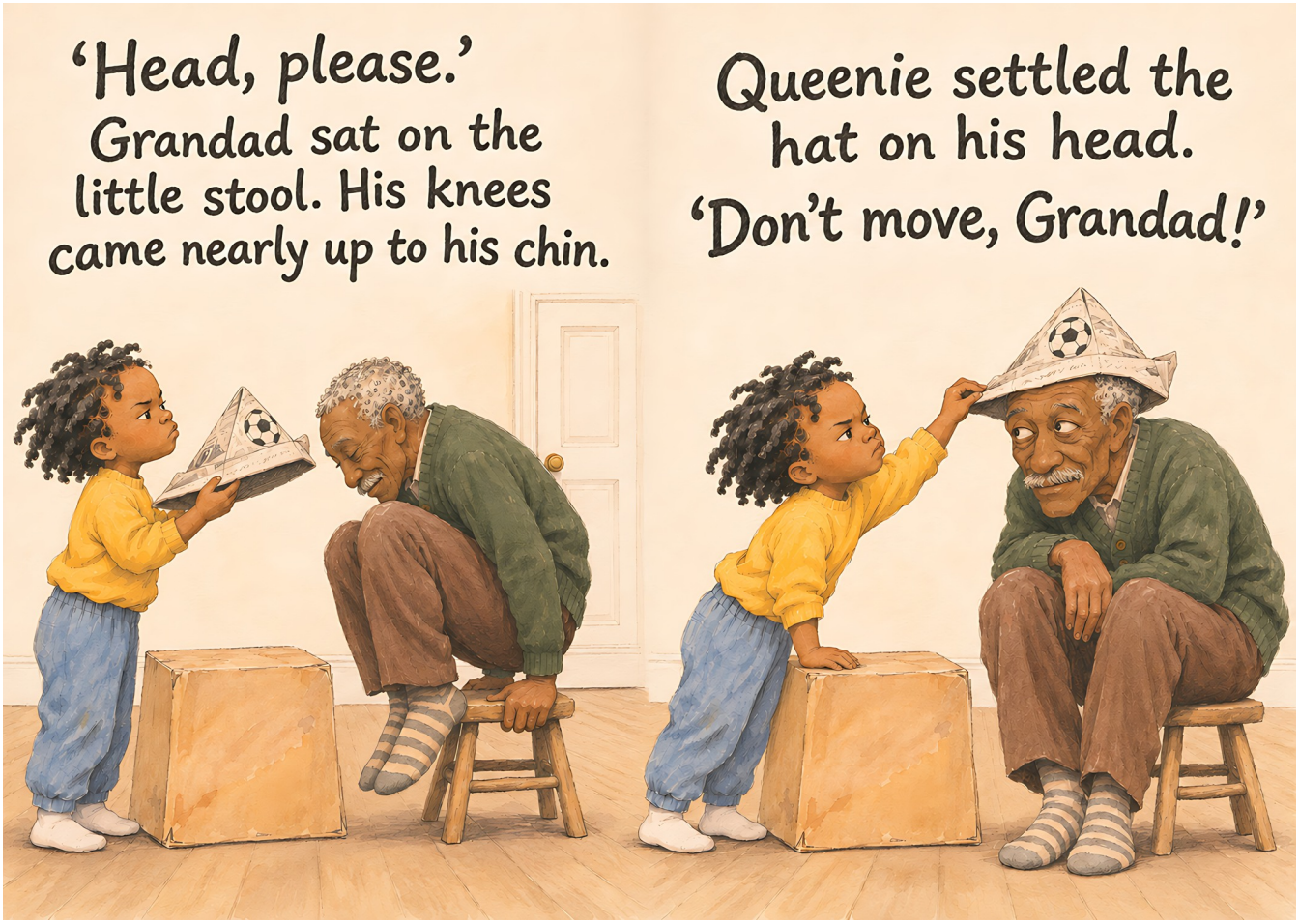
Don’t Move, Grandad!

Free story and activity pack for ages 2–5 · By Jonathan Hewston

Queenie has opened a hat shop. Grandad Del is her very first customer. There’s just one problem with fitting his hat. Can he keep still?

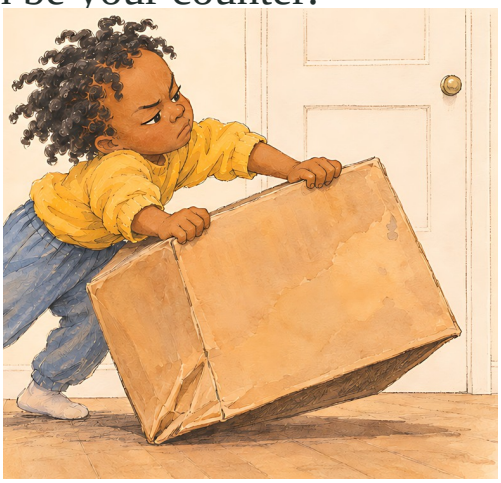


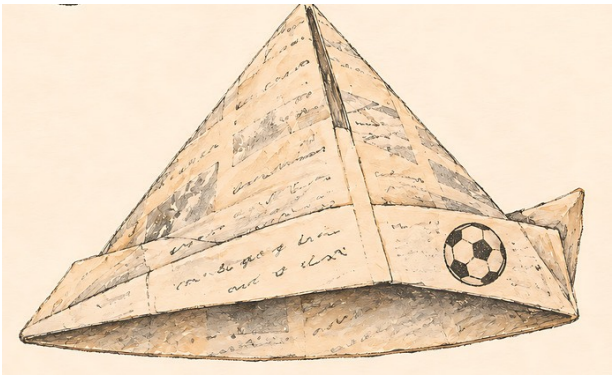
READ AND JOIN IN · BOOK PAGES 8–9

You be Grandad. Let your child fit an imaginary hat. When they say “Don’t move!”, try lifting just one eyebrow.

What will your shop sell?

Queenie starts with an upside-down box. A chair or the edge of a table can be your counter.





Put something on sale. Draw it in the shop window, put a toy here or tell a grown-up what to draw.

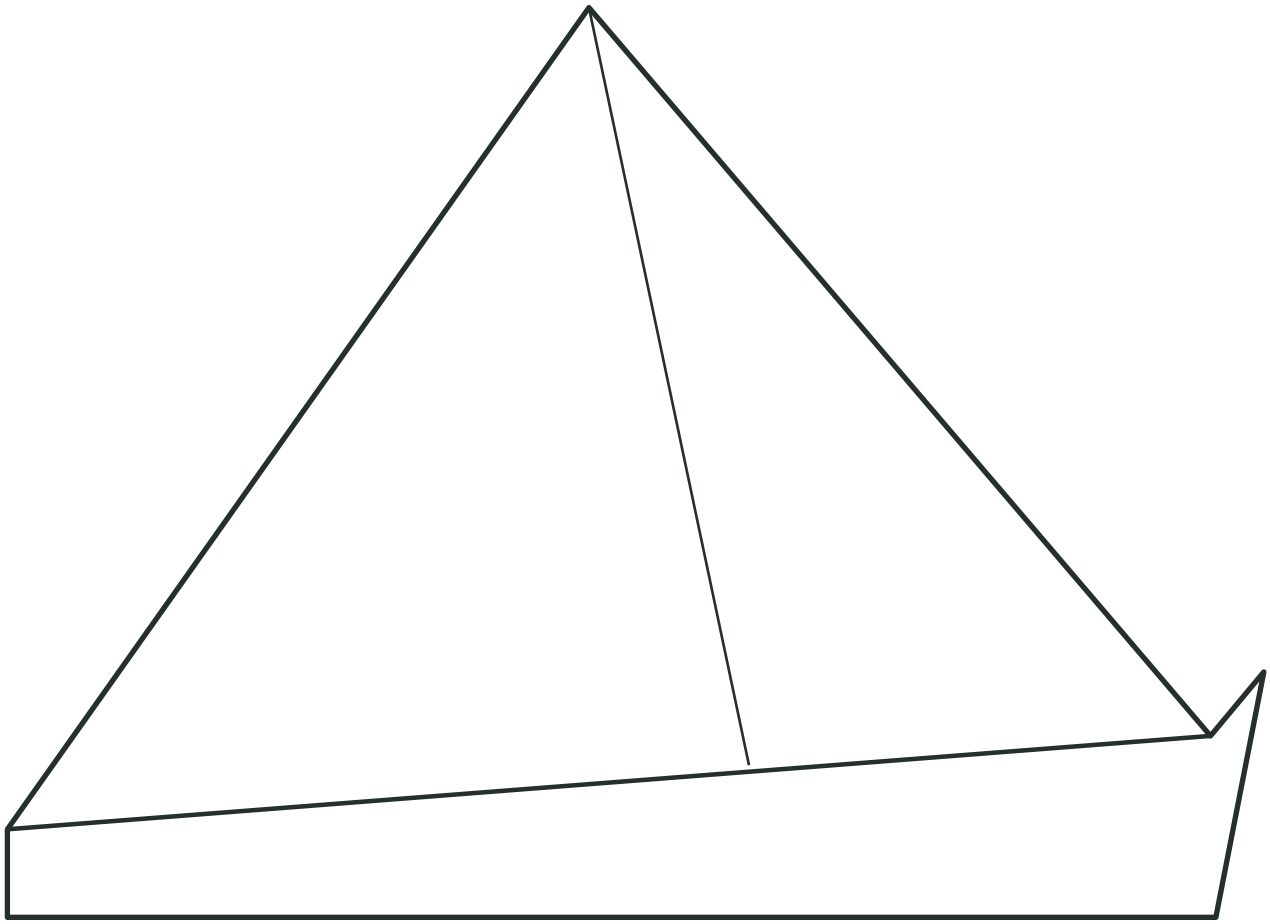
OUR SHOP WINDOW

TAKE TURNS

The customer asks, “Have you got a hat?” The shopkeeper can say yes, point to something for sale or offer a completely different thing. Swap jobs.

A hat for Grandad

Give this paper hat a print of its own. Add spots, stripes, footballs or anything a customer might ask for.



My hat is called

TRY A FITTING

Hold up the page where Grandad can see it. Ask in your shopkeeper voice, “Would you like to try this one?” Your customer can answer with a look, a word or a nod.

The shopkeeper needs a break

Read this part together. Listen for the words Queenie uses to tell Grandad what she needs.



How could a toy tell you it needs the potty?



Point to the blue potty, use a familiar sign or say "Potty, please." Take turns playing the grown-up who hears the message.

KEEP THE GAME WAITING · BOOK PAGES 12–13

Ask your toy, "What shall I save for you?" Keep that one thing in place. When the toy comes back, let it find its game just as it left it.

Which happened first?

These story pictures are muddled. Point to them in story order, or ask a grown-up to cut out the three strips and mix them up.



Queenie needs her potty.

What could Grandad say?



Queenie opens her shop.

What did she turn upside down?



Grandad tries on his hat.

What does Queenie tell him?

FOR THE GROWN-UP

The shop opens first. Then Grandad tries on the hat. Next Queenie asks for her potty. Let your child tell it with pictures, movements or words.

Save my place!

Make a sign you can leave beside a game. Draw what should wait, or put the sign beside the very thing you want kept safe.

Please save my…

When you come back, show your grown-up where the game starts again.



What happens to Grandad’s hat while he waits? Find out in Don’t Move, Grandad!, a Little Steps potty story by Jonathan Hewston.

Explore the books at hewstonhiggins.com